

Advanced Dungeons & Dragons®

Official Game Adventure

Ravenloft II: The House on Gryphon Hill

by Tracy and Laura Hickman

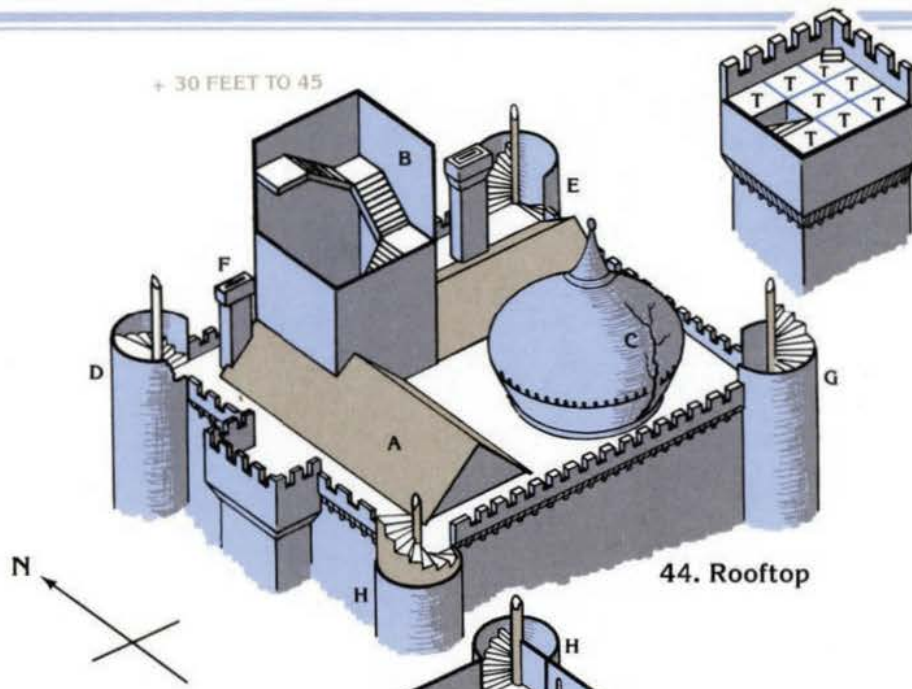


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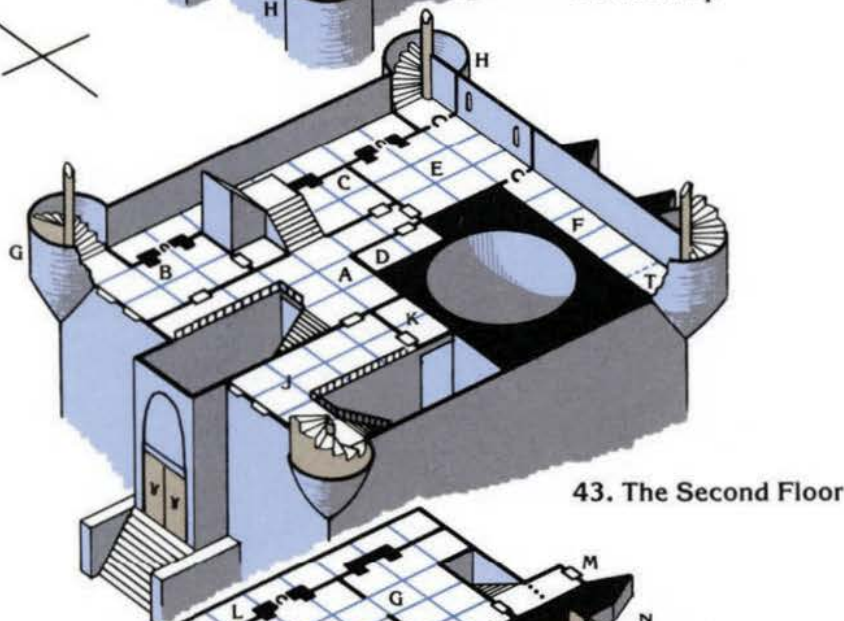
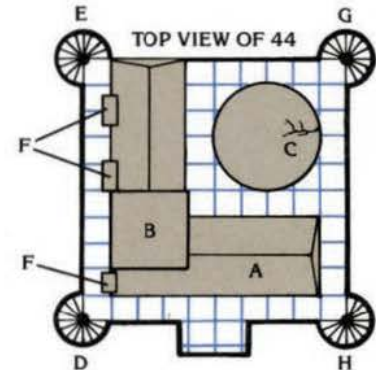
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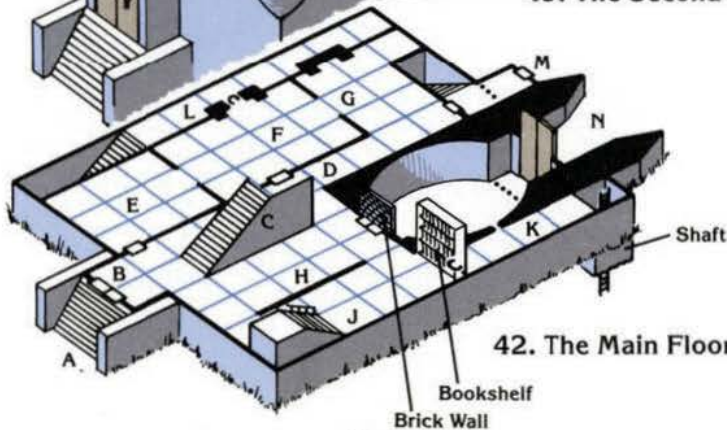
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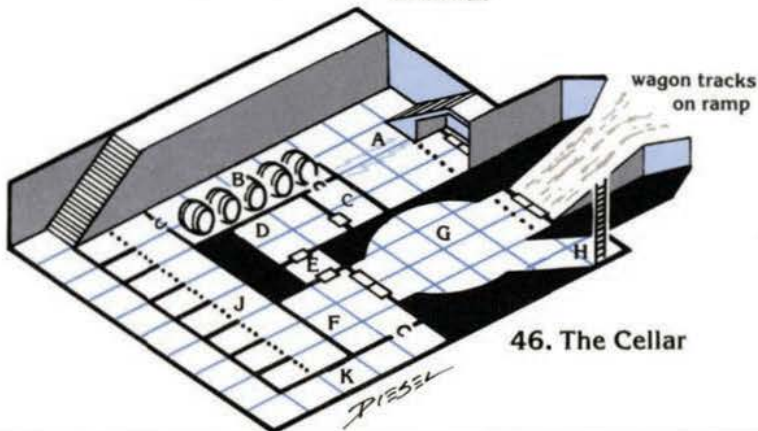
45. Tower Chapel



43. The Second Floor



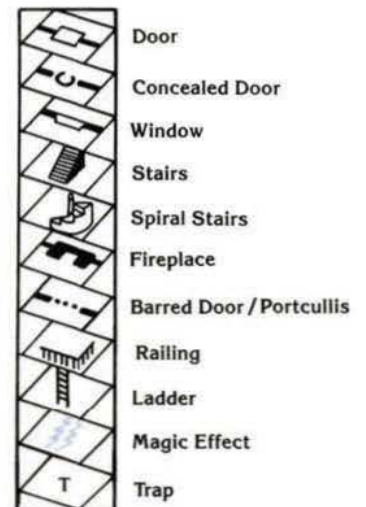
42. The Main Floor



46. The Cellar

Map #2: House on Gryphon Hill

Map Key



Scale: One square = 5 feet

Advanced Dungeons & Dragons®

OFFICIAL GAME ADVENTURE

An Adventure for 4-6 Characters, Levels 8-10



Ravenloft II: THE HOUSE ON GRYPHON HILL

By Tracy and Laura Hickman

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Distributed to the book trade by Random House, Inc. and
in Canada by Random House of Canada, Ltd.

Distributed to the toy and hobby industry by regional dis-
tributors.

Distributed in the United Kingdom by TSR UK Ltd.

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ISBN 0-88038-322-4

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Ravenloft II:

THE HOUSE ON GRYPHON HILL

"What cause have you to fear the darkness of the night, when within your own heart is darkness itself? Why then judge you my works so harshly?"

— COUNT STRAHD VON ZAROVICH

PROLOGUE

The master of Gryphon Hill bids you welcome and hopes that you have a pleasant stay. Please forgive him if he does not greet you, for he is rather involved in a little experiment at the moment. No doubt he will call upon you when your services are required.

Ravenloft II: The House on Gryphon Hill is an adventure of romance and dark mystery for the ADVANCED DUNGEONS & DRAGONS® game system. It is recommended for characters of 8-10th level in parties of 4 or more player characters. It is highly recommended that at least one of these be a cleric.

Gryphon Hill is the sequel to a previous adventure module, I6 "Ravenloft." This adventure can be run independently from that previous work ... however, those who own the original Ravenloft will find a special trick or treat. Appendix 3: The Dream of Barovia gives directions on how to combine both of these modules into an even greater, fantastic adventure.

The adventure is divided into Chapters and an Epilogue. The adventure is further divided into Events and Encounters. Events are occurrences which are dictated primarily by time and may occur anywhere. These provide the general flow of the adventure and a sense of the story unfolding. Encounters are occurrences which are dictated primarily by location. These describe and give occurrences triggered when the PCs enter a specific location.

The objective of the game is to find and destroy the vampire Strahd and to rescue those who have fallen under the control of evil. Whenever, *if ever*, this happens, go immediately to the Epilogue. It is your responsibility as the DM of this game to use every power available to Strahd to stop the player characters before this happens.

Abbreviations: All of the standard AD&D® game terms and symbols (e.g. PC, NPC, etc.) apply. In addition, there are some other terms which will be useful in running this adventure. THACO represents the base chance 'To Hit Armor Class 0 (zero)'. When attacking an opponent (or being attacked by one) the 'to hit' number needed on a 20-sided die can be easily determined using the THACO. Simply take the AC of the character being attacked and subtract this number from the THACO of the attacker. THACO helps reduce the time spent in combat by eliminating constant reference to the Combat Tables.

For example, if the attacking character has a THACO of 12 and the character being attacked has an Armor Class of 5 then the number the attacker needs to roll is a 7 or higher on a 20-sided die ($12 - 5 = 7$). A negative AC is added to the THACO score.

The following terms also apply:

AC	Armor Class	S	Strength
MV	Movement	I	Intelligence
HD	Hit Dice	W	Wisdom
hp	hit points	D	Dexterity
#AT	Attacks/round	Con	Constitution
Dmg	Damage	Chr	Charisma

SA	Special Attacks	AL	Alignment
SD	Special Defense	LG	Lawful Good
MR	Magic Resistance	NG	Neutral Good
C	Cleric	CG	Chaotic Good
F	Fighter	CN	Chaotic Neutral
MU	Magic User	LN	Lawful Neutral
T	Thief	N	True Neutral
PC	Player Character	CE	Chaotic Evil
NPC	Non-Player Character	NE	Neutral Evil
		LE	Lawful Evil

DM Preparation: This game requires some preparation before you can play it. First, you should read and become as familiar as possible with not only the rules of this adventure but its feeling and texture as well. Skim through the adventure once to gain a sense of its pace and structure, then read through it thoroughly, paying special attention to the boxed descriptions. This should not only give you an understanding for how the adventure is to be run in detail, but also some sense of how to create Gothic horror descriptions.





Before you actually begin running the adventure, you will need to work through THE MESMERIST'S PENDULUM section on your own to determine the end of the game. Should the PCs not make use of the Mesmerist during the course of the adventure, then it is important that you have already determined the end of the game. If the player characters do use the Mesmerist to unlock the Alchemist Strahd's memory or that of his fiancée, Lady Weathermay, use the new reading to replace the previous results.

Additionally, you will need to obtain a standard deck of playing cards and prepare them as directed in Event 5, The Conversion. These cards are used to randomly determine the "transpossession" or forced exchange of souls between two creatures during the game. Should you not have any playing cards available, you could purchase an inexpensive set or make one of your own out of ordinary paper.

Next, decide when Event #10 parts will take place and record them on the Event Record.

One final preparation must be made, you need to obtain in advance from your players a listing of the equipment which their characters will take with them at the beginning of this adventure. This is important for as the PCs awaken in Event #1, most of their equipment will be missing, it being scattered about the town. You will need to place this equipment in advance. The first part of the game involves the PCs moving about the town and retrieving their equipment. This permits them to talk and interact with the various NPCs in the town. It is during this time that the PCs should begin to feel that something here is dreadfully wrong. To make this happen, you will need to place the PCs equipment in various places and have them look for it. The locations of various items of gear are detailed in the Event section under Exploring Mordentshire-on-the-Sea.

Once these preparations have been completed, you may gather your group together, utilizing either their own characters of appropriate level or the characters provided with this module. Begin play with event E1, following the directions found there to continue the adventure.

Playing the Monsters: All the statistics for the monsters that will be encountered in this adventure are printed on the inside cover of this booklet. Statistics and descriptions of any new monsters are included in an Appendix to this adventure.

The most important parts you as the DM will play in this adventure are those of the two incarnations of Strahd von Zarovich ... both in his good alchemist and evil vampire incarnations. Like its predecessor adventure, both Alchemist and Vampire Strahds are up to cunning and dark plots intending to use the heroes to their own purpose. Strahd is of genius intelligence ... you must play both incarnations of him that way to the best of your ability. He is not likely to be fooled by the little tricks which players so often like to pull on common monsters.

Some areas described in this module are duplicates of other areas. Areas that are exactly alike have the same number on the maps. There is only one text description to use for each of these areas. All indoor and nighttime outdoor descriptions are written with the assumption that the PCs are using a torch. A torch normally lights a forty foot radius area. If another light source is used or the PCs do not have a light source, then alter the descriptions appropriately.

Goal of the Adventure: The objective of the adventure is to destroy the Vampire Strahd. This cannot be accomplished without the help and sacrifice of the Alchemist Strahd. In order to suc-



ceed, the following subplot goals must be completed. These lesser goals are provided here to help the DM guide the story as the heroes explore the environs.

Story Synopsis:

1. The heroes should explore town to recover their gear. In the process, they will become familiar with the townspeople and gain some inkling that something is wrong. They should encounter Docteur Germain d'Honaire from the sanitarium and learn of his interest in mesmerism and its power to draw out lost memories.
2. The heroes should visit Heather House to meet the key players in this drama — Lord Weathermay, his daughter Lady Virginia Weathermay, her attendant Mistress Ardent, the alchemist Count Strahd von Zarovich, and the Fielders, guests of the Weathermays.

Here they should be set on the trail of the mystery of missing memories of the Count and Lady Weathermay. Eventually, the PCs should consider bringing Docteur d'Honaire and one of these two together.

3. From here, the trail leads to the exploration of the house on Gryphon Hill, and hopefully the discovery of the Alchemist's diary and its missing entry. The PCs also may find some of the items of import to this adventure — the Rod of Rastinon, the Soul Searcher medallion, and the Ring of Revelation.

Here too, they should eventually find the trail of the missing Apparatus, the mighty mystical machine which engineered this horror.

4. The winding trail of mystery will inevitably return to Heather House where the Creature Strahd and his minions have prepared a little welcome.

The PCs must discover the location of the Apparatus and the controlling Rod of Rastinon and join the two to end the nightmare. But an army of undead guard the way.

Turning Undead in Mordentshire & Surroundings:

The evil creatures who haunt the moors and wilds of Mordentshire were drawn through the gateway by the Creature. His evil will commands and controls them as their lord, and thus undead creatures in this area are more difficult to turn than common undead. The closer the undead is to the Creature the greater the penalty to the Clerical Turn Undead die roll. These effects are defined by locale but may be increased to maximum effect if the Creature is present.

Die Modifier	Location/Situation
0	North of Town or Sunny Day
-1	Within Mordentshire or Cloudy Day
-2	Within the Bog, At Gryphon Hill or Night
-3	Weathermay Estate or The Creature is Present

If an undead can normally be turned by a cleric of the character's level, a roll of 20 will always turn that creature despite modifiers. If the turn result would normally be a T, the creature now turns on a 3, and modifiers apply to the roll. If the result is normally a D, treat this as a T result.



The ANCIENT & REBORN

The Alchemist's Tale:

I AM REBIRTH, I AM FLIGHT. The troubles of my previous life fade into shadows alone. I was peace itself. I was good and just. I practiced my arts for the benefit of all and healed the land with the gifts of a just god but the torment of my own dark self followed me. Within me was darkness, and hatred and envy. As I looked about, so too did this black shadow of mankind's soul seep slowly into all that I did, diluting its power and sapping its strength.

My own darkness, my own doubting, hatred and rage poisoned me as well; with so much done in the service of others, my own spite and pride tore at me in the back of my mind. In the end, it said to me, all there is, is death and all these good works will be for naught.

Then came the vision. I saw a way by which I might rid myself of my own darkness. Indeed, might I not rid all mankind of its darker self? This would surely be perfection, joy and treasure. This was the Apparatus and once my mind conceived it, I could not rest until its completion.

Many nights did I work in the darkness of my secluded laboratory, my mind fevered with the immensity of what I would accomplish. Yet did success elude me! Failure after failure did I suffer. The key to the banishment of our darker self was ever hanging before me, without shape or substance; ever in a haze of taunting obscurity.

One night my tortured soul boiled with hate and anger. I cried out! "Why had the gods made man so? Why must we be tormented by contrast in this life, faced constantly with the choice of light and dark?" I would conquer this if I could. I would defy such law!

Then came to me with clarity the knowledge of what I must do. I saw the missing piece, its rod of crystal hewn just so; its length just thus. The sulphur sphere ... it all made sense. I vowed to leave thus for a time the paths decreed by the just gods, for in the end much good could be accomplished ... surely the gods would understand the need of that.

Within a fortnight the deed was done. The Apparatus stood complete within my laboratory. The great sulphur ball in its mechanism, the receptors below all arranged properly about the lead glass sphere. The tests had all been successful ... I could let no one but myself be the first within that chamber.

The power surged with the spinning sphere. Lightning laced the chamber. Arrows of brilliance flew from the receptors and pierced the glass ... my soul! The darkness encompassed me ... it screamed!

When at last I awoke, I was free. Yet the great experiment worked all too well.

I could marry with good conscience the woman I loved and know that the darker self within me would be no obstacle to our joy and happiness. We were betrothed and the date was set.

I gave no thought then to where my darker soul had been sent. Where that part of me lived, I did not know. My pride had played one last trick upon me.

I continued my questing to perfect my device when on a terrible night of storm the Apparatus fled from my control and black darkness solidified within the crystal globe. From whence I had sent my dark self ... it had returned!

Now it has taken form, unbidden and terrible. The Creature ... for no other name would suit ... emerged from the shattering globe. I fled from the house in terror that such horror should have existed within me, only to return!

HEAR NOW! Turn not from the dark tale and wonder at the facets of evil! For the principals of our little drama each have their own sight and their own secrets. Each has their tale to tell in the face of each other's lies ...

KNOW THIS! There are two in this play which each call themselves good and the other evil. Each answers to one another's name for both are called Strahd von Zarovich. Be not deceived! We here shall call them not by that name which they hold in common but one shall be THE CREATURE and the other shall be THE ALCHEMIST.

The Creature's Tale:

I am the ancient, I am the land. My beginnings are lost in the darkness of the past. I was the warrior. I was good and just. I thundered across the land like the wrath of a just god, but the war years and the killing years wore down my soul as the wind wears stone into sand.

All goodness slipped from my life; I found my youth and strength gone and all I had left was death. My army settled in the valley of Barovia and took power over the people in the name of a just god, but with none of a god's grace or justice.

I called for my family, long unseated from their ancient thrones, and brought them here to settle in the castle Ravenloft. They came with a younger brother of mine, Sergei. He was handsome and youthful. I hated him for both.

From the families of the valley, one spirit shone above all others. A rare beauty, who was called "perfection," "joy" and "treasure." Her name was Tatyana and I longed for her to be mine.

I loved her with all my heart. I loved her for her youth. I loved her for her joy. But she spurned me! "Old One" was my name to her — "elder" and "brother" also. Her heart went to Sergei. They were betrothed. The date was set.

With words she called me "brother," but when I looked into her eyes they reflected another name — "death." It was the death of the aged that she saw in me. She loved her youth and enjoyed it. But I had squandered mine.

The death she saw in me turned her from me. And so I came to hate death, my death. My hate is very strong. I would not be called "death" so soon.

I made a pact with death, a pact of blood. On the day of the wedding I killed Sergei, my brother. My pact was sealed with his blood.

I found Tatyana weeping in the garden east of the chapel. She fled from me. She would not let me explain, and a great anger swelled within me. She had to understand the pact I made for her. I pursued her. Finally, in despair, she flung herself from the walls of Ravenloft and I watched everything I ever wanted fall from my grasp forever.

It was a thousand feet through the mists. No trace of her was ever found. Not even I know her final fate.

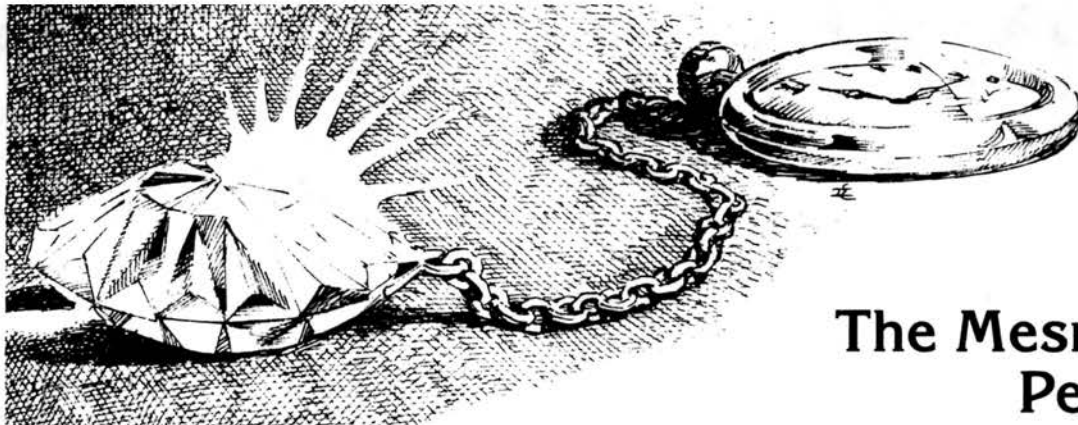
Arrows from the castle guards pierced me to my soul, but I did not die. Nor did I live. I became undead, forever.

I have often hunted for Tatyana. I have even felt her within my grasp, but she escapes. She taunts me! She taunts me! What will it take to bend her love to me?

So did I search my books for a way to acquire another name. My dark magics and sorceries were practiced through nights long and weary. Yet did I persist in the quest for regaining the name of redemption which I had long lost.

In the flash of the lightning bolt did my quest come to an end. Through a portal of power and magic I saw that which I had never suspected to exist. There before me stood the mirror of myself! Here was life! MY life! ... where it had been hidden from me by the wrath of the gods. I would take it back ... I stepped through the portal.

Now will my quest be complete. Now will I regain that which was denied me!



The Mesmerist's Pendulum

Within the village of Mordentshire dwells one Docteur Germain d'Honaire, resident physician for the Saulbridge Sanitarium. Docteur d'Honaire, besides being a general practitioner and fair surgeon, also experiments in the field of mental disorders. He is a capable mesmerist and may hypnotize willing subjects in order to examine deeply rooted fears, neuroses, and to bring forth forgotten memories.

Docteur d'Honaire is a scholarly fellow and possesses a passing interest in folk tales of ghosts, spirits, and the supernatural. However, he treats these tales as mostly childish nonsense in this civilized age. The doctor is not a brave fellow, and will try to avoid involvement with any real adventuring. He is content to perform his duty of dealing with the mad, whom he calls, "his children." Indeed, he may come to view the PCs as borderline schizophrenics and may encourage them to commit themselves for a few weeks of "rest."

This man holds the key that unlocks the mysteries of Mordentshire. He has the power to search the dark recesses of the Alchemist and Lady Weathermay's minds. Indeed, if sought out for that very purpose he will be intrigued by their condition and readily agree to hypnotize one. The answers which may be gained as a result of his examination will not only shed light on the events in Mordentshire ... but will also set the course of this adventure.

The Mesmerist's Pendulum simulates a session with a hypnotist as is often portrayed in horror films. This section is provided strictly for dramatic portrayal and in no way portrays actual hypnosis techniques. This mesmerist's session adds atmosphere to the adventure, and serves a greater purpose of locating key features and determining motivations for the adventure.

Since it is possible that the player characters will not think to make use of the good doctor's services, the DM should prepare a random reading ahead of time to set the locations of the various important items and details of the plot before beginning play. If, during the course of the adventure, the PCs do utilize the Mesmerist's services, replace the original readings with these new results.

Swinging the Pendulum: There are two methods that may be used to determine the goals and their locations for this game. The first is through random die rolls and the second is through the answers of your players to certain questions.

(A) Initial Setup: To prepare for the beginning of the adventure, you may use random die rolls and the following charts to make the necessary determinations. The letters listed on these charts correspond with the letters of the choices on the Mesmerist's Pendulum Cards.

PART 1: THE CREATURE'S GOAL			
1d4	Goal		Modifier
1	A	To Slay his Good Half	0
2	B	To Torment the Alchemist's Fiance'	2
3	C	To Feast on New Lands	3
4	D	To Regain True Life	4

PART 2: THE COUNT APPEARS AS ...		
1d4 + Modifier	The Creature is ...	
1	A	The Creature
2	B	The Lady Weathermay
3	C	The Maelstrom Soul
4	D	Mistress Ardent
5	E	Lord Weathermay
6	F	The Creature
7	G	The Lady Weathermay
8	H	The Maelstrom Soul

PART 3: RANDOM LOCATION OF ITEMS*	
1d6	Location
1	A FIREPLACE (ENC. #42F)
2	B PRIVATE STUDY (ENC. #46F)
3	C ABANDONED LAB (ENC. #46G)
4	D BURNED CHURCH (12)
5	E CHAPEL (ENC. #45)
6	F LADY'S CHAMBER (ENC. #M24)

* The Rod of Rastinon, the Soul Searcher Orb, the Ring of Reversion, and the Missing Entries. Determine separately for each item.

PART 4: RANDOM LOCATION OF THE APPARATUS	
1d6	Location
1	A HEATHER HOUSE EAST WING (ENC. #M27)
2	B MAUSOLEUM NORTH (ENC. #T5)
3	C MAUSOLEUM EAST (ENC. #T7)
4	D MAUSOLEUM WEST (ENC. #T6)
5	E HEATHER HOUSE BALLROOM (ENC. #M19)
6	F CRYPTS (ENC. #M40)



(B) **The Mesmerist Encounter:** If and/or when the PCs encounter the Mesmerist and discuss their dilemma with him, he will suggest a hypnosis session to try to determine from either the Alchemist or his fiancée, the Lady Weathermay, the truth of what happened on Gryphon Hill. If the PCs are willing to attempt this, use this method to determine the results. Once the subject is brought before the good doctor, and convinced to participate in the experiment, start by reading the following boxed text.

This method makes use of the cards found on the cover of this adventure. Cut them apart in preparation for this session. The Mesmerist's Pendulum is used like a script to a play, and is divided into two parts. The DM plays the part of Docteur d'Honnore, while the players share the part of the mesmerized subject, by reading the cards at the appropriate times, and making choices when asked to do so.

The cards should be read dramatically to add to the atmosphere of the adventure. The DM will call out the number of a card, and the player holding that card reads first the information found on the colored side. Then, in response to a question from the Mesmerist, the player turns the card over and selects one of the responses on the back. There are four different #4 cards, and only one will be used during the reading.

The mesmerist glances about with his penetrating eyes until he finds a comfortable place for the subject to sit. When all is arranged, he stands staring at the subject, as though he would burn a hole to the very heart of the person before him. Then without moving his fixed stare, he reaches into a pocket and pulls forth a crystal fixed to the end of a chain.

The crystal swings on the polished chain spinning gently. The light through the crystal plays across the eyes of the subject; the deep murmur of the Mesmerist's voice washes like warm waves over all who hear it.

Each of the PCs must make a saving throw vs Spells at this point. All PCs who fail will fall into a deep, hypnotic sleep. If all the PCs fall asleep they will hear the subject's responses and in their minds, will experience the tale being told as if a real adventure. This experience is to be run similar to a fit of *delirium* as described in **Event #1**. If any characters remain awake, proceed with the following, explaining to the other players that their characters are reliving these events in their own minds.

The subject's eyelids close and he lapses into a deep sleep though he still holds his head upright. The mesmerist straightens and begins to speak.

"I wish you to relax ... relax ... ah, yes. Now you are perfectly rested and asleep. You hear my voice and you will respond to it. I will count backwards from eight and when I reach zero and snap my fingers, you will awaken and remember nothing of what you have said. Do you understand me? I will ask you questions in the meanwhile and you will answer them truthfully. Are you ready? We will begin.

Eight! Where are you?

If you have not already handed out the Mesmerist's Pendulum cards, do so now. You should try to select a different player to read each new card. The player holding card #8, should now read the front of his card. When he has finished, ask the following question:



What do you see?!

This player should turn card #8 over and select any *one* of the responses listed on the back of the card. You should note the letter of his choice on the Event Chart DM Aid provided in the center of this booklet. This choice determines the *Location of the Apparatus*.

Now you may proceed with card #7 and so on.

Seven! Please describe this place.

The next player reads the colored front of card #7. When he finishes, ask the following question:

Where is it? Where is this circlet?

Note the letter of this response. This choice sets the *Location of the Soul Searcher medallion*.

Six! What is happening about you now?

After the front of card #6 is read, ask this question:

What does he say?

Note the response letter. This choice determines the *Goal of the Creature Strahd*.

Five! What do you do?

After the front of the card is read, ask this question:

Where do you find this book?

Note the letter of the response. This choice identifies the *Location of the Alchemist's Diary*.

There are four different card #4, labeled 4A, 4B, 4C, and 4D. The next card to be read is determined by the letter of the response to card #6, the Creature's Goal. If that response was "A" then the card to be read is "4A." The other #4 cards will not be used.

Four! What does the book say?

After the card is read, make the following statement:

Can you describe it? Describe the figure!

Note the response letter. This selection determines the *Guise the Creature Strahd hides behind*. This is explained further later on.

By all that's Great! Three! What do you do?!

After the front of card #3 is read, ask this question:

Read it! What does the inscription say?

Note the letter of the response. This choice places the *Location of the Ring of Reversion*.





Two! What do you do with the ring?

When the front of the card is read, ask:

Where is this Truth?

Record the response letter. This choice establishes the *Location of the Missing Entries*.

One! What do you do with the Truth?

When this last card is read, ask this question:

Where is this Key to Truth?

Note the letter of this final response. This indicates the *Location of the Rod of Rastinon*, the control rod of the mystical Apparatus and one of the main goals of the PCs.

When you have finished collect the cards from the players and read the following text.

With a cry of anguish, the subject collapses. The mesmerist looks at you with drawn, pale features, worry etched across his brow. "I am sorry, there is nothing more I can do," he says. Then turning to the subject, he speaks, "Zero! You may awaken, and remember nothing of what you have said. You will feel relaxed and at peace." And with a snap of his fingers, the subject awakes!

The good doctor will find the session most bewildering. He will not speak of it before the subject and will caution the heroes against this. He equates the images conjured up as symbols of some inner torment, and classic paranoia. He will be skeptical about any theories regarding real nefarious plots and undead creatures.

What the Readings Mean:

This adventure may take on many different forms. By using this section, the DM and the players determine the actual adventure that will be played by determining the vampire creature Strahd's goal, the guise he appears in, and the location of items important to resolving this adventure. This section briefly describes these elements. See the Appendices for more details on the items.

The Guise of the Creature: Through either magical or alchemical means, the soul of Count Strahd von Zarovich was split, casting one half into another plane of nonexistence. Through some freakish warping of the cosmos or by the hands of some greater power, a rent was torn in the fabric of the universe, allowing the Creature Strahd to return and seek out his counterpart.

The Goal of the Creature: The Creature may possess one of four different ultimate goals. These are detailed here. Depending on the Guise of the Creature, he may use different techniques to attempt to reach each goal.

- A. **To Kill his Better Half:** The Creature desires to destroy his good half, the Alchemist Strahd. However, since the two possess linked souls, the Creature is uncertain how this will affect himself. Thus, he seeks to permanently sever all ties



to the Alchemist, by finding the Rod of Rastinon himself and completing the separation. In the meantime, he seeks to torment his counterpart and lay guilt upon his shoulders in an attempt to break his spirit and cause the Alchemist to reveal the Rod's location.

- B. **To Torment the Alchemist's Fiance':** The Creature Strahd can not tolerate seeing his counterpart find the happiness that has been denied him, a mate. So the Creature has sworn to cause the ultimate despair of the Alchemist by stealing his bride from him. The Creature has begun this task through acts of terror, taunts and torment. He will attempt to woo away the Lady Weathermay, through midnight visits; failing that he will seek to drive her mad through acts of terror; if this too fails, he will attempt to kidnap her on the eve of her wedding and carry her off to make her his companion for eternity.

However, he fears to confront his counterpart himself, unsure of what repercussions may result from slaying himself, and will prove unsuccessful in all his early attempts as long as the Alchemist maintains a constant vigil. For this reason, he seeks to find the Rod of Rastinon to complete the separation and thus defeat the Alchemist.

- C. **To Feast on New Lands:** The Creature is maddened by the presence of all the fresh blood available in this new land. He sees the opportunity to sate his gnawing thirst and to build new legions of the night to serve him. However, everywhere he turns, there is the Alchemist Strahd seeking to thwart him and to destroy his minions. The Creature dares not confront the Alchemist himself or permit his minions to slay him until he is sure how this will affect the Creature himself. Thus he bides his time, tormenting his counterpart with the burden of each new victim. All the while, the vampire lord seeks to find the Rod of Rastinon and complete the transformation that will separate him for all time from the Alchemist. Then these and the plump, bloodrich lands beyond will be his.

- D. **To Regain True Life:** The Creature howls his indignation at the moon, that one so unworthy as the Alchemist be granted life, precious life which is denied to him. He has sworn that he will find a way to steal that life for his own. And he believes that such a way exists! If he can but find the Rod of Rastinon and then lure the Alchemist to the site of the hidden Apparatus, he will switch bodies with the living Strahd. But this needs to be engineered so carefully, for he intends to also bring his pursuers to the same spot just after the transformation, so that they can fall on the transposed living Strahd and destroy him in his undead form. Then, at last the Creature will be free of his curse. Slowly, carefully the Creature weaves his plot like a spider spinning a web.

Guises of the Creature: In this adventure, the Creature may assume various guises as determined by this section. What each guise is and how the Creature will operate while in this guise is explained here.

- A. **The Creature Alone:** In this version, both halves of Strahd's soul gained a physical form. Now, through similar magical or alchemical circumstances, the barriers between these two entities have been sundered and the creature has returned to the realm of the Alchemist. They look much alike, as if





two brothers, one fair and open, the other dark and brooding.

The Creature hides by day within the confines of one of his many coffins hidden by his minions. There is one coffin for every household in which he has planted a minion. These coffins may be hidden in caves in the bluffs, beneath the wharfs, in the belly of the hulled ships, in the village crypts or in the cellars of his minions, and are always guarded by some creatures loyal to him.

1d6 Guardians

- | | |
|---|-----------------------|
| 1 | Crimson Death (1) |
| 2 | Drelb (1d4 + 1) |
| 3 | Invisible Stalker (1) |
| 4 | Lurker Above (1) |
| 5 | Shadow Mastiffs (2d4) |
| 6 | Spectres (2d4) |

In this form, the Creature prowls the wilds, and stalks the shadows of the streets at night, seeking first to sate his thirst for the night, and second to forward his plans to achieve the goal he desires.

- B. The Creature as Lady Weathermay:** The Creature has returned as a disembodied spirit that has possessed Lady Virginia Weathermay. It does not hold complete control over the lady, but exerts dominance after dark and whenever Lady Weathermay falls under extreme stress and fails a save vs Spells. This control lasts until the cock crows or 2d4 turns. Virginia does not know that the Creature has possessed her and suffers from bouts of amnesia whenever the evil soul takes control. She is loathe to speak of these lapses, calling them simply "her fits" and even under hypnosis can not be compelled to speak of them.

Lady Weathermay possesses all the immunities of the undead. Whenever the evil spirit controls her, she takes on the subtle aspects of a vampire, as well as its weaknesses, and does not cast a reflection. When controlled, she gains all the abilities of the Creature Strahd.

The Creature will be careful not to reveal itself, attacking from shadow and in darkness, and turning gaseous whenever enough light is present to identify his guise. He does not seek to draw undo attention to his host, and thus utilizes minions to forward his goals rather than taking first-hand actions. Thus, if avoidable, he will not confront his counterpart unless in complete disguise. You should take care that the PCs never really witness the transformation, and that Lady Weathermay is found with some logical explanation of her whereabouts, after the Creature has run amok. These explanations are easily manufactured, for she is a slight, frail, easily terrified maiden, whose mind has developed a creeping paranoia that there are others who seek to do her harm.

- C. The Maelstrom Soul:** In this version, only the evil spirit of the Creature managed to cross the barrier and was drawn to inhabit the body of the Alchemist Strahd. During the night and at times when the Alchemist suffers from extreme stress and fails a save vs Spells, the Creature gains control of the body and it undergoes a transformation into that of the Creature Strahd. This transformation lasts for 2d4 turns or until daylight.

Neither the Alchemist nor the Creature is truly aware that they share the same body. However, each may come to this

discovery during the adventure. They will never speak of the other except vaguely as a brother. To the Alchemist, the Creature is an evil abomination, tyrannical and immoral. The Creature views the Alchemist as a weak livered, simpering fool who needs to learn the consequences of the power he seeks to control.

You should take care that the PCs do not witness this transformation, creating some reasonable excuse for the Alchemist to disappear and the Creature to arrive. Because the Creature is limited by its host relation, it will attempt to use minions to carry out its plans and only rarely takes firsthand interest in disposing of troublemakers.

Following a transformation, the Creature will seek to caress or brawl, and then will settle down to a meal of fresh blood. Once sated, it will move to forward its plans. The Creature is loud and boisterous, given to excesses until it has fed, but will never foolishly risk itself.

- D. The Creature as Mistress Ardent:** Only the Creature's evil spirit managed to cross the barrier and now resides in the body of Mistress Ardent, personal attendant to the Lady Weathermay. In this form the Creature has full control of its host and her persona, and may forward Mistress Ardent's own personality to confuse *detect evil* and *know alignment* attempts, the result of which is either a confused reading, or one of neutrality. She possesses the immunities of the undead.

Only at night or during times of dire danger, does the Creature manifest its vampiric nature. During these times Mistress Ardent possesses all the abilities and scores of the Creature Strahd as well as his weaknesses. At this time she does not reflect in mirrors.

The Creature is careful to conceal his presence within his host and thus works through minions to complete his plans. However, he likes to play mind games with his prey and will lurk in the shadows at night, speaking with a man's voice and whispering sinister threats and dire warnings of retribution, then vanishing in the night wind. If the Creature must take action first hand, he will take utmost care to disguise his nature and attack with surprise, fleeing if the chance of discovery arises.

- E. The Creature as Lord Weathermay:** Only the evil spirit of the Creature was able to cross the barrier. It has found refuge in the tired shell of the crippled Lord Byron Weathermay. Byron's will has been drained, and he is now the pawn of the Creature who controls him from the shadows of his own confused mind during the day. During the night and in times of dire threat, the Creature causes a transformation that changes Lord Weathermay into a powerful monster possessing all the abilities of the Creature Strahd. This transformation is so complete, that Byron only faintly resembles his crippled self, taking the form of a more youthful, darker and evil man, no longer crippled.

When the Creature hides within the shell of Lord Weathermay, any attempt to *detect evil* or *know alignment* will result in a neutral or confused reading at best. When the Creature transforms Byron, this body gains all the abilities and scores of the Creature Strahd, as well as his weaknesses. This transformation will last only until daybreak or the danger is past. The Creature will always be sure to return to Lord Weathermay's wheelchair before the end of this time.

The Creature is careful to conceal its presence and will work through minions and misdirection of the PCs when-





ever possible. He does not desire to turn suspicion against himself. You should take care to conceal any transformations from the PCs creating some reasonable plot device to separate the PCs from Lord Weathermay or the Creature at such times.

The Creature prowls for several hours every night from midnight till twilight of the new day. During this time he moves swiftly to consolidate his plans and start events rolling. He takes firsthand action only in tasks that are vital to the success of his plans. Just before dawn, he seeks out a meal, and then sated, returns to Heather House and his guise as Lord Weathermay.

Location of the Items: In this adventure there are six items that play an important role. Each either is crucial to the ultimate defeat of the Creature Strahd, or provides insight into the mystery and an advantage against the minions of evil. These items are described here briefly. More detail may be found in the Appendices and Handouts.

The Apparatus: This mammoth mystical machine is the creation of the Alchemist Strahd in his attempt to purge his soul of all evil. However, it is the result of this very act that has visited evil and disaster on the quiet village of Mordentshire. The Apparatus holds the key to the evil creeping across the countryside, and the ultimate defeat of the Creature. But now, the Apparatus has fallen into the hands of the Creature and is hidden away somewhere.

The Rod of Rastinon: This short, thin crystal rod controls the wondrous power of transformation and can be used to turn the power of the Apparatus back to good. Without the Rod, the Creature is denied total control of his form, but he may still use the Apparatus to transpossess innocent townsfolk with his creatures of evil. If the PCs can reunite the Rod with the Apparatus, they may be able to reverse this transpossession and drive out the evil of the Creature Strahd.

The Soul Searcher Orb: This medallion appears to be a small crystal orb attached to a silver chain. The Orb enables the bearer to examine the soul of a creature to discover its true nature.

The Ring of Reversion: This relic appears to be a simple iron ring bearing a single garnet and inscribed with ancient runes. This ring enables the wearer to restore the rightful spirit to its form if the body still exists. It can also cause any shapechanger to revert to its original form if the creature can be struck with the ring.

The Alchemist's Diary: This holds the private notes of the Alchemist Strahd von Zarovich, and details those dread experiments which lead to the current situation. This book is missing a vital entry torn from its covers which reveals the ultimate goal of the Creature.

The Missing Entry: Based on the results of the Mesmerist's Pendulum the missing entry will vary. These torn pages reveal the goal and motivation of the Creature, as well as what the Alchemist's part is in all this.

Player Character Background

At the start of the adventure, the player characters are recovering from a raging fever and may not remember all the circumstances of their recent mission. You may share the following information with them in several forms. First, they may slowly remember bits and pieces as time proceeds. Secondly, this information may be shared by Docteur d'Honaire who has been filled in by Lord Weathermay. Third, if the provided PCs are used, they may compare notes from their individual backgrounds.

None really remembers what caused his fever, though some have a memory of a black creature, and others of an icy wind. Their last memory was sighting a light in the fog.

You and your party have been requested by the Church of the High Faith in Osterton, a major city three days travel to the north, to investigate a small matter. As all of you have some debt, small or large, to the Faith you agreed to the task, and soon set out on the road south.

The High Faith received a letter a short while ago from Lord Byron Weathermay of Mordentshire, a small seacoast hamlet. Lord Byron's daughter, Lady Virginia Weathermay, is set to marry a newcomer to the region, named Count Strahd Von Zarovich. While this Strahd fellow seems to be an appealing chap, Lord Byron feels there is something unnatural about him, and before giving up his only daughter has asked the Faith if they would dispatch some investigators for some discreet checking. The Faith has in the past received large building donations from the Weathermay's, and so dispatched your party to deal with the matter.

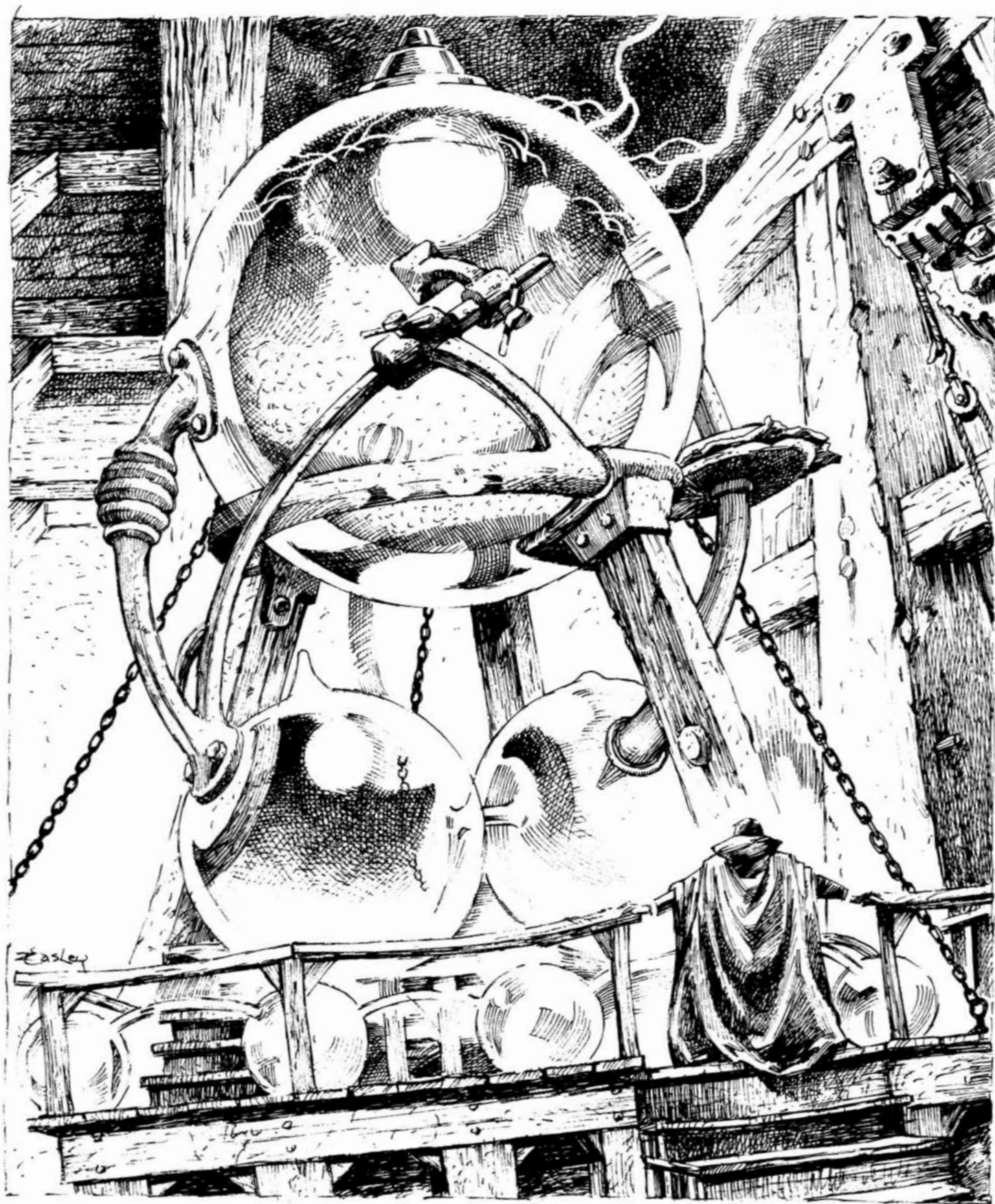
This much is known from the letter, still in your possession. Strahd arrived in Mordentshire about a year ago from parts unknown. He seems a pleasant fellow, and takes dinner regularly at Weathermay's Estate, Heather House. Strahd says he is a researcher, an alchemist, and a sage, though seems quite young for one as obviously as knowledgeable as he seems to be. The nature of his research has also remained a mystery, save that it deals with transmutation of some type or another. Weathermay ends his letter with an admission that his suspicions may only be the concern of an old man about to lose his only daughter, but it is better to be safe than sorry.

The trip south has been uneventful, traveling along well-mapped road through lands filled with the rich bounty of the autumn fields of golden-colored grain, brown fields of harvested corn, and gardens ripe with gourds, tomatoes, and pumpkins. The weather is cool and a little windy, and as you moved south clouds gathered, the first harbingers of stormy weather.

It is only upon approaching the town that you had your first incident, the incident that has left you bed-ridden with delirium for three days as kindly villagers have tended to your needs and fed your mounts. Starting with the attack of delirium, the past three days are blank.

Finally, a message has been left for you. Once you are rested and in good health, you are requested to present yourself at Heather House to meet with Lord Byron. At that time you will also have an opportunity to meet both Lady Virginia and Count Strahd, who has of late abandoned his house on Gryphon Hill. The note indicates there may have been further developments since the initial missive.

Perhaps this case is not as simple as it first seemed, if only you could shake these chills and recurring weakness of knees.



Events:

The Converted Plot

This section details all of the Events that will take place at specific times during the adventure, in most cases regardless of the location of the PCs. These Events paint the background against which the adventure is played, detailing the mystery of the land as well as several occurrences that will happen many times during the adventure.

Many events are not dependent on the presence of the player characters and most events will occur regardless of player character activities. However, the player characters may be able alter or disrupt the flow of an event if they are around at the right time. It is important that you follow the plots of Strahd and his actions during the adventure and keep careful track of game time.

An Event Record, breaking days down into a number of turns is provided in the center of this booklet. When specific events will occur are noted on this record, and thus all the DM needs to do is to keep track of how much time has passed in the adventure to know when to play a specific event. There is a section at the top of this record to also note the results of the Mesmerist's Pendulum, including — the goal of the Creature, his guise, and the location of the important items.

Start your game with Event #1 below and then proceed to Encounter #1.

E1. NIGHTSLEEP (Morning/Day 1/Turn 1)

If you have played I6 - Ravenloft, begin by recounting the last few moments of that game. Make this as terrifying and exciting as possible. If all the PCs died or were unconscious at the end of the game, so much the better. If not, then rearrange the circumstances so that all fell unconscious or died at the end of the final encounter. For example, perhaps the *Sunsword* did not work at all or the *Icon* was of no real use. Once you have finished recounting this tale, then go to the second boxed description below.

If you have not played I6 - Ravenloft, read the following boxed description and run this encounter as explained. There is no map for this room. Its dimensions are explained in the boxed text.

A darkness clouds this room and the essence of evil permeates the very air. The smell of freshly turned earth is here. This room appears to be 50 feet long from east to west and 30 feet across. There are three empty alcoves in the south wall. Settled into the dirt on the floor, lies a shining black coffin of finely waxed wood. The coffin's fittings are of polished brass. The lid is closed.

There is a strange feeling to the room as though you are looking at it through a fog.

Suddenly, a resounding shriek of metal fills the tomb! A heavy steel portcullis crashes down, blocking the stairs to the north by which you entered this room. The lid to the coffin is flung open and a black figure flies high into the air, hovering near the darkened ceiling!

The figure is that of the vampire Creature Strahd. See the Masters of Mordentshire section for details on how the Creature will attack. *For this event only*, the Creature is also given the ability to call 2 Groaning Spirits (Banshees) when his hit points have been reduced to less than half of his original total. He simply

need cry out, "Maidens! Come!" and they will appear the next round.

It is important that you pull no punches at this time and do everything you can to destroy the party in this encounter. No need to worry. All damage taken during this event is not permanent although for purposes of the encounter, treat it as though it were. This should give the PCs a healthy respect for the Creature. Do all you can to make this event fast, frightening and deadly.

The portcullis cannot be opened by any means, magical or otherwise.

Once all the PCs have been incapacitated in one way or another, read the following:

You have been defeated!. You see the dark, twisted visage of the vampire moving toward you, his hand outstretched. You cannot move! You cannot even scream! He smiles at the terror in your eyes ... his hand reaching out toward your throat as he seeks to steal the last of your life from you ... as you ...

... suddenly awaken, sitting bolt upright in your bed. The dying echo of your screams resound around you. Cold sweat soaks the bed sheets and trickles down your back.

It seemed so real! The great towers of some place called Ravenloft ... the misty vales and the terrible tragedy of a man who had sold his soul to unlfe. Too much to drink? Och, last night! Perhaps the mutton was not quite done.

The cold sunlight of a dying fall streams into your window. The inn room comes slowly into focus around you. Hovering over you are people you have never seen before. They look concerned, yet pleased that you are awake. Weakly looking about the room, you see your companions, sprawled in cots lined against the wall of the room. None of them look as if they had much better sleep than you. Each lies weakly in bed, occasionally moaning or breaking into feverish starts.

The player characters were struck down by a mysterious fever shortly after arriving in the town of Mordentshire. Discovered in their rooms, the heroes have passed through sweats and chills for three days. Their fever has been punctuated by babbling screams and cries of horror. During this time, the innkeeper assigned a maid to tend to the characters. The local priest was summoned, but even his spells could not cure them. Lord Weathermay himself, the master of these lands, called during the illness!

Now, finally, the fever seems to have broken. The characters feel weak and exhausted now but will recover to a shaky strength if they rest another six hours and eat a full meal. If the PCs try to move before that, they will suffer bouts of dizziness and weakness in the knee, and will suffer a penalty of 4 against all actions undertaken during this time, until they do rest for a consecutive eight hours more.

Unknown to the player characters, they have not truly recovered. Indeed, they do not even know the nature of their affliction. It may only an exotic disease or a magical malady. More likely, it is some mystical property of this place and time, a tendrill of the oppressive evil that slides across the misty moors. Whatever its cause, the player characters will remain subject to delirium episodes throughout the course of the adventure. This malady may only be cured by a cleric of 18th level or higher casting a *cure disease* and *remove curse* spell.





"Poor Luker, he was always highstrung. And since his wife killed herself, he's been walking a fine line. It was bound to happen sooner or later. Excuse me, gentlemen, duty calls."

E4. EXPLORING THE VILLAGE

When the heroes at last set out to explore the village in search of their missing gear, this section details where they may locate their equipment and any obstacles that they may encounter. Use the encounter descriptions in Chapter 1, to provide details of each locale.

The characters' gear is located in a variety of locations. The heroes will also want to consider outfitting themselves with rations and other supplies for the little expedition Lord Weathermay's note mentions. This part of the adventure is to give the player characters a chance to become familiar with the key personalities of the town and to begin to discover that things are not quite right. Later, when the PCs encounter someone they have met before who has now been converted by the forces of evil, they will be able to discern a difference.

Most of the characters' gear may be recovered with little trouble, though the PCs may have to put up with a little jawing, or the inconvenience of waiting while a misplaced item is located. If the NPC possessing an item is converted at the start of the adventure, he will either feign ignorance or stall the PCs telling them it will be several days before the item is ready. Converted NPCs will charge an additional fee for their services ranging from 1 to 20 gold pieces.

If an NPC begins the adventure already converted, the PCs may discover something about the change in that character's personality through conversations with other NPCs who make a passing reference to the character's original nature.

Where various items of the player characters' gear are located include:

Location	Items
# 2 Blackard Innkeeper	Packs & Miscellaneous Gear
# 4 Livery	Horses, saddles & harnesses
# 5 Garrison	Non-magical weaponry & shields
#12 Burned Church	Scrolls, books & potions Saved from fire in a buried iron box.
#16 Smithy	Armor of all types
#19 Mayor's House	Magic weapons & devices
#23 Kervil's Shop	Some general gear

Other businesses that the PCs may want to visit include the Marketplace (#18) and Kervil's General Store (#23) to outfit their expedition, and the Sanitarium (#26) to check in on poor Luker.

E5. THE CONVERSION

During the course of the game, the souls of evil monsters and key townspeople will be paired and exchanged through a transpossession process caused by the Alchemist's Apparatus. These townspeople will be lured out to its location, or captured by others already converted by evil and carried to its locale.

This happens at the specified times on the Event Record, at the location of the Apparatus. When this event takes place, use the following procedure to determine which of the townspeople and how many of them undergo Conversion. You will need a standard deck of playing cards. In the center of this adventure module, there are lists of 52 key townspeople and 52 creatures

of darkness. This game mechanic pairs one monster with an individual townspeople, and their souls are exchanged so that the evil creature now possesses the townspeople's form, and the confused human is now trapped in the form of an evil creature.

Use the following procedure to determine which character is paired with which monster.

A. Prepare the card deck:

Remove the jokers and shuffle the deck. Count out 26 cards (dividing the deck exactly in half) and place the two piles separated in front of you. You only need to do this at the beginning of the game. These two piles of cards will serve as the Conversion deck for the remainder of the game. You may wish to purchase an inexpensive set of cards which you can keep with the game until the completion of the adventure. (If you desire you use two separate decks instead of this method.)

The left hand pile is the Townsperson deck and the right hand deck is the Monster deck.

B. Determine the Number Converted:

Whenever this encounter takes place as indicated on the Event Record, roll 1d4 to determine the number converted. The adventure begins with four townspeople already converted. This can not include Dominic the Innkeeper.

C. Draw cards to determine which townspeople:

For each townspeople converted, draw one card from the Townsperson deck (left hand deck) to determine which of the townspeople have been converted. Reshuffle any results which indicate people who are present with the PCs at the time of the event.

D. Draw cards to determine the possessing monster:

When the townspeople is found on the roster, then draw a card from the Monster Deck (the right hand deck) to determine which monster they are transpossessioned by. Write down the townspeople number next to the monster and the monster's number next to the townspeople.

E. If there is more than one transpossession:

Repeat steps C and D for each additional townspeople/monster transpossession.

F. If the two decks are exhausted:

When the 26 cards of both decks are exhausted, then exchange the places of the decks, putting the Monster deck where the Townsperson deck was and vice versa. Now what was the Monster deck will be the Townsperson deck. In this way, all 52 townspeople and monsters can be paired.

Effects of Transpossession: From this event until the end of the game (barring any corrective actions by the players) the characteristics normal to the monster will be found evident in the townspeople and the characteristics of the townspeople will be evident in the monster when encountered. Note that such transpossessioned monsters are *specific* monsters and people and, thus, unique. When a transpossessioned monster is encountered randomly (on the encounter tables) and that particular monster is dispatched, then it will not be encountered again. Please note the other conditions of this transpossession as noted in the Apparatus section under the Apparatus, Sousearcher and Ring of Reversion.

Monsters in human bodies will retain any spell casting and



mental abilities as well as immunities which they had in their original form but none of their natural physical abilities. For example, a transposessed wraith would not be able to drain levels any longer but a transposessed lich could still cast spells and cause fear in a human body. Any natural physical abilities of the body inhabited are inherited by the possessor (hp, AC, THACO, etc.).

In addition to retaining spell casting, and mental abilities, the transposessed monsters also retain their instincts ... even if they will no longer serve them well. For example, if a wraith is instinctively afraid of the light, then he will remain fearful of the light even while inhabiting the townspeople's body. Likewise, a Groaning Spirit might try to defend herself by screaming hysterically even though this would do no good.

By the same token, transposessed humans will inherit the natural physical abilities of the monster body they possess. A human who is transposessed into a form of a Groaning Spirit would inherit that creature's ability to *keen* in the darkness with its deadly effect. Note, however, that if the human thus transposessed is prone to crying under stress then the PCs may have a difficult time approaching it. A transposessed human in a monster's body will be disoriented and at time driven by its new bodies needs for sustenance. When first encountered by other characters, it may appear to act very like a monster or just irrationally until the human spirit can regain its calm and control.

Note that if a *Converted* human is reverted to its original form, the returned spirit will still suffer from any damage or excesses experienced by his body. If a *Transposessed* monster is reverted to its original body, the monster's spirit will return to its body and the creature will be prone to attack any PCs present.

E6. SHIPPING

At certain times during the course of the adventure, a large wagon will arrive at the Warehouse (Encounter #9) to pick up some crates marked for delivery to Heather House. How many crates are picked up and what their contents are can be determined by referring to the Cargo Roster in the center of the booklet. Each shipment transfers one set of cargo from the warehouse to the Mausoleum of Heather House.

This cargo is picked up by any four of the Converted townspeople, usually men of the highest level available whom the Creature feels capable of the job. They will have previously gained permission to transport the materials from Cavel Warden (D3) the proprietor of the shipping house on the pretense that they needed a few extra gold pieces. The group will bear papers signed by Cavel to that effect.

The wagon will proceed out of town down the South Road and deliver the materials behind Heather House in the garden.

The drivers of the wagon will be most careful and on a constant lookout for anyone following them. If they suspect someone is following them, they will fake an accident with their wagon (a loose wheel or the like) and (if they feel their numbers sufficient to handle the people following them, they will engage them in combat. If, however, they feel outnumbered, they will send one of their number back to town to get help "with the wagon" and await reinforcements. Additional help in the form of 1d4 + 4 of the highest level converted will arrive within 1d10 + 10 rounds after that.

E7. THE WEATHER OF MORDENTSHIRE

The weather of the countryside reflects the growing concern that the characters should feel during the course of the adven-

ture. In general, the weather starts with a bright, although somewhat bitter cold autumn day and deteriorates gradually into a terrible storm at the climax of the adventure.

Changes in the weather are occasionally triggered by the PCs entrance into certain locations. Though not a true event by definition, they are referred to here so that you might more easily keep track of the overall weather picture during the game.

Each notation on the event table for weather is followed by a letter. This indicates just which change in the weather is taking place. Refer to the following entries for details.

A. **Stillness:** The day is cold and still. The crash of rolling waves have quieted and vapors rise from the glassy waters. The land seems to echo the quiet, nothing daring to stir and shatter the silvery silence.

This seems very eerie as well as cold. Characters not warmly dressed suffer a penalty of 1 to all actions.

B. **Overcast:** Lead grey clouds muffle the sky, sliding lazily across the heavens. Only fitfully the sun or moon manages to pierce the cover with golden rays that race across the ground.

Everyone feels depressed, and all reaction rolls suffer a -10% penalty.

C. **Fog:** A bank of dense fog rolls in from off the sea blanketing the land in cool, wet grey. Sounds seem muffled and distant and there is no wind to rustle the leaves.

Vision is reduced to half indoors darkness range. The chance of blundering into a hazard such as quicksand, doubles.

D. **Zephyr:** A fitful warm breeze blows from out of the southwest. The cloud cover breaks up somewhat, and cotton white puffs dance across the sky. But there is the taste of threatening bad weather in the air.

No special effect.

E. **Chill Breeze:** A crisp autumn breeze, rich with the tang of salt, blows from the sea. Amber and crimson leaves rustle at its passing. The bright sky however, holds no warmth, but its rich azure hue seems to carry the promise of a distant spring.

No special effect.

F. **Gusting Wind:** A cold wind whips off the seaboard and across the land, herald to the coming winter. Trees bend and branches crack before its strong gusts. Water is whipped into whitecapped crashing waves, whose roar rivals the moan of the wind.

This wind slows travel to half speed and characters not warmly dressed suffer a penalty of -2 to all actions while out in the wind.

G. **Drizzle:** Dark clouds hide the sun and drape the land with twilight. A haze obscures the distance and a fine drizzle of icy rain makes all damp and uncomfortable.

Vision is reduced to normal indoor darkness conditions, and paper items must be protected or they must make a saving throw of 6 or better or be ruined.

H. **Muddy Lands:** The rains have turned the roads into a sticky, sucking muddy morass. The streams and rivers are swollen and the gulleys beside the road are flooded. Here and there, depressions in the land have become miniature lakes.

After one hour of rain or three of drizzle, and for 2d6 turns after these cease, this condition prevails. Mud will slow travel to half speed and cause a -2 penalty to all combat when fighting in mud. Flooded areas must either be waded at one-quarter normal speed or walked around.





- I. **Distant Thunder:** A swirling, writhing bank of blue fog obscures the land. There is the distant rumble of thunder and flash of lightning that gets closer by the minute.

This event reduces vision to half normal. The rumble of thunder and crash of lightning should increase in frequency and draw nearer as the grand finale approaches in Chapter 3.

- J. **Storm:** Without preamble, the storm breaks from the black clouds. The drizzle is suddenly replaced by torrents of chill rain, melting the fog away. The boom of thunder and coruscating crackle of lightning stuns you with its shocking nearness. The torrents cascade down upon the PCs, buffeting them without mercy.

This storm increases in its fury. For every turn which the PCs remain out in this storm, there is a 5% cumulative chance per turn that lightning will strike near enough to damage one of the PCs. Randomly determine which PC may be hit. It causes 8 dice of damage and has the same effects as a **lightning bolt** spell. The percentage chance of lightning striking and hitting a PC will increase to a maximum of 15% and remain there until the end of the storm.

After the lightning has reached its peak a massive bolt arcs through the clouds overhead, leaping from one dark bank to another. The air suddenly crackles with energy and faint static charges pop from the fingertips of everyone about. Then, with a final electric shriek, the bolt lunges earthward a mere 30' from the characters. There it seems to hang, crackling and hissing with unnatural energies. Trees trapped in its arc sparkle with the coruscating energies—blue webs spun through their branches. Squirrels, frozen in agony, squeal forth arcing bolts. Birds wear plumage of silver flame. All heaven pauses at the spectacle of nature's might.

And then the ground explodes—earth and trees churn and rip free, are flung across the yards towards the group. Arc lightning leaps and spins across the earth as the massive bolt collapses. Hurling forth balls of lightning as 4 quasi-elemental lightnings are freed upon the land!

The purpose of this rain is to help motivate a PC to take cover and remain there until the storm has stopped. In most instances, the storm will leave little doubt as to where to go. This happens in almost every horror story... the wayward traveler caught in a sudden storm is forced to seek refuge in a place or building he normally wouldn't be caught dead in and ends up getting caught dead there anyway. The terrible effects of this storm are to give incentive to the PCs to do likewise. PCs who take cover in a building will no longer feel the storm's effects (i.e. lightning will not strike them nor will the quasi-elemental lightnings pursue).

Once the effects of the storm are in full swing (i.e. the rates have reached their maximum limit) the storm will continue at that level until the PCs have obtained the goal of that section of the adventure. The storm's duration is listed for each chapter.

E8. THE SEARCHING MOB

The flicker of guttering torches can be seen in the distance. Cries of anger and fury cut across the wind.

This is a delegation from the town. Made up of good folk who were once numbered among the fearful silent and the unknowing, they have decided to take their fate in their own hands and destroy the monster which has stolen their friends' and neighbors' souls.

bors' souls.

Unfortunately, it is their friends' and neighbors' bodies which they must oppose. The Creature has summoned his own forces and they have infiltrated the crowd. These infiltrators have made the crowd believe that it was the PCs who are responsible for the strange possession of their fellow men and that it is they who must be eliminated.

This mob will consist of the 15 of the highest level fighters remaining among unpossessed and 5 of the highest level fighters among the converted. If there are insufficient numbers of unpossessed, then for each of the unpossessed not available, there will be another of the converted.

The mob will start in town, hunting the player characters in the streets from 6 to 9 in the evening. Then they will move out onto the moors, approaching the House on Gryphon Hill at about 10 in the evening, and finally setting it afire. Then they will go to Heather House at 12:00 and search it for the PCs.

This mob is not interested in justice and pleas along those lines are of no use. Escape is the PCs only hope. Use your own judgement to determine the effectiveness of PCs actions in attempting to escape. If the mob catches the player characters, there is likely to be a rather bad end to the adventure on the spot.

E9. THE MURDER TRIAL

This event is not found on the Event Listing. It should only be used if all the following conditions are met:

1. A player character (or group of characters) has slain a townsman (converted or not).
2. There is a witness to the deed or reasonable circumstantial evidence to suspect the player characters.
3. The mob of villagers has not gone after the player characters.

If the mob has already appeared in the course of the adventure, this incident is sufficient to cause the townspeople to repeat the performance. Use the information under event E8. If the townspeople know where the player characters can be found, they will go directly there.

The first stage of the trial is the arrest of the suspected character or characters. An official party, led by Kedar Klienen (D10) and his fellow guardsmen; Justinian (D9), Honorius (H8), and Carlisle (H4). They will firmly attempt to arrest the suspect(s) without any trouble. If the player characters resist and it is clear the guards are outnumbered, they will retreat and gather the aid of Brenna Raven (C8), Tabb Finhallen (D8), Kirk Terrinton (DJ), and Malvin Heatherby (HQ). Some, none, or all of these NPCs may be converted at the time. Converted characters will tend to act with greater vigor, as their evil and violent natures are unloosed.

Once the suspects are apprehended, they will be taken to the cellar of the garrison. Tyler Smythy (D4) will come with heavy chains, shackles, and manacles and bind the characters. Their bonds will be riveted, not locked shut. The player characters will find it hard to stand under the weight of all the iron. Spellcasters will be gagged and bound as needed. The guardsmen will explain that the characters will receive a trial and resistance and attempts to escape will only prejudice their case.

That afternoon or the next morning, the court will be convened at one of the inns in town. The Mayor, Malvin Heatherby (HQ), is the magistrate. He questions all witnesses, decides the



truth of all statements, determines innocence or guilt, and pronounces sentence. Kedar Klienen (D10) acts as bailiff, assembling witnesses, gathering evidence (for both sides), and maintaining order in the court. Player characters are allowed to call witnesses in their defense and direct questions, but the Mayor has final say in all proceedings. The trial will only take a short period of time, unless the case is convoluted or murky. In this case, it will take as long as necessary.



There are several possible outcomes to the trial, depending on the nature of the participants.

If there is absolute evidence of the character's innocence: The player character(s) are released. If the Mayor or Lord Weathermay is possessed, they will put conditions on this freedom — leave town immediately, loss of spellbooks, or loss of weapons.

If Malvin Heatherby and Lord Weathermay are unpossessed: Leniency will be favored. If the evidence is not strong, the character will be released. If the evidence is against the player character, imprisonment only will be recommended for 1-6 years.

If Malvin Heatherby is unpossessed but Lord Weathermay is actually Strahd: The judgement will be severe. Given circumstantial evidence, the character is sold into slavery. With strong evidence, the character is sentenced to death by hanging.

If Malvin Heatherby is converted: Given any circumstantial evidence, the judgement is death by hanging.

If the character is imprisoned, he gets to remain in the cellar of the garrison for the term of his sentence, loaded down with all his chains ... provided something does not get to him first!

If the character is sentenced to slavery, he remains in the cellar of the garrison for one week after which he is transported to a distant slave market. Of course, Lord Weathermay/Strahd will see to it that the character does not have to suffer through an unpleasant journey ... ever!

If the character is sentenced to death, the hanging will occur in 1-3 hours. During the interval, the character is returned to the garrison cellar and allowed a visit from the town priest. Anyone seeking to rescue him must act quickly! During this time, the converted townsfolk will be vigilant against any rescue attempts.

E10. HUNTING THE CREATURE

When the PCs begin to hunt for the Creature they may have several different encounters. Since the Creature's guise may vary, you may want to create some unique events. Choose if and when each event will occur and note it on the Event Record.

A. First Meeting: Once the heroes have interfered with the Creature's plans, he will pay them a little night visit. He will appear in a *dream sending* as a dark, shadowy silhouette. You may decide what he looks like. The PCs will be powerless to harm him, and any attacks will pass through him. He warns the heroes to leave well enough alone, or to



join his forces, threatening dire consequences if thwarted. He will converse with the characters in the dream, but mocks them. The PCs awake in a cold sweat.

B. Stalking: The PCs will probably be curious of the Alchemist's link with the Creature. He seems sincere, but is hiding something. He knows of the vampire and feels that only he can destroy this beast. At the first chance, he will sneak away to follow a townsman he suspects is in league with evil. The heroes may follow surreptitiously or intervene. The townsman should be an innocent who is being lured by evil. Eventually, the trail will lead into the wilds north of town where the townsman will be ambushed by six displacer beasts lead by a doppelganger in the guise of a tentacle armed, antlered manbeast.

C. Red Herring: The heroes' investigations may turn up stories of missing livestock, animals drained of blood and the butcher shop broken into and fresh meat and blood puddings stolen. This is the work of a madman, Gregor Boyd, who believes himself to be a vampire. He is somewhat confused as to a vampire's weaknesses. He has two hiding places. One is a newly dug grave, hidden by bushes, in the town graveyard. The second is a shallow grave in a blind cave behind a small waterfall east of the mill pond, with a simple pine box lined with soil. His coffins are lined with earth and wolvesbane blossoms. Stored in the coffins are a razor and mirror, teeth of victims, a full wineskin, and a bag of herbs including garlic buds.

D. The Meeting: The Alchemist slips away again. This time the heroes find a short note, "Let us end our quarrel, Brother. Meet me at Keeldevil Point." This is the north arm of the bay cliff.

A fog rises as the PCs approach the point, obscuring vision. There are shouts ahead in the fog and then a snarled, "It will end here!" followed by a cry. If the Creature has another guise, he flees in mist form. The Alchemist is hanging from a slowly uprooting tree, 20 feet down the cliff face. The PCs have five rounds to rescue him, or he will plummet to an apparent doom. If the Alchemist "dies," he will escape the waves and go into hiding, tailing the heroes, until he gets a chance to seize the Rod. He will have a plausible story of his escape.

E. Double Blind: The PCs investigations may lead them to an abandoned house on Fisherman Alley, where a supposed creature of evil lairs. This is really a doppelganger, who will assume the form of a vampire. It is her desire to convince the heroes that she is an enchanted good soul, and that she can be saved by use of a *remove curse* or *dispel magic*. If "saved," the doppelganger will change into a less menacing form and declare herself cured. She will then insinuate herself into the party and attempt to gain their confidence, until she can begin to whittle the party down. If the PCs do not believe her, she will change form into a bird or snake and flee.

F. The Hunters are Hunted: Things are getting out of hand and the Creature has decided to eliminate the PCs. The PCs should receive messages of dread from townspeople, that a tall, dark stranger with compelling eyes has been asking after them and their habits. They should find their rooms ransacked and at some rendezvous, a friend who has been viciously murdered. Then they should have a close encounter with Azalin and a squad of 28 ghouls, who it is better to avoid than confront. They should be harried out of town, until they can loose their pursuers in the wilds. The PCs should be terrorized by this encounter.





Chapter 1:

The Dreams of Mordentshire

The sea foam crashes cold against the great cliffs of the harbor. Their rush and roar are the songs of the night ... their thunder, the lullaby of uneasy sleep. Mordentshire is a peaceful and quiet town ... but its peace belies a terrible secret.

Mordentshire was once an open and happy community, a friendly place to live. More and more lately, however, the people here have become standoffish. Many used to say that it was all the cause of that new fellow moving into the old Gryphon Hill estate. Now few wish to talk at all.

The truth is far more diabolical! Count Strahd von Zarovich, who moved to this village only a year ago, is a master of alchemy. A good man, he, however, bore a fatal flaw — the desire to be perfect! He railed against his small imperfections and human drives and dared to challenge the laws of nature. Driven by this obsession he built a mighty alchemical Apparatus, designed to sift the essences of life, even as chaff is separated from the grain.

Worse still, he had the audacity to use the machine on himself. Indeed, this enchanted engine drained all that was evil from the body of the Alchemist and cast it out. But the exiled evil did not dissolve into nothingness but rather gained a malignant nonlife of its own in a land far distant. Now, that abomination has returned to confront the Alchemist and to claim the liferights it was denied by its creator. This is the vampire, the Creature Strahd.

From its hidden roost on the Weathermay Estate, the Creature reaches out across the countryside, weaving its nefarious plots from the shadows, as a spider might spin a web. It has captured the awesome Apparatus and proceeds with a campaign to one by one replace the townspeople of Mordentshire with the spirits of his evil minions. For this end he lures the unsuspecting out to the estate and waylays the lone traveler.

Some discovered the evil growth and went to confront it ... none returned. Then others went in fear and fury, to burn out the evil ... only to return with words of trust and calm, and stares that looked on unseen worlds. Now, many who have lived their lives in Mordentshire stare blankly ... and their numbers are increasing.

The Village of Mordentshire

The people of this village can be grouped into three different factions. For purposes of this adventure, key town personalities are presented. This in no way is meant to detail all the inhabitants of this area.

1. **The Unknowing:** These include those good citizens who are unaware that something sinister is happening. They believe that life is proceeding normally, save for occasional isolated cases of fever and delirium that afflict some of the citizens. They will not believe PC reports of dread deeds, unless presented with concrete proof, something the minions of the Creature will attempt to conceal at all costs. These folk will attribute much of the PCs rantings to their recent bout with the fever. If the PCs become too demonstrative, these will help restrain them and commit them to the sanitarium.
2. **The Fearfully Silent:** These residents know something of what is happening ... some more than others ... but fear the same fate so greatly, they keep their silence. These will react with fear and distrust of all who are strangers, and will hide behind a mask of rudeness, apathy, and anger.

3. **The Converted:** These residents are no longer truly human, for an evil spirit now occupies this body, the human soul trapped elsewhere in the evil form. These all act quite differently from the other townspeople. They always have a rather vacant expression and often seem as though they are not paying any attention. They will answer questions but will find some excuse to then leave. Their manner may easily be mistaken for stubbornness or a distrust of strangers. They speak in slow and lifeless flat tones. Any work which they are observed performing is always without enthusiasm or even progress. For example, an innkeeper might clean the same glass repeatedly. However, these same people will, on the command of their master, become a fierce and terrible force for evil.

RANDOM ENCOUNTERS IN MORDENTSHIRE

While wandering about the town of Mordentshire, the player characters may meet a few of the villagers willing to talk to them. Encounters should be checked for when the characters are on the streets, once every 2 turns. These encounters will only occur during the daytime.

Die Roll	Encounter
1-10	No encounter
11	Justinian (D9)
12	Glenna Warden (S5)
13	Malvin Heatherby (HQ)
14	Gwydion (H7)
15	Gaston Hedgewick (D2)
16	Ariana Bartel (SA)
17	Carina Loch (CJ)
18	Darcy Pease (S3)
19	Bathilda Sud (C2)
20	Ida Hobson (S6)

ENCOUNTERS

Encounters are primarily governed by location. Occurrences which happen in encounters will generally take place there regardless of the time of day or night.

1. COLD ROOMS

These are the rooms of the player characters, located on the second floor of the Blackard Inn. When the player characters first recover from their delirium and are ready to begin the adventure, read the description below.

The thin sun of the dying year does little to warm your bones. Indeed, even the blazing fire in the hearth only seems to suck cold air in through the cracks in the walls. The room has a hollow, bitter feeling — loveless and lonely.

Throughout the entire adventure, the rooms of the player characters will feel chill and vaguely menacing. This applies even if the player characters change inns.

The first time the player characters return to the inn, they will suffer a delirium episode. There is no hallucination with this episode.





2. THE BLACKARD INN

Read the first boxed description when Dominic the Innkeeper is his normal self and second if he is converted.

The inn's high-peaked roof rises above the surrounding buildings, the shutters flung open from the windows to catch the sea air. In the window boxes flowers nod gently in the breeze. The daily linens hang from the window sashes of the second floor. Inside, well-worn tables and chairs crowd the tiny common room and patrons duck their heads under the smoky-grey low beams. The sharp tang of ales, mustards, and meats fill the air. Beyond it you can see the Greatroom.

The inn's high-peaked roof rises above the surrounding buildings, the shutters closed and fastened tightly. In the window boxes the flowers droop, their blossoms tightly closed. Inside, the tiny common room is stark and silent. The sharp tang of sour ale and old meat fills the air. Beyond it you can see the Greatroom.

The Inn consists of: the Upper Guest Rooms (2A); the Innkeeper description; and the main floor Greatroom.

2A. UPPER GUEST ROOMS

Each character has a private room here. The rooms are furnished with a small washstand, chest, chairs, and a large four-poster bed covered with linen sheets and thick comforters. There is a fireplace in each chill room.

There is always one unoccupied room. The first time this room is entered, the characters will suffer a delirium episode. Thousands of evil-looking spiders spew from the pillows and bedding if they are disturbed. Thousands more crawl down the walls. Stomping and crushing them will not lessen their numbers appreciably. When the characters return to the room, there are no spiders, only the bedding the heroes may have strewn about.

2B. INNKEEPER

If the players are entering this place for the first time, read the first boxed description, thereafter, read the second.

At the base of the stairs, the Innkeeper wrings his hands. He starts noticeably when he sees you coming, changing his expression from worried consternation into one of overwhelming relief. He pulls an old rag from his britches and wipes the beads of sweat from his forehead.

When first encountered, the Innkeeper Dominic will be one of the **Fearfully Silent**. Dominic believes that the PCs could be trouble for him and his inn and hopes that they will leave quickly. Indeed, while he will never be outright rude to the PCs (always greeting them with a smile), he will constantly be asking if the PCs would mind "settling their bill" and wondering aloud when they will be "moving on." This will change to sly curiosity and feigned sympathy if he is converted.

Dominic holds the heroes' packs and miscellaneous gear not sent out for repair in his backroom. If this gear is requested, he will excuse himself to fetch it out. During his absence, Event #2 will take place.

The front desk of the Inn stands in the small common room. From one side, the dark confines of the great room beckon you while on the other side the stairs climb to the second story.

2C. THE GREATROOM

The heavy beams of the ceiling sag. A blazing fire in the hearth tries with little success to stave off the October chill which permeates the large hall. Next to the fire sits a lone figure.

This figure is the town balladier, known to all as Gwydion (D7). He is a romantic, skeptical of machines and so called "sciences." He is often found arguing about science with Docteur d'Honaire.

3. MORDENTSHIRE STREETS

Use the following description when the characters are about during the daytime.

The streets are open and fairly quiet. From one house hangs laundry while at another tonight's dinner cools on the windowsill.

At the wind's rising, shutters are fastened tight and mothers gather their children indoors. The streets are deserted during a storm. After dark, use the following description.

Thin beams of light shine through the cracks of heavily shuttered windows. In the darker corners, things scurry past unseen. The wind carries the sounds of evil whispers borne from afar.

The first time the player characters venture onto the street, a small black cat darts unavoidably across their path into the waiting arms of a small girl. She wordlessly stares at the player characters, cat clutched in her arms, and then hurriedly runs away. Information on the black cat can be found in the Appendices: Creatures of the Night.

4. LIVERY

Here are found Tyler Smythy (D4) and his wife, Kyna (C3). Normally, Tyler is a husky and good natured man who, though short of words is always willing to help. His wife often sits in the corner of the livery working on her needlepoint and prattling a never ending string of tales and gossip.

5. GARRISON

The garrison is a large stone hall near the center of town. Built in much older times, its wet grey walls brood over the children who dare play near it. The inside floors are musty and dark, with only feeble beams of sunlight slipping through the narrow arrow slits. Oaken beamed walls separate the several rooms of the garrison — the armory, the barracks, and the store-rooms. A flight of stone steps descends to the moldy earth cellar and town gaol.

Unless they are all slain or occupied elsewhere, 1d4 of the town guards will be found here. They will always be found in this order:

Justinian	(D9)	Carlisle	(H4)
Kedar Kleinen	(D10)	Honorius	(H8)

The cellar of the garrison is divided into three large cells and adjoining hall, a guard room, an earth cellar with a sewage pit





CARGO ROSTER

LOT #	ITEMS	ARRIVE	SHIP	DESTINATION	WORTH	SIGNED
7001	Strasbourg Grand Harmonica Reneval Hurpicoard	2/20		M. Virginia Whithorn	2,500g	
7002	Five Pewee Gulls + 3 Shovels Two Spades + One Pickaxe	6/20		G. of H. Faith F. Talbot	285g	
7003	20 Spots Copper Wire - 300 ft. iron Rusted Spikes + 100 Iron Nails	16/20	18/20	C. v. Karmich - Groggins Hill	1,673g	CH
7004	Three Mussels, Ringly, 20" anchor Three mrs. Tanglelocks	1/20	18/20	Michael Kelly - F. Annet	622g 157g	CH
7005	60 Finished Maple boards 20 Ebony, 10" Nails + Brass Nails	16/20	22/20	Lee Heatherly - Manor Grounds	867g	CH
7006	1000 gaudy Copper + 1000 gaudy 1000 gaudy (Silver Machine)	20/20	22/20	Lee d'Harware - Sankiridge	138g	
7007	Two hats, 4000 gaudy, 1000 manure, 1000 black silk	20/20	22/20	M. Heatherly - Heatherly House	341g	
7008	1000 gaudy, 1000 gaudy, 1000 1000 gaudy, 1000 gaudy, 1000	20/20	22/20	Manure, S. - Heatherly House	184g	
7009	Three King Spring, 1000 gaudy 1000 gaudy, 1000 gaudy, 1000	1/20	22/20	Old Salt	340g	
7010	1000 gaudy, 1000 gaudy, 1000 1000 gaudy, 1000 gaudy, 1000	16/20	22/20	<Will pick up>	11,250g	CH
7011	1000 gaudy, 1000 gaudy, 1000 1000 gaudy, 1000 gaudy, 1000	16/20	22/20	Straight of - Groggins Hill	265g	
7012	Five pieces of wood (1000 gaudy) 1000 gaudy, 1000 gaudy, 1000	1/20	22/20	Bonnie Blackbird	73g	CH
7013	1000 gaudy, 1000 gaudy, 1000 1000 gaudy, 1000 gaudy, 1000	16/20	22/20	P. Germain - Sunnarium	88g	
7014	1000 gaudy, 1000 gaudy, 1000 1000 gaudy, 1000 gaudy, 1000	16/20	22/20	N. Ardent - Heatherly House	178g	
7015	1000 gaudy, 1000 gaudy, 1000 1000 gaudy, 1000 gaudy, 1000	16/20	22/20	Conrad v. Zorich - G.	285g	
7016	Three crates (1000 gaudy) 1000 gaudy, 1000 gaudy, 1000	16/20	22/20	N. Ardent - Heatherly House	1,325g	
7017	Seven crates (1000 gaudy) 1000 gaudy, 1000 gaudy, 1000	1/20	22/20	C. Strahl - The Hill	185g	
7018	Two crates (1000 gaudy) 1000 gaudy, 1000 gaudy, 1000	20/20	22/20	d'Harware - Heatherly House	165g	CH
7019	Five crates (1000 gaudy) 1000 gaudy, 1000 gaudy, 1000	20/20	22/20	Archer - Heatherly House	922g	CH
7020	Two crates (1000 gaudy) 1000 gaudy, 1000 gaudy, 1000	10/20	22/20	M. Hakan - Smyth	1,682g	CH

and two locked storerooms. There is a heavy, barred and locked door at the top of the stairs to the cellar. Only narrow, barred, recessed windows let the dim light of day filter in.

If anyone is confined here, these are the opportunities that are present. The bars of the first cell's window are rusty and loose and may either be broken with a successful Bend Bars roll at double normal chance, or dug free in 2d6 turns. However, the window casement is very narrow, and only a halfling or gnome can easily squeeze out. Beneath the loose flaggings of the second cell is a hollow space that runs beneath all three cells, but goes nowhere. The keys to the cell hang from a latched chain on the far wall, ten feet opposite this cell. The storeroom holds some fine incense oil, that may be used to cause a diversion. The sewage pit leads into the sewers, a tight and filthy squeeze to freedom beneath the wharfs. Giant rats (use Black Cat stats) inhabit this underground warren.

Strahd converts may be sent to visit those confined here, or one of Strahd's four vampire minions may attend inmates.

6. SHIPPING HOUSE

Here, during the daylight hours only, Cavel Warden (H3), the proprietor of the shipping house, can be found. A highstrung man, he will be in his usual state of agitation over a hundred little problems. Under normal circumstances he will never be found here at night, but will be at his home (See 21) with his family.

If Cavel becomes one of the Converted, his schedule will be reversed — staying home during the day and working at night.

7. THE SEVENTH SEA

This tavern is managed by Kirk Terrinton (DJ) who keeps it open from 10 in the morning until 2 each night. Kirk is normally a most outgoing fellow with a quick smile and plenty of

advice. He loves to listen as much as talk and pays close attention to most everything that is said. Kirk knows more rumors than most of the fellows in town.

8. TRAVELER'S INN

This inn is run by Solita Maravan (C9), widow of seaman Ustis Maravan who was lost in the big storm a few days ago. She still wears the black clothes of mourning and has rather puffy eyes from her lonely crying. She still is, however, a most capable woman and continues to run the Inn most admirably.

Staying here at the Inn is Sir Tabb Finhallen (D8), an adventurer passing through town. Tabb is a boisterous and loud fellow with a twinkle in his eye. He loves to joke and kid others, even to the point of annoyance. He is, however, recuperating from a rather exhaustive (and damaging) adventure and prefers to spend most of his time relaxing here at the Inn. He seems totally insensitive to the sinister foreshadowings noticed by the heroes.

9. WAREHOUSE

The exterior description of the warehouse is given in the first boxed text, the interior description in the second. The doors to the warehouse are locked.

A large, barn-like building runs almost the entire length of Anchor Street between Shore Lane and Mill Road. The old timbers creak in the cold ocean breeze.

Cold drafts howl through the cracks in the old planks. Thin slivers of light slip into the room giving sharp contrast to the chamber.

Just how much cargo is left in the warehouse will depend upon how much has been carted away prior to the PCs entering this place. Use the Cargo Roster (center of this booklet) in conjunction with Event E4 to determine what objects are still here. All will be crated or otherwise packed.

10. MILL BRIDGE

Mill Road takes a turn through the skeletal barren trees. There the Mill Bridge crosses the cold, brown waters of the Arden River. To the east, the mill pond is covered with the rotting leaves of autumn. West of the bridge a rock flume channels the waters onto the great water wheel of the mill house.

If the miller, Sterling Toddbury (D7) and his son Ethan (D6) have been converted, then the mill wheel will not be moving and the water from the flume will be diverted past the wheel.

In the early afternoon, Christina Bartel (S2) and her daughter, Ariana (SA), the town wash women, will come down to the mill pond to wash clothes. They will chat between themselves, with mother dominating the conversation. They are wary of strangers. Neither can swim, and a possible encounter may be rescuing one who has fallen into the icy waters. If either are converted, they will wash clothes at dusk or early dawn.

When crossing the bridge for the first time, a black cat will leap down from the stone railing on one side and cross to the other railing. It will follow the player characters for a short distance, and then sprint across a dead garden to the feet of a small girl. She stares unsmiling at the characters and then disappears





with her cat into the bushes. Shortly after this, have the player characters suffer a second delirium episode without any visions.

11. OLD MILL

The elder widower Sterling Toddburly (D7) and his son Ethan (D6) run this mill. Both are quiet, shy people but quick to smile and very warm and open once the ice is broken. They can be found here in the mill most any time but never later than 10:00 at night nor earlier than 5:00 in the morning under normal circumstances.

When normal, Ethan's wife, Erica Toddburly (C10) can be found at the market (#18C) during the morning and in the mill home here during the rest of the day. She is a sweet and charitable woman who is inclined to give things away.

12. BURNED CHURCH

During the terrible storm some nights ago, the great Church at Mordentshire was burned to the ground. Here lives Father Joshua Talbot (DK) in a gardener's shack. He is one of the **Fearfully Silent**. He will seem nervous and haunted when the PCs first approach him. If any of the PCs asks him about the strange people in town he will wring his hands and mutter.

"Tis the devil! The devil himself! Oh, why did I let this happen! Why couldn't I stop it? That awful house on Gryphon Hill ... cursed be it! When the Count moved in, bless his soul, we thought that the evil stories of old would be proven wrong once and for all. But were it not a short while and he himself ran in terror from the place! Since that time we have sent people to destroy the horror there ... and didn't they all come back saying nothing was wrong at all! But none who went came back the same, don't you know? Men like strangers to their own kin ... children whose laughter had left their eyes ... and the curse is spreading."

The cleric at this point will reach for one of the PCs and beg them all to rid the land of this terrible evil. Of course, Father Talbot will only react this way *if he is not one of the Converted*. If Converted, he quietly denies there is anything wrong in Mordentshire — none are acting any more strangely than normal. Perhaps the chill sea air has weakened the recovery of the heroes.

If any of the important items are located here, Father Talbot will only agree to relinquish them if requested by the Alchemist Strahd. Strahd has forgotten where he left the items. If Father Talbot is converted, he will know nothing of the items location, and if questioned about them, will become excited and agitated. He will try to send the heroes away and then search for the items himself. He will act very suspiciously.

The items are hidden in the single stone mausoleum in the town cemetery. The cemetery is fallen into disrepair, but the grey stone structure with a winged lion carving is in good repair though overgrown. The stone sarcophagus has an intricate locking system and bears the remains of Normal Kervil. The stone box is trapped with *glyphs of blinding*, *electricity* (Dmg 12) and *poison gas* (Save at +4). The items are hidden behind the bronze name plaque on the wall.

Lairing in the woods and bluffs to the north are four wights — (C5, D5, H5 & S5). If transpossessed, these poor townsfolk, trapped in the hideous bodies, are confused and terrified. At night they may venture away from the woods seeking help or families and friends.

If the characters visit the ruins after dark, they will suffer the following delirium episode, once.



The headstones of the churchyard, ancient with decay, lean and tilt in all directions. Red gold eyes watch from the shadows underneath them. Suddenly, a dry, hollow chuckle floats teasingly through the air, playfully lingering in the skeletal branches of the trees. Then, with a rabid snarl, a furred beast springs from the darkness! Tumbling you to the ground, you struggle with a wolven form. Its canine fangs snap at you. Foam flecks its matted jowls. In a snarling hissing voice the beast speaks. "Mere mortal! You cannot stop me...I serve a greater power than you shall ever know!"

The creature is actually a local dog, cornered and frightened by the player characters. It will tussle and snap at the player characters until it can break free and escape. It has 4 hp and an AC of 7.

13. OLD SALT HOUSE

This boarding house is run by Neola Caraway (CK). She has never married, finding the business of running this house more profitable to her both in money and spirit than marriage offered her. She is crusty and sassy but never unpleasant.

14. SALTY DOG TAVERN

This tavern is run by a female adventurer named Brenna Raven (C8) who won this dump in a dice game. She still wonders whether she won that toss or lost it when she got the place. Brenna is easy going and very sarcastic in a sleepy sort of way.

Brenna is not very honest, and late in the evening she will dilute her drinks with wood alcohol. Any character drinking here in the evening will have to make a Constitution check at the end of the evening or they will suffer from temporary blindness and weakness (-4 to all rolls) for 2d6 hours beginning within 1d8 hours after leaving.

15. BUTCHER

Silas Archer (H10) is the butcher. He and his wife Violet (S9) run the shop with constant bickering. They couldn't agree on the color of the sky on a clear day. One gets the feeling, however, that the bickering is as much a part of their love for each other as anything else. It all seems good natured despite the occasional thrown object.

Helping about the shop to clean up is Penelope Archer (S8), a beautiful, shy girl with large doe-like eyes and a charming smile.

16. SMITHY

This metal smith is Elwin Hobson (H6). He speaks rather slowly and has a tendency to mumble from time to time except when the subject of metal smithing comes up. Then his voice becomes rather confident and his speech clears.

Elwin's wife is Ida Hobson (S6). Ida is a sweet, caring woman who is totally devoted to her husband. Ida wouldn't hurt a fly. Though she is absolutely round and has difficulty getting through most doors, she is as cheerful as she is overweight.

17. BAKERY

The bakery is run by Tilda (C6) and Freeda (C7) Maybery, two elderly spinster sisters who have always enjoyed each other's company.



18. MARKET

The open air market is one of the central features of Mordentshire — in the summer. Now it is autumn and the cold winds have driven most of the farmers away. The grassy lawn is dry and withered. Leaves blow and swirl across it, clattering among the empty stalls. The faded awnings of the few remaining stands snap and creak in the wind.

18A. FRUITSTAND

Normally, Berwin Hedgewick (DA) and his mother Lenor Hedgewick (CA) are here during the morning and afternoon selling the fruits from their farm — now reduced to a meager assortment of sulphured apples and dried berries. If they are Converted, however, they will no longer appear here in the daytime.

Lobelia Tärner (C4) is always found here with her own fruit stand. Lobelia sells dried wild fruits and looks a little wild herself. Her toothy grin beams out from her rather sooty face normally and though her language is quite rough there is a sense of caring about her.

18B. VEGETABLES

Normally, Bathilda Sud (C2) is here during the mornings and afternoons selling vegetables from her husband's farm parsnips, rutabagas, turnips, dried corn and squash are all that remain of the crop. If they have become Converted, however, she will no longer appear here in the daytime.

18C. GRAIN

Rae Soddenter (C5), wife of Parvis Soddenter (D5) is normally found here selling grain during the morning and afternoon. If she has become Converted, however, she will no longer appear here in the daytime.

Next to this stall is that of Erica Toddburly (C10). Normally, she is selling flour from the mill during the afternoon. If she is Converted, she will no longer appear here during the daytime.

19. MAYOR'S HOME

Malvin Heatherby (HQ) is the mayor of Mordentshire. Son of the groundskeepers of Heather House, he was appointed to this post by Lord Weathermay himself. He does his best to put on an upper crust air about himself which usually results in his looking rather pompous, a true stuffed shirt. Occasionally, however, he lets out his boyish grin and amazement at things magical.

20. GROUNDSKEEPER

During the day, no one can be found at home normally. Only during the evening hours and at night are Lee Heatherby (H9) and his wife Margaret (S7) at home. They are two simple gardeners with country ways. Their greatest pride and joy is their son, Malvin, who was appointed as mayor by Lord Weathermay. They work for Lord Weathermay during the day.

21. PRIVATE HOMES

These buildings are the homes of the villagers of Mordentshire that are not otherwise located on the map. These homes are simple and plain. If a villager is Converted, his house will be shuttered tightly during the daytime, with no signs of activity.



22. OLD BOOKS

This is the bookshop of Tobais Kenkiny (DQ) and Desma Kenkiny (CQ). If both are normal, read the following.

The shop is a single, small room, neatly kept. Arranged on two shelves are a small number of books. Stacked below these are several bundles of scrolls.

If either is Converted, the shop is closed up tight. Peering through the windows, the books and scrolls are in chaotic disarray throughout the small room.

Tobais Kenkiny is a retired adventurer, one who lost his nerve for violence and bloodshed. The shop was Desma's dowry. Since he can barely read, she handles the business end, letting him deal with the few customers who visit.

At the bookshop, the player characters can attempt to research the background of Gryphon Hill and other bits of local history. Information is readily found if characters are specific in their requests. Otherwise, it will take several false starts to learn anything.

From the records of the local magistrate, 400 years prior:

"To what end Godefroy has raised this structure, I can only speculate. Surely he has come under some heathen curse whilst fighting in the distant lands. Since its raising, the farmer-folk have sworn of bad crops and evil visitations. Even I have noted the unusual play of heavenly energies that hover and cling round the blasted moor...

"...Tragedy has struck! This morn, Goodman Morris came winbled from the Godefroy house. He says Lady Godefroy and her child are brutally slain and the blood clings to Lord Godefroy's hands...

"...Lord Renier and his young wife have fled the House of the Gryphon, swearing furiously never to return. Again the terrors of that place have struck. He has called for its destruction, but no man will venture near it. I fear the cursed thing shall be with us always."

23. KERVIL SHOP

This is the general store of Vogler Kervil. An ancient man, he lives alone on the second floor. Normally, he is irascible and gouging, charging whatever he can manage. If he is Converted, he will close his shop and refuse to do any business, instead, polishing his old armor and weapons.

24. WHARF

The cold October wind sweeps the ocean spray across the mouldering planks of the old wharf. With their backs to the sea, several fishermen weave the damp threads of their nets, their singsong chants punctuated by the thumps of the boats against the pilings.

As more and more of the townspeople are Converted, the wharf will become more and more deserted. At night, there is no activity here, only the gathering of 1-4 groaning spirits, both normal and those possessed by townsfolk.





25. FISHERMAN'S ALLEY

This dank street hosts the homes of the fishermen of Mordentshire. The alley is deep with mud and reeks with the stench of rotting fish. During the early morning, any unconverted fishermen will be selling their catch from the night before — small fish in baskets and large ones hung by hooks through their gills. At night the streets are deserted except for the constant scurry of rats and mangy cats.

26. SANITARIUM

A high brick wall topped by rusting iron spikes surrounds the grounds. The road leads to the heavy wrought iron gate — the only entrance. Through the bars you can see the grounds — a sparse and bleak garden, grey in the October mist. The trees have only a few brown leaves clinging to their bony branches. The weedy flowerbeds have long since withered and died. At the center is a single building — a rambling, three-story wooden structure. The roof is gabled and a large round turret juts from one corner. The walls are pierced with many windows, but each is heavily barred and curtained. Dim light shines through the windows on the lower floor. Occasionally, there is the furtive flash of movement from the windows on the upper floors.

When the characters enter the grounds the first time, they suffer a delirium episode with the accompanying vision. Suddenly sprinting across the grounds they see a man approach them, obviously a patient. He is Cyrus Belview (the Count's mad servant from I6: Ravenloft). Giggling he says, "The master is so happy, so happy you have returned. He has wanted to meet you again. I will go tell him you are coming." If he has been encountered in I6, he will be recognized here. Before the characters can do anything, he vanishes before their eyes, as if he had never been there at all. There is only the moaning of the bitter wind.

The sanitarium rests at the base of the cliffs separating the Weathermay Estate from Mordentshire. It is owned by Docteur Germain d'Honaire. The ground floor of the house is devoted to his offices and rooms. There is a reception room and private study, where he conducts most of his consultations. These are well-appointed with comfortable furniture, paintings, odd-looking devices, and framed degrees. Beyond these rooms are d'Honaire's personal rooms and his "surgery." The surgery is filled with phials, chemicals, crucibles, knives, scalpels, and bizarre machinery. This room is dominated by a large table fixed with heavy leather straps. Most of the other equipment is shelved in glass-fronted cabinets lining the walls.

The second and third floors are the rooms of the patients. Each has a heavy, barred door and simple furnishings (if allowed) inside. Currently there are 2 or 3 patients of note present. The others are either imbeciles, catatonics, manic-depressives, or just violent brutes.

Patient #1: This fellow, Marston, is a harmless lunatic, found wandering on the moors several months ago. He babbles occasionally about "the horrors of the world" and implies that he knows great secrets. However, he knows nothing of value.

Patient #2: This is a wild-haired woman, Ellie, with large staring eyes. She furtively watches out her window at all that transpires in the outer world, making up fanciful gossip to explain what she sees. She has seen the wagon hauling crates during the night and explains this as "new people moving in with full wagons." She punctuates her talk with sudden screams about "the dead lions!"



Patient #3: This patient is Luker. He will scream and rant about "the children." Little new can be learned from him; only that the evil haunts the shadows ... all the people have gone ... and the dark one himself has arisen from the grave!

A day after his committal, Luker will begin to rant that *they* are coming to get him, to take him away with the children. He will become increasingly agitated as midnight approaches. The Creature may choose to do one of two things with Luker, first to break him out so that he may be Converted — or — to have him killed to prevent others from listening to his babble.

In addition to Docteur d'Honaire and the patients, the following people can also be found here during the daytime: Axtel Bartel (HA) and Barth Kleinen (H2) are hired as attendants. There may be other nurses and servants who prepare food, do laundry and tend the grounds.

27. FARMS

These are the homes of the farmers of the Mordentshire. Each consists of a house and several outbuildings — barns, sheds, and granaries. The livestock will be loose and untended if the farmer is converted.

The families living on each of the farms are noted below. In addition there may be hired hands or distant cousins who live in the barns or sheds.

- 27A. Lobelia Turner & 5 vagabonds.
- 27B. Percival & Bathilda Sud.
- 27C. Gaston, Lenor & Berwin Hedgewick.
- 27D. Parvis & Rae Soddentier.

28. ARDENT BAY

All of the ships in this harbor are unservicable and irreparable. The Creature has seen to it that none of the ships in this harbor are tended by any but those who are under his control. Each shipped is manned by 5 sailors, now converted to Strahd zombies.

If the PCs should examine the interior of the ships, they will find that the hulls are all breached in several places and are poorly patched, rendering the ships totally unseaworthy. Those attending the ships will dully explain that the storm rushed their ship against the rocks and that they were most fortunate to have escaped a watery grave.

The bay is flanked by two rocky promontories rising 100 feet above the crashing surf. Jagged rocks and sunken wreckage gather at their feet like snarling teeth.

29. ROADS OUT OF TOWN

The roads are bleak and rutted, the signs for Mordentshire old, the paint flaking off. As the player's pass the sign, a raven (1 hp) alights on the sign and utters a portentous squawk. The first time the player characters pass this point, a black cat wanders slowly across their path, following a small child who watches the characters intently. Shortly after this the player characters should suffer a delirium episode with no visions.

Moving beyond this boundary takes the characters away from the adventure and they should be gently nudged back to the town. If gentle hints don't work, a violent storm might. Failing this, the Creature Strahd is going to make sure that none leave the area who can carry tales of his presence to the surrounding lands. He will send his creatures of the night to stop them, perhaps even leading them himself.



Chapter 2:

The Moors

The land surrounding Mordentshire is a grey and bleak waste of hills of rolling heather, jagged cliffs, dark woods, and dank moors. During spring and summer, the countryside can be pleasant and relaxing, full of color and life. But now, in the dying month of October, it is the treacherous blackness of the moors that predominate. A land shunned by the wise traveler — filled with hidden bogs, secret pathways, and fell creatures. Even the rolling heather is not completely safe — the cover hiding small patches of bog or an assailant.

RANDOM ENCOUNTERS ON THE MOORS

When the heroes travel outside of Mordentshire and the Weathermay Estate, check for a random encounter once every hour, using 1d6. An encounter occurs on a roll of 1-3.

Die Roll	Day	Night
1	Griffon	Bodak*(SJ)
2	Harpy	Ghasts*(C3, D3, H3)
3	Hellhound	Groaning spirits*(C9, H9)
4	Orc	Hellhound
5	Ogre	Mastiff, shadow
6	Quasi-elemental lightning	Nightmare
7	Raven	Quasi-elemental lightning
8	Spider, giant	Skeleton
9	Stirge	Skeleton steed
10	Vulture	Wolf, dire
11	Wolf, dire	Wraith*(C6)
12	No encounter	Will-o'-Wisp*(DQ)

* These may be transpossessed townspeople.

ENCOUNTERS:

30. NORTH ROAD

The northern road follows the seacoast, crossing 60 miles to the next settlement. Characters should be discouraged from attempting this journey (since this takes them out of the area of the adventure). These lands are quite wild and the chance of an encounter increases to 1-5 every 3 turns once the heroes leave the map. Further, the road quickly winds into a dense fog, limiting all visibility to 10'. Character movement will be slowed to 60' per round.

The Arden River gurgles along beside the road, its brown waters bubbling over the rocky riverbed and splashing against the wooded shore. Autumn leaves whirl and swirl seaward in its icy dark waters.

31. THE NORTH MOORS

This area is a treacherous bog, little-crossed by the locals. For every turn spent moving through the moors, secretly make a Wisdom check for the lead character. If the check succeeds, he has found a safe path that turn. If the check fails, the character has blundered into treacherous ground. Characters will begin to sink into the bog at the rate of 1' per round. Pulling a character free requires a strength ability check with +3 to the die roll for every foot sunk.

On a hillock crested by a tangle of knotted trees is a harpy lair. A haunting melody can be heard within 300 yards. At 100 yards, a

gentle maiden can be seen leaning across a log. Within 50 yards a save vs. Spells must be made or the victim is charmed.

The harpy will lure prey to her, past patches of tangle vines (*entangles*) to trap his friends. Charmed heroes will be startled by her three sisters devouring two hapless orcs (save to escape charm). The sisters rush to attack.

On the fifth round, three more wing in from the swamp carrying a half dozen stinkweeds. Any character hit by a stinkweed suffers from a *stinking cloud*.

Their treasures are 12 pieces of jewelry, (500 gp each), 7 black onyx (300 gp each), silver plate armor, AC5, a clerical scroll - *negative plane protection* (x2), and a brass locket of *sealing* (one wizard lock per week).

32. CLIFFS

The cliffs which surround the town range in height from 51-150 feet. At the bottom is either hard ground or jagged rocks. There may be dens of creatures hidden in faults, small caves or on broad ledges. Along the seashore there are several small marine caves that are flooded each high tide.

A band of 83 orcs lair in the north sea cliff. Led by one-eyed Hargel Gruumsh (AC 4; HD 4, hp 20, D 2d4 + 2) they rob travelers during the day and cower in fear in their hidden lair at night.

Their caves and crevices are reached by a spiral stair and a flooded sea cave, and are linked by rope bridges and ledges. It is protected from undead by running streams and falls, a stand of wild garlic, and their 5th level shaman Eisman Khargug, (AC 4; HD 5; hp 13) a whiny fellow with a nasal laugh.

Hargel has three guards (AC 4; HD 2; hp 11; D 2d4) and an ogre brute. Three of his band are converted ghasts. Sections of the cliff have been weakened to drop trespassers into the sea. There are several deadends with rockfall traps (D 2d8). There are also three net snares. If invaded, the orcs attack from many sides. If the attackers prove too strong, the orcs retreat to the sea.

Their treasures are — 5,000 sp, 2,530 cp, 20 chrysoberyls (200 gp each), a coral necklace (1,800 gp), four potions: *climbing*, *extra-healing*, *speed*, and *superheroism*, and a clerical scroll: *holy symbol*, *invisibility to undead*, *prot:evil* 10'R, and *restoration*. There are also two dinghies.

33. SOUTH ROAD

The south road winds inland through the rugged hills and into the mountains. There are no nearby settlements down this road. As with the north road, characters should be discouraged from taking this route. You may increase the frequency of encounters or have the road untravelled and overgrown.

34. DARK WOODS

Only a small tongue of the dark woods reaches down from the north separating Gryphon Hill from the rest of the community. In general, this suits the townspeople just fine, as they do not wish to be reminded of the evil place. The woods have an foul reputation. There is a 60% chance per hour spent in the woods that the heroes will encounter a giant spider or 2-5 ogres.

The ogres' camp is hidden in a wooded ravine. The camp is camouflaged rawhide huts. They eat whatever they catch, holding prisoners in a 20' deep pit.

The camp is protected by two lookouts and soaring vultures,





whose keen eye spots movement in the underbrush. There are a series of spiked slapsticks (THAC0 10; D 1d6 + save vs. Petrify or half move and no Dex bonus till cured) and rope snares (save vs. Petrify). Two trees may be toppled on invaders (D 3d8).

There are 15 ogres and 3 vultures lead by Coriemon (SQ) the bodak. He wears a hooded woodsmans cloak and keeps his face hidden. He is cold, domineering, and cynical. He will only use his gaze once every three rounds. His lieutenant, Gorbagh Snartooth, was the original leader of this band (AC 4; HD 7; hp 35; D 2d6 + 2). He is bitter, bloodthirsty and cruel. Three of the ogres are actually wights (HD 7 + 4; hp 40) and will avoid light.

the bodak's mission is to prevent locals from leaving. The ogres are loyal to him out of fear, fleeing if he is defeated. Patrols will warn the camp of intruders. When attacked, Corie holds back, while agres fling spears. Then the vultures drop a 10 foot net. If things go badly, the ogres withdraw and send in the wights while encircling the party. Then the bodak attacks.

The treasure of these ogres includes — 7,200 cp, 2,320 gp, 4 spinels (350 gp each), a diamond & topaz ring (3,500 gp) and a silver & gold chain (700 gp), three potions; *clairaudience*, *diminution* & *elixir of madness*, and a mirror that reflects only characters of lawful alignment.

35-38. HEATHER HOUSE ESTATE

The Heather Mansion, mausoleum and surrounding grounds are detailed in Chapter 3.

39. GRYPHON ROAD

Before it was abandoned, this was the main road leading to Gryphon Hill. Now the track is vague and hard to follow. Only the peasants know of this track. Strahd the Alchemist and the Converted peasants know of the secret northern route through the woods (#47 & #48).

The muddy track winds up the slopes of the barren hill. In the distance is the gloomy goal — the House on Gryphon Hill! Even from this distance it radiates a noticeable aura of evil and decay. Around it stand blighted and twisted trees. A lone flash of lightning illumines the scene, dancing in steely radiance across the roof. Foul mists rise and curl above the grey ground. Then the peal of thunder comes, softly and mockingly — a deep chuckle of gloating victory.

40. THE BOG

The road winds into the heart of a bog, reeking with decay. Thick mists swirl across the roadway, momentarily shrouding it. Gnarled roots twist and reach toward it. To your left you hear a slow slogging, perhaps a heavy body dragging through the muck. To the right sounds a muffled cry or moan — or perhaps only the wind.

The road into the bog gradually tapers away to nothingness, well in the heart of the swamp. When the characters turn about, they find themselves unable to retrace their route. Every effort not magically aided takes them deeper and deeper into the bog. Each round they spend in the bog, they must make a Wisdom Check to remain on safe ground. If they fail the check, they become stuck and begin sinking at the rate of 1' per round. A Strength check is required to free oneself, with a +3 applied to the die roll for each round caught.

Five rounds after the heroes reach the heart of the bog, a Crimson Death (HJ) coalesces from the fog and attacks.

41. CEMETERY

At the edge of the bog sits an ancient graveyard, its headstones pitted and worn smooth. Once an imposing sight, now only the crumbling forms of the statues remain.

This dread plot of land echoes with the tragic memories of the departed. Any who dare venture here, will hear the grass seem to writhe and whisper and must make a save vs Spells. If the save is failed, the character is overcome by a vision of the tragic life of one of the residents of this graveyard. The DM should create his own vision for the characters. Further, the character is overcome with one strong emotion such as remorse, morbidity, anger, hysteria or resignation for 2d10 rounds.

If the characters enter the cemetery at night, they are attacked by 5 Strahd skeletons and 3 Strahd zombies, clawing up out of the earth (C2, D2 & H2).

42. GRYPHON HILL

If the aging manor on Gryphon Hill was ever not haunted that certainly cannot be said of it now. All manner of evil lurks in its confines. Yet more is the tragedy of this place that not all of those found herein are evil. Many are the transpossessed souls of the good people of Mordentshire ... trapped in a horrible existence with powers beyond their understanding. They now live a tormented and nightmare existence with which they can not cope. The great challenge to the adventurers is to discover these good spirits before leaping to the attack ... lest they destroy forever any hope of saving these innocents.

The purpose of the PCs is to explore this house in search of clues regarding what drove the Alchemist away. If they have used the Mesmerist to uncover clues, they should also be searching for the items mentioned during that session. The Creature has long since moved the Apparatus that has created all this trouble, and has left the house as a warren for his minions, and as an obstacle to anyone who might stumble on the mystery. However his presence has also stirred up the old haunts and spirits of this place as well.

The Creature's minions will be clever in their attacks, attempting to divide and conquer. Using their charm ability to gain subtle control of another character or to insinuate themselves as trapped innocents. Those who do not hold the soul of a transpossessed towns person will be manipulated by the other monsters, so that they will either unwittingly use their special abilities or have to fight or flee from the PCs if they are to survive. If it proves impossible to stop the heroes, one of the minions will be sure to flee to warn the Creature.

Any transpossessed creature should be played initially as a threat to the PCs. Either the person will unwittingly use an inimical ability, such as an energy drainer embracing his rescuers, a vampire charming, or a groaning spirit crying, or the victim has become unbalanced and sees the PCs as another horror from its delirium. If the heroes have found the Ring of Reversion, a towns person may beg to be set free, but the ring will return the evil spirit to the form and the PCs will then have to fight a real monster. If a towns person's spirit is slain a wave of sensation of great tragedy and the loss of innocents will sweep across any paladins and clerics present.

This old place reeks with evil, and any efforts to detect evil





will find evil everywhere, masking the evil of the creatures. If used on a creature acting as an innocent, it only gains a confused reading.

If not destroyed before the PCs leave, four gargoyles from the top of tower #44D will swoop down as they leave.

42A. FRONT DOOR

The massive structure of Gryphon Hill looms overhead as you stand at the foot of the steps leading to the front door. The cold stone mask of a great gryphon leers over the archway. Flanking the entrance are more cold granite carvings of the ferocious beasts. A heavy skull-shaped knocker hangs on the iron-bound door. Faintly from within you can hear sounds — wind blowing through the cracks or something more sinister?

When the characters arrive at the main door, they have a delirium episode. Suddenly, the statues of the griffons turn their heads towards the characters. The eyes of the beasts blaze with fire. With a snapping crack of stone, their jaws open and they give a reptilian hiss. In an instant the vision is gone. Once again everything is normal.

The statues are actually stone golems, set to guard the Hill, but will only animate if someone tries to leave through the front door with purloined property.

The knocker is haunted by an evil spirit called up by the Creature. It will hold anyone grasping it and proceed to attack as if a will-o-wisp. A *remove curse* or *bless spell* will dissolve the spirit and the door will creak ominously open.

42B. FOYER

The small entrance hall has been long unused. Thick dust carpets the floor. To either side of the doorway stand antique suits of armor. Their great age renders them only good for display.

42C. GRAND STAIR

The grand stair, the white marble showing through even the thick cover of dust, sweeps upwards, a relic of the once proud masters of Gryphon Hill.

42D. LONG HALL

This hallway is lined with cracked and dusty paintings. Spaced between each is an elaborate wrought iron candle sconce.

42E. RECEPTION

There is a 30% chance that the ghost of Lady Godefroy (HK), slain by her husband, haunts this room. If the ghost is present, it may be a transpossessed villager. The room is elegantly outfitted with overstuffed furniture, built-in shelves, paintings, and a rich carpet on the floor. It shows signs of the Alchemist Strahd's occupation within the last year.

42F. DINING HALL

A long oaken table, set with two large candelabras dominates this room. At each end are heavy wooden chairs, carved with the features of a flying gryphon. Eight smaller dining chairs line the sides of the table. The table has been very recently set for dinner. The seatings are equal to the party plus one extra person. Along one

wall is a massive fireplace over which hangs a portrait of one of the masters of Gryphon Hill. A chill wind moans down the chimney. One or more of the items the characters seek may be hidden beneath the hearth stone under the cold ashes of the fireplace or in the secret passage behind the chimney.

In the flue of the chimney is a hidden catch that opens the secret door of the fireplace. When activated, the back of the fireplace opens and the log rack sinks below the level of the floor, allowing a person to step over it. Small holes have been cut in the eyes of the painting, allowing the vampire in L to see into this room.

42G. KITCHEN

This room shows signs of recent use. Only the shell of a loaf of bread remains, forming a nest for 3 dozen mice.

42H. STUDY

It is clear that this room has been used in the past year, although there is evidence of a hurried departure. Several large chairs have been overturned. A small cabinet of curios has been ransacked and there are several broken pieces of crystal on the floor. Characters examining the carpeting closely will find traces of dried blood from the night evil Strahd arrived in this world.

Here in a corner is a note scribbled by the Alchemist Strahd. "*Father Joshua has said that if I ever need a sanctuary, he will gladly offer aid. Perhaps this would be a good place to store my private notes ...*"

42J. LIBRARY

There is a 20% chance that the ghost of Lady Godefroy (HK) will be in this room unless dispatched already. The library itself is bare. All the shelves have been stripped of their books. There is very little dust on these shelves. The books have only recently been taken. Moving a piece of trim opens the bookcase to reveal 42K.

42K. HIDDEN PASSAGE

Halfway down this passage is a narrow crack in the wall, too small to slip through. This crack looks into the darkened laboratory of 46G. At the east end of the passage is a ladder going down 30' into the darkness and up 20' to the trapdoor of 43F.

42L. FIREPLACE PASSAGE

This narrow secret passage runs the length of this wall of the house. A short ladder is fastened to the wall near the secret entrance, allowing a person to see through the eyes of the painting in the Dining Room. Watching here is a vampire, a young woman (C10) who disappeared from town some weeks ago. Her parents presumed she had run off with a sailor, not realizing she had fallen victim to Strahd. If she is not discovered before the player characters leave 42F, she will slip out of the secret passage and follow them, stalking them silently. If not transpossessed, she will attempt to ambush the party (or a single member) at best odds. If transpossessed, she will seek to communicate with them, not realizing the effect of her vampire form and charm.

42M. SERVANT'S ENTRANCE

This small door is locked and barred from the inside. There is 1 chance in 6 that the raised portcullis will crash down (Dmg 2d10) when someone walks past, the chain having rusted through.



42N. IRON DOORS

These heavy iron doors are two stories tall. They are locked and barred from the inside. A massive portcullis has been lowered behind them and bears an electrical *glyph of warding* (Dmg 36).

43A. TOP OF THE STAIRS

Thick cobwebs shroud several large paintings at the top of the stairs. Lurking high in a dark corner is a giant spider. It will attack only if the cobwebs are disturbed.

On the flyleaf of a book titled, *The Inner Soul*, the Alchemist Strahd has scribbled a quick note to himself. The writing is nearly illegible, being written in haste. The final line varies depending on where the Apparatus is located.

43B. GUEST QUARTERS

Hidden behind the curtains of the fourposter bed are two shades: Gaston Imrad (CJ), a thief, and Sheckle Duskman (CQ), a fighter. During the day heavy curtains keep the room in shadowy light. If not transpossessed, one will seek to lure the PCs into the room, while the thief moves to lock the door. They will then generate 2-5 shadow images each and all will move to attack, darting in and out of the shadows. Any spell casting or major light source will be draped with the bed clothes or the heavy curtains to reduce them to shadowy light.

43C. SERVANT'S QUARTERS

When the characters enter this room, they suffer a delirium episode with no vision. The room is sparsely furnished and unoccupied. A secret door in the fireplace is opened by tugging on the flue chain opening to a concealed walk.

43D. CLOSET

The closet is empty, but PCs may suffer a vision of writhing worms littering the floor.

43E. MASTER'S QUARTERS

This room holds a fine bed, wardrobe, table, washstand and a locked strongbox. There is the faint odor of decay. The strongbox requires three keys to open, it seems. The front is actually a facade and a secret stud beneath swings it open.

1st Lock: Acid (Dmg 2d4) and cripples hand.

2nd Lock: Electrified (Dmg 3d6) and System Shock.

3rd Lock: Invisible poison gas; all save or lose 1 point each round until cured.

If not encountered elsewhere, the ghost of Lady Godefrey is encountered here. The arrival of the evil Strahd has overcome her otherwise gentle soul and she is now riven with hate of all life.

The strong box holds a portfolio of private notes and memories detailing the Alchemist Strahd's growing desire and final efforts to drive evil from the soul of man. There is also a ledger of supplies ordered and an appointment ledger showing when these supplies were to arrive and his weekly dinner assignments at Heather House. On the back of the last page is written a note regarding the locations he uses to hide important items. This is only a list and its purpose is not defined. There is also a bag of 20 topazes (100gp each.)



Beneath third hearth stone
Bottom desk drawer

Lab notes file
Chapel font

Hanging in the wardrobe of this room, during the daytime only, are some of evil Strahd's clothes. Although of fine make, they are not valuable. However, there is a large ruby brooch worth 3000 gp. Anyone touching it will have the feeling that something evil has suddenly gained knowledge of his presence and whereabouts. If the item is stolen, the Creature will be sure to visit the character who stole it. The two concealed doors are disguised, one as a full length mirror and the other as part of the wall paneling.

43F. MASTER'S WALK

This secret passage leads to the tower stair. Just before the stair is a concealed trapdoor, which is opened by pressing a brick in the wall. If it is not opened, the first man-sized person stepping on it will snap the catch, dropping the character into the ladder shaft, a 50' drop.

43G. WEST TOWER STAIR

This stair is damp and slippery with runnels of rainwater.

43H. NORTH TOWER STAIR

Here can be found the haunt of Lord Godefrey's child, Penelope (S3). If not transpossessed, it will try to possess one of the characters and then complete its flight from its father. The possessed character will flee up into the Chapel (#45) and hide in the farthest corner.

43J. UPPER STUDY

In this room is the vampire of a handsome young seaman, Arlie Esterbridge (H10). If found by the heroes, he will be soaking wet and will at first hide, and then act belligerent, but overjoyed at being found. He presents himself as a homeless wanderer who has broken into this deserted manse to escape the storm. He will only attack if necessary, preferring to stalk the characters and strike at his own time.

44. ROOFTOP

The rooftop is made of wooden planking covered in lead and slate shingles. The lead is heavily weathered and the shingles splintering. There is a 5% chance per round of the roof collapsing under a hero, dropping them to the floor 15' below.

44A. SLICK SLATE

Here the rain, combined with a thick layer of moss, has made the steeply pitched roof very slippery. Characters crossing this section must make a Dexterity check to avoid slipping. If they slip on the dome side, they will suffer 1d6 points of damage colliding with the dome. If slipping on the other side they must make a second Dexterity check to catch the edge of the roof, or else plummet 50 feet to the ground below.

44B. MAIN TOWER STAIRS

These wooden stairs are rickety and creak ominously with each step. The sound of moaning and chains rattling grows louder as they climb. Two drelb (S7, H7) lurk in the corners of the ceiling.





44C. FISSURED DOME

A huge metal dome rises 20' above the surrounding roofline. Study shows it to be made of layers of copper and steel. Along one side is a huge crack, the edges of which are melted as if by intense heat. The crack extends below the line of the roof. Near the top, the crack is wide enough for any player character to slip through. Ropes will be needed to reach the bottom of the lab (46G). Rain water will cascade through the hole making climbing a rope -4 or -20%.

44D. WEST STAIR

This stair climbs 20' to a small minaret. A bolt of lightning has blasted a hole in the roof, allowing the rain to pour into the tower. Lurking in this tower, either in it or on its roof, are 4 gargoyles (CA, DA, SA, HA).

44E. NORTH TOWER

A footlocker lies open here and papers are strewn about as if someone packed in a hurry. The pages are illegible scrawlings and diagrams of a mighty machine. On a piece of paper beneath the footlocker is written the following message.

"I feel myself slipping. The horror that is reality barks my mind and hides memories. I fear the fever that rages in me will steal this discovery, so I make this brief note, in the one place I will surely remember to look. I believe I have discovered where the fiend has secreted my machine. Without, the Rob which I have hidden, he can not gain the full mastery he seeks.

- A. The manor holds the key. It is sealed away.
- B. He uses the respectable dead to hide corruption.
- C. He mocks me, placing it in the hall of my grave.
- D. He has dragged it off to the lime pit.
- E. Can it be that he uses my only friends against me?
- F. He has buried the thing in a hidden grave.

44F. SMOKESTACK

The smokestack shows no sign of recent use. It is wide enough that a halfling or gnome could fit.

44G. EAST TOWER

There is a window shutter that bangs against the wall in the wind. The floor is littered with bird droppings and pinfeathers. A nest of 10 stirges is in the rafters of the tower room.

44H. SOUTH TOWER

Shuttered windows hold back the wind and rain, causing a weird moaning to fill the tower. The rooftop may be reached along a narrow ledge.

45. THE TOWER CHAPEL

This room is unoccupied. It radiates a strong feeling of good. Nothing will attack PCs while they are here, including the vampires. Each wall has an elaborate stained glass window, still undamaged after all these years. In the far corner of the room is a



draped altar above which hangs a large silver holy symbol (250gp) and religious paraphernalia are laid on the cloth. The holy book is opened and a passage is marked with a red ribbon. "Any who would open the door to me, must first know my inner peace..."

The altar is actually a metal chest with door to the rear. If any of the items are in this room, they will be in the chest. The chest is *wizard locked* and bears a *symbol of expulsion* on it. Any touching the symbol must save vs Spells or be teleported either into the graveyard or into one of the cells (46J). If the word "PEACE" is spoken aloud while touching the symbol, no save need be made. In addition, the chest also contains a bejeweled chalice (worth 5,000 gp) suitable for religious ceremony and one stick of *incense of meditation*.

The floor of the room is exceptionally weak. Any character stepping onto it must make a Dexterity Check or fall 45' down the stairwell. If the check is passed, the character leaps away. Note that only the staircase and the space with the chest are sound and leaping to any other space requires a second Dexterity check. Only the beams remain strong enough to support weight, as well as a narrow ledge to one side. There is a chandelier hanging from the center of the ceiling at a height of 12 feet. If all the spaces around the chest collapse, the chest will teeter then fall, smashing at the bottom of the stairwell. All necessary items will be intact, but the chalice will be crushed (1,000 gp value) and the incense powdered.

46. BASEMENT

The basement has damp bare earth floors and thick stone walls, supporting the rest of the house. The stone is covered with a layer of mold.

46A. PANTRY

This room is the pantry and root cellar for the kitchen. What little food remains is rotten and foul. There are bins of spoiled turnips, potatoes and the like. Growing underneath the top layer of these bins is a large green slime.

The room has been magically altered with a *distance distortion* spell. The doors on the back wall are phony, designed to look like the iron doors leading to the laboratory. The *distance distortion* makes it appear that the pantry is much longer than it really is, so that the fake doors would appear in the same place as the real iron doors to the laboratory. Thus, the presence of the laboratory is not noted by most visitors.

46B. WINE CELLAR

This hallway appears to be a wine cellar. However, the first tun (large barrel) is actually a secret entrance. To operate it, the spigot must be opened and a pitcher of wine drawn off. When this is done, the front of the tun opens, revealing a mansized compartment inside with a small ledge 2/3's of the way up the side. One person can use the entrance at a time. When the door is closed, the partition dividing the barrel opens, releasing a flood of wine which half fills the tun. Thus, any person sitting on the ledge remains dry. At the back of the tun is a door in the top half of the tun, which opens onto area 46C. Characters who drink the pitcher of wine or get caught in the flood become intoxicated according to the rules for intoxication.





46C. SECRET ENTRY

The shrivelled corpse of a man lies on the floor here, its body a dried husk. He seems to have been dead a long time. This is the mummy of Carl Ramm (C8). He will trip the last person leaving the corridor and slam and lock the door behind the rest of the party.

46D. PRIVATE ROOM

This room is simply furnished with a table, chair, and cot. Now piled in the room are two coffins filled with dirt. These are the coffins of the vampires found upstairs. If the vampires are stalking the party, they will definitely attack now to prevent the desecration of their beds.

46E. SECURE DOOR

Both doors are locked with complex locks causing a -20% to pick lock attempts. Only one door may be unlocked at a time, the second door will not unlock until the first is closed. The second door is trapped releasing a shower of acid (Dmg 3d8) on those caught by it.

46F. PRIVATE STUDY

This room holds a series of bookshelves, a desk and chair, cabinets and stacks of crates and barrels. The desk holds odds and ends, though the bottom desk draw holds only a moldy cheese and a nest of mice. Inside at the top is a stud, that when pressed causes a concealed drawer to slide out from the side of the desk. Items of import will be here if in this room.

The crates and barrels hold only miscellaneous glassware.

This room is now the abode of a lurker above. It will attack when the party is well into the room. Otherwise, the room is filled with the personal items of Strahd the Alchemist, as relates to his work. The walls are covered with diagrams and sketches.

46G. ABANDONED LAB

This chamber is a huge metal-walled dome reaching all the way from the basement to the roof. A great jagged crack runs from the apex of the dome to the ground. Water raining down in an icy shower. Most of the chamber is empty, but dangling from the walls and ceiling are wires, ropes, pulleys beams, and scaffolding. They all seem to converge on a large central area, as if something had been there but is now gone. The earthen floor shows great gouged tracks leading to the two-story iron doors in the back of the chamber. In the corners are strewn bits of broken junk and trash.

If the characters remain here for more than one turn searching there will be a lightning strike on the dome and electricity will spark in blue flame across the loose wires and metal fittings of the room (Dmg 2d8). This power will arc from one surface to another for three rounds, charging the room with static electricity. Then a quasi-elemental lightning will phase into existence here.

This was the laboratory where Strahd the Alchemist built and perfected the Apparatus. It has since been removed by the evil Strahd and his minions. If the items the player characters need are here, they are cast aside in the bits of junk and trash, overlooked by Strahd's mindless servants.



46H. SHAFT

This shaft bears a metal ladder. Every round there is a 1 in 6 chance that a lightning strike on the dome will electrify the ladder (Dmg 2d8, plus Strength check or fall).

46J. LOST CELLS

These cells were built by Lord Godefroy. They are long forgotten. Recently discovered by the Creature, he uses this area to hold captives before they are transposed. Currently, lurking in the shadows among the bones of ancient prisoners is the clerical shade of Tandle Coreystal (CK), the mummy of Ellen Stinworthy (D8) and the wight of Karen Edgerton (D5). The latter two will play dead until Tandle attacks from the far end. Tandle is an 18th level cleric; pick his spells as desired.

46K. LONG PASSAGE

This passage is bleak and damp. A film of green slime now fills the central section of the passage ceiling. It will drop on anyone passing underneath it.

46L. TRUE WAY

Just outside the laboratory doors are deeply rutted wagon tracks. Player characters will have little difficulty following these in the direction of Mordentshire by way of the Hidden Track. However, before actually reaching the town, the rain has washed them away.

47. HIDDEN TRACK

Bouncing down the rough slope of the hill, this barely rutted track skirts by the edge of the bog and plunges through the closely packed trees of the Dark Wood. All along the route there is an ominous silence of something waiting to happen.

This secret path was built by the Alchemist to hide his work from prying eyes. About halfway between the wood and the house Sshhithulhuu, the mihstu will rise up to challenge all who use this road.

48. THE GUARDIANS

Stationed by evil Strahd at this end of the Hidden Track are the three werewolves (C4, D4 & H4). At night, even if transposed they will be driven by hunger. They have instructions to prevent anyone but the Creature's converts from using this road. In addition, he has promised them a portion of the unconverted villagers when all is done. They will not directly attack a strong group, but will stalk them through the woods waiting for the chance to strike from behind and with surprise.

49. THE HEATH

If the player characters attempt to leave Mordentshire by striking out cross-country, a thick fog will quickly envelop them. They will quickly become lost and after four or five hours of marching, they will leave the fog only to find themselves headed back towards Mordentshire from a new direction! This will continue to happen no matter how many times the player characters persist. Hopefully, they will get the idea that they are to remain in town until the adventure is over.



Chapter 3:

To The Manor Well Born

Heather House Point is a high promontory jutting into the sea. Upon the promontory is the manor of Heather House, the dwelling of Lord and Lady Weathermay, as well as the Weathermay estate and the family mausoleum. The estate includes a high ridge of rolling heath and the thick crescent of the Heatherwood, which surrounds the land approaches to the house and mark the boundaries of the Weathermay holdings.

THE MOOD OF HEATHER HOUSE

Heather House, and the surrounding estate, can be seen in several different lights during the adventure. You should portray these dramatically different moods for the players through your descriptions of the house and grounds.

The First Visit

This will likely occur as the PCs visit Lord Weathermay to gain information about the task he wants them to perform. During this visit, the mood should be pleasant and relaxed. The weather will be calm and peaceful. If it is daytime, the sun will shine, even if clouds fill much of the rest of the sky. The air will be nearly still. Birds should chirp from the oak trees of Heatherwood, and alert PCs will see the woodland creatures scampering about, unmindful of danger or intrusion.

The same mood should carry over as the PCs enter the house for their meeting with Lord Weathermay. His Lordship, despite his invalid condition, will be cheerful and talkative. His face will bear a healthy, robust color. Sunlight will stream in through the windows, and all the curtains will be flung back. Bright bouquets of flowers add a dramatic touch of color to the elegant, dignified air of the manor.

The PCs will be shown through areas M3 (anteroom) and M6 (parlor) by a servant. Lord Weathermay will meet them in the parlor and take the party to area M8 (the study). This is where the meeting will take place.

A ruddy-looking, handsome man rolls through the door in a wheelchair. His smile is broad as he extends his hand. "Greetings, friends! I am Lord Weathermay. I am delighted that you have come!"

The meeting with Lord Weathermay should be role played. The lord knows the following information, and will relate it to the characters freely, or in answer to their questions.

Lord Weathermay has hired the PCs through clerical connections to set his mind at ease. He will pay their bills, and offer each 100 gp per day. A bonus of 1000 gp apiece will be paid for the successful conclusion of the adventure. He wants the PCs to investigate the mysterious mansion on Gryphon Hill.

Gryphon Hill has been haunted for centuries, since the original lord went mad and murdered his family. Everyone who has attempted to live there has soon lost their sanity. A year ago, Count Strahd von Zarovich bought the estate, and moved in. He shipped in several heavy wagons loaded with cargo to the house.

Strahd kept to himself at that time, never visiting town. He hired no servants. Finally, Lord Weathermay invited the count to dinner, and was surprised to meet a young, handsome, and intelligent man. Shortly, Strahd and Lady Virginia Weathermay fell in love. Strahd asked for Virginia's hand in marriage, and Lord Weathermay was happy to give his blessing.

Then, a month ago during a savage storm, Strahd arrived at Heather House in the middle of the night, terror-stricken. The

same night, Virginia became afflicted with fever and delusions, much the same as Strahd. Neither of them know the cause of their fright, yet they both harbor an intense fear of the house on Gryphon Hill. Neither could be persuaded to return there.

Lord Weathermay is worried, and a little suspicious. Before the marriage takes place, he would like the PCs to investigate the house on Gryphon Hill, and to report to him anything suspicious that they might discover about Strahd.

After relating this information, Lord Weathermay will ring for Mistress Ardent, and ask her to invite Count Strahd and Lady Virginia to join them. In a few minutes, the couple will do so. As they enter, have each player make a save vs Spells. Those that fail will seem to see an odd distortion in Strahd's appearance as he is introduced. Shifting from the handsome, blond-haired man before them, they will see a shadowy image of a black-haired, dark creature. This will be accompanied by a period of chills, but will quickly fade back to reality.

Strahd and Lady Virginia will be able to furnish little in the way of information, since they cannot remember what terrified them so greatly. They will both be helpful and cooperative, as well as pleasant. It will be obvious that they are very much in love.

Do not roll any Random Encounters during this visit, either for the grounds or the interior of the house. Ignore any delirium events if the PCs venture anywhere in the house where this occurrence is listed. Be sure to limit their explorations to exclude the three areas where the Apparatus might be located. As the PCs leave the grounds the first time, they should suffer a delirium episode with chills and fear but no vision.

The Second Visit

The PCs should eventually realize that they will have to return to Heather House and explore it in more detail in order to resolve the adventure. If not, they will probably return here to recuperate from their adventures and to report on their expedition. The house and grounds will differ considerably upon the second and subsequent visits, compared to the pastoral scene that greeted them upon their first visit.

The weather will worsen, regardless of its current condition as the PCs arrive at the estate. If the weather is still relatively calm, the wind will pick up and a slight drizzle will begin. If it is already raining, then the lightning will increase dramatically, and the chance of a PC getting struck by lightning increases by 5%.

No animals will be visible on the grounds, regardless of the time of the second visit. However, you should make a check against the Heather House Grounds Random Encounter Table every 2 turns that the PCs spend on the grounds. A roll of 1 on a d6 means that an encounter occurs. Note that some of these encounters will occur only at night. If one is indicated during the day, no encounter occurs.

Within Heather House, the mood will continue in a sinister vein. The flower arrangements present upon the first visit will have shrivelled and died. Curtains will be drawn shut. As the storm brews outside, the flashing of lightning will create an effect of bright, hot light, followed immediately by exaggerated darkness. The PCs will experience any delirium episodes indicated in the encounter key.

RANDOM ENCOUNTERS ON THE GROUNDS

1d8 Number/Type Encountered/Notes

- | | |
|---|----------------------|
| 1 | 1-4 Displacer Beasts |
| 2 | 2-8 Shadow Mastiffs |



3	1-6 Wraiths	night only
4	2-8 Hell Hounds	
5	3-60 Skeletons	night only
6	100-400 Ravens	will not attack
7	1-8 Strahd Zombies	night only
8	1-6 giant spiders	

The extensive grounds of the estate include the oaken forest known as Heatherwood. This wood mantles the lower flanks of the hills leading up to the house. The wood is primarily a forest of huge, ancient oak trees, interspersed with hickory. There is little underbrush in the forest, so walking through it is easy and, during good weather, pleasant. It is inhabited by all manner of pastoral woodland creatures, including deer, rabbits, squirrels and skunks. Frequent small meadows are scattered among the tall trunks, and these are bedecked with flowers.

The open parts of the estate are rolling heather. They are covered with a carpet of lush grass at the start of the adventure. As the storm grows in intensity, the grass becomes matted against the ground, eventually turning brown and dying. The heather contains many dips and rises, so it is relatively easy for characters or creatures to conceal themselves from view here.

The northeast and southwest boundaries of the estate are sheer chalk cliffs, descending 150' to the water, or town in one location. The base of the cliff is lined with jagged boulders along its entire length. The chalk is crisscrossed with cracks, and thieves can climb it with their normal climb walls check.

Two buildings occupy prominent positions on the estate. At the terminal of Heather Road, atop the highest hill on the estate, sits Heather House itself. Behind the house, sitting atop another high knoll, is the Weathermay family mausoleum.

RANDOM ENCOUNTERS FOR HEATHER HOUSE

1d8	Number/Type Encountered	Notes
1	1-4 Giant Toads	cellar only
2	3-18 Stirges	
3	Green Slime	cellar only
4	Vampiress (S10)	
5	Invisible stalker	
6	1-4 Haunts	to win a glorious battle
7	1-4 Shades	
8	the Creature	

This high stone manor is the largest building in Mordenshire, and seems to dominate the countryside for miles around. The walls are made of gray fieldstone, with a rough surface that is climbable by thieves as a normal sheer surface. The windows are glass, and are generally about 6' tall and 2' wide. Each window is recessed on the outside into an alcove 2' deep. The roof of the manor is slate, and steeply sloping. Characters climbing on this roof must make a Dexterity check each turn that they spend here, or fall. The roof ends 30' above the ground. Thieves may roll a climb walls check with a +10 bonus instead.

The Heather House encounter areas are described as they will be seen by the PCs during their second visit to the manor. During their first visit, they should not see most of these places; those that the characters do visit should be described consistent with the mood of the first visit.

When the PCs explore the manor the second time they visit it, the boxed sections of text should be read. Also, the characters may have some random encounter during this second visit. Roll a d6 every 3 turns that the characters spend in the manor house. If a 1 results, check against the Heather House Random Encounter Table to determine what is encountered.

NPC REACTIONS

If the characters decide to sneak into or around the manor, they will be treated as intruders and trespassers if they cannot quickly justify their presence. If they arrive at the manor and ask to look around, Lord Weathermay will act surprised, but may be agreeable if the PCs explain their suspicions. If Lord Byron is the Creature, he will alert his minions of the danger. Then he may want to accompany the heroes. Because of his invalid condition Byron notes that there could be things happening in the house of which he is unaware.

Because of the fury of the storm, it is likely that Lord and Lady Weathermay, the Fielders (their houseguests), and Strahd will all have gathered together in the parlor or library. The men will offer whatever help they can to the PCs, if they suspect or are told of danger. If any of the characters are transpossessed, they will stall for time to warn the other creatures of the dark, or they will suggest that they should split up so as to cover the ground more quickly.

ENCOUNTER AREAS

Areas not keyed with a specific number on the maps of the manor are hallways. These areas are paved with marble flooring, and the walls are made of burnished wood. Chandeliers are spaced at frequent intervals to provide lighting. During the second visit of the PCs to the house, the chandeliers will be mostly dark, with only one or two candles burning per fixture.

M1: THE GATEHOUSE

Gray granite pillars support the overhanging weight of the second floor, forming an aisle through the musty darkness of the gatehouse. Two sets of gates, an inner and an outer pair, secure the entrances. Both gates hang open and swing freely in the wind.

A muddy set of stairs descends from the gatehouse to a solid wooden door in the cellar. Even if it is nighttime, no torches or lanterns will have been lit in the gatehouse.

M2: THE COURTYARD

The wide courtyard is paved with cobblestones. The main entrance to the manor lies opposite the gatehouse. A similar, smaller door stands in the wall to the left. To the right is a simple wooden door, and directly to the right of the gatehouse is a pair of wooden doors that apparently lead to the stables. Beside these doors sprawls a large pile of black dirt, containing many boulders and stones. No grass grows from this dirt.

The doors leading into the manor are all unlocked. If the PCs approach the main doors, they will be greeted by Mistress Ardent. The other doors are unattended.

M3: ANTEROOM

This huge and darkened hall is paneled with mahogany. Two huge tapestries display hunting scenes to either side of the double doors straight ahead. Wide stairways to the right and left climb to the second floor. There are storage closets with linens and china under each stairway. Hallways lead to the right and left directly from the entrance.





If the players look beyond the stairways, they will discover the door leading to area 4 and the door opposite this one.

M4: PORCH

This room contains sturdy chairs and couches, positioned to look through the wide glass doors to the west. The glass in the doors has been shattered, and several vases of flowers have blown to the floor and broken. The wind curls in through the open doorways and moans around the room.

The door leading through the center of the back wall is locked. It leads to the cellar.

M5: SUNROOM

This high ceilinged room is ringed with windows. Most of the windows have been blocked by heavy wooden shutters, but one pair of shutters has blown open. The unshuttered window is cracked, but not broken. Many vases of flowers stand around the room, but the flowers are all wilted.

The secret door to the south is concealed in the wooden paneling of the room. It can be opened by turning a candle sconce set in the wall nearby.

M6: PARLOR

This room was tastefully furnished with overstuffed furniture and velvet wallpaper. Now, however, the stuffing has been pulled from the chairs, and the wallpaper is covered with long scratches.

The damage in this room was caused by rats. The rodents will be nowhere to be found when the PCs explore the room.

The PCs will suffer a delirium episode as they enter this room. They hear a moaning, unearthly sound from the library. They then have a vision of the library door flying open and the hideous, exaggerated form of the Creature emerges from the doors. It attacks the PCs mercilessly, for seven rounds and then flees. The whole encounter is an illusion, however, so no PCs will suffer permanent damage.

M7: LIBRARY

This is obviously the library. A large fireplace, now cold and empty, dominates the far wall. The rest of the walls are lined with bookshelves. Several comfortable chairs are arranged around the center of the room, each placed near a candle.

The books in the room cover a variety of topics, including hunting, sailing, and history with large shelves devoted to these old hobbies of Lord Weathermay's. The books are all very dusty.

M8: THE STUDY

This is where the PCs will find the Alchemist during nearly all hours of the adventure, unless they arrived announced at the front doors. The room contains a huge desk, a heavy iron safe, and several chairs for visitors or guests. Regardless of whether or not the Alchemist is found here, a large tome lies open upon



the desk. It is titled: *THE NATURE OF THE SOUL: Portion or Totality of the Man?*

The safe contains a bag of 15 gems, each worth 1000 gp, and a pouch of 450 gold pieces. Also here are the deeds to the Weathermay estates, establishing that their ownership has been in the Weathermay family for some 400 years.

M9: BOARDED UP ROOM

The door to this area has been nailed shut. The windows are tightly shuttered. Any servant will inform the PCs that there was a recent fire in this guest suite and that repairs have not yet been made. If the PCs manage to enter, read the following description.

The chambers were once finely furnished, but dust and decay now dominate them. To the right, a dressing room still holds many pieces of brocaded and carved furniture now charred and ruined. Each step on the floor raises a cloud of ash.

The room is now inhabited by a groaning spirit. The monster's form will be stretched upon the bed like a corpse. When it is discovered, it will arise and attack. If it is night, the banshee will wail before physically attacking.

Hidden beneath the draped ruins are crates and crates of copper wire, glass tubing and two hemispheres of a glass globe. PCs may believe they have found the disassembled Apparatus.

M10: STABLES

The heavy wooden doors to the stables are secured with a wooden bar from the inside. The doors leading to these stables from the servants quarters are locked.

What was once a peaceful stable is now a scene of grotesque horror. Four horse lie on bloodsoaked straw, and no second glance is needed to determine that they are dead. The bodies have been savaged, but not eaten, as if whatever slayed them relished the cruelty of the killing, but needed no food from these unfortunate creatures.

The horses were slain by transpossessed humans, under the order of the Creature. They have been left to serve as a warning to any who exhibits undue curiosity about the occurrences in Mordentshire.

Occupying a stall near the back of the stables are two skeletal steeds. If the PCs begin to explore the stables, they will attack. Near the steed's stall stands a ladder leading to a hayloft. Characters exploring the loft may discover a ladder suspended against a shadowy portion of the ceiling, and leading to a concealed trapdoor. Treat the ladder as a concealed door and the trapdoor as a secret door for purposes of the PCs discovering them.

The fourth rung of the ladder is broken on one side and will sway when stepped on. This in turn rings a warning bell above. The trapdoor bears a *contingency* spell which will cast a *vanish* spell on the contents of the room above if the trapdoor is not unlocked with a key.

M11: GROUNDSKEEPER'S QUARTERS

This simply furnished chamber is the dayroom of Lee and Margaret Heatherby, the Heather House groundskeepers. During



the day, the pair will be outside, trimming hedges or planting and tending the flowerbeds. At night they will be at home in town, or if bad weather threatens, here.

Lee also used to tend the horses in the stable, but Lord Weathermay instructed him, several weeks ago, to leave the horses to another person. Lee does not know who this is, and he has not gone into the stables since then.

M12: TACK AND GEAR ROOMS

The walls are covered with racks and shelves. Bridles, saddles, harnesses, and horseshoes are stored here.

Close investigation will reveal that all of the gear has been sabotaged in subtle ways. Saddlestraps have been nearly cut through, and harness bolts have been loosened. Any piece of tack used upon a horse has a 50% chance per turn of breaking.

M13: SERVANTS' ANTEROOM

This large wooden room is furnished plainly with chairs, two tables, and some wooden shelves. It is clean and neat.

This is the room provided for the servants to gather and socialize, out of sight of the lord and lady. At night, any of the servants who have not been transposessed will be found here. Their mood is suspicious and fearful, but they will talk to the PCs if approached politely, and not threatened. The servants will be aware of any changes in the behavior of their co-workers such as might have been wrought by transpossession.

M14: SERVANT'S QUARTERS

These three rooms are the quarters of Mistress Ardent, the house servant, Winifred Kleinen, the cook, and Bridget Dumas, the handmaiden who serves the Fielders, but is staying with them in Heather House. Each is simply appointed, with feminine touches on the walls and bedspreads. If the room's resident has been transposessed, however, these touches (flowers, decorations, statuary) will be spoiled, broken, or missing.

M15: KITCHEN

This is the kitchen of Heather House, and as such is equipped with the finest in stoves, kettles, fireplaces, and even an iceroom. A faint smell of garbage permeates the air, however, and the large brass kettles on the counter seem to be somewhat tarnished. Several dirty dishes are piled upon the counter. Dozens of fat black flies rise from the dishes as the door opens.

Winifred Kleinen will be here during the day and early evening. If she has not been transposessed, she is nervous and suspicious. She tries to keep the kitchen clean, but cannot seem to keep up with the pervasive corrosion, rot, and soil that seems to have inhabited the kitchen in the last few weeks.

The fat flies will grow suddenly quiet at any mention of the mysterious evil. They will congregate on a window pane and form a silhouette of evil eyes watching and following. If a character gets too near they will swarm and buzz wildly about, one biting the character's ear and drawing a gout of blood.



M16: PANTRY

These two halls contain large stocks of food. Many types of flour and baking ingredients, dozens of spices, lard, vegetables, dried fruits, and dried fish have been stored here. Although nothing appears amiss to the casual observer, much of the dried food has succumbed to dry rot. The vegetables, upon examination, will be found to be crawling with maggots. The spices retain little of their original flavor, and have acquired a tint of bitterness.

M17: DINING ROOM

This stately chamber contains a long dining table, and a dozen sturdy chairs, of dark wood. Three chandeliers, unlighted, hang from the ceiling. Several paintings hang along the shadows of the side walls.

The paintings depict the various Lord Weathermayes that have presided at Heather House through the centuries. There are 17 of them, all stately gentlemen that bear a vague family resemblance to each other. Any character viewing the paintings in good light, and making a successful Wisdom Check, detects a look of fear or revulsion in the eyes of one of the paintings.

The crystal of the chandeliers is cracked, and the finish of the table is smeared and scratched. Ugly stains mark the carpeting with splotches of purple, red, or black.

M18: OFFICE

This room contains a simple wooden desk and several chairs. Within the desk are ledgers containing the fiscal records of Heather House and the Weathermay holdings. The family retains interest in several merchant shipping companies, and does quite well. Everything seems to be in order.

M19: BALLROOM

The elegant ballroom of Heather House has not seen any dancing for 10 years, as Lord Weathermay has not entertained since his wife's death. Now, it is either empty and dark, or the hiding place of the Apparatus.

If the Apparatus is here, the room will also contain 25 Strahd Zombies hidden in ornamental suits of armor, under the stairs, and behind the curtains.

M20: HALL

This passage resembles all of the other halls in the house. As soon as a PC enters, however, the group will experience a delusion. If you have played RAVENLOFT, recreate an encounter with Strahd that was particularly horrifying. Otherwise, 1 stone golem will lurch from the wall of the room. In any event, the PCs will experience the attack of the monster in all its fury for 9 rounds, but all damage is illusory.

M21: SITTING ROOM

The windows of this chamber are tightly shuttered, and the air has a stale and musty quality. Several chairs and small tables occupy the center of the room, facing the tightly sealed windows.





This is the Weathermay's sitting room, and a favorite spot for the Lord and his wife to go for privacy. As such, the Lord goes here rarely, these days.

M22: LORD WEATHERMAY'S DRESSING ROOM

A small chair and table, with an attached mirror, are the only items of furniture in this room. A long rack against the outside wall holds many robes and suits of gentleman's clothing.

M23: MASTER BEDROOM

This room is luxuriously furnished, with a massive four poster bed, lush carpeting, and several soft couches and chairs. Several flickering lanterns provide dim illumination.

During the night, Lord Weathermay will be found here, unless he has been summoned to a disturbance.

M24: LADY WEATHERMAY'S ROOM

The resident of this room is obviously female. Frilly curtains surround the window and the bed. A wide dressing table, covered with lotions, perfumes, and rouges, fills the far end of the room. Several huge clothes wardrobes stand around the walls, with their doors thrown open to reveal numerous gowns and dresses.

This is Lady Weathermay's room. If one of the important items was chosen to be placed here it will be in the largest clothes closet lying on a red velvet dress. This closet is the only one with closed doors, and in fact the doors are locked. Within, the object will be guarded by a pair of gargoyles that look like stone bulldogs, resting silently until the doors are opened.

M25: LADY WEATHERMAY'S DRESSING ROOM

This room contains yet more clothes for Lady Weathermay, as well as makeup tables, with lanterns, and a dozen full length mirrors.

M26: GUEST ROOM

Each of these rooms is furnished in tasteful, but subdued style. A king size bed, dresser, vanity, chairs, and table can be found in each room. The first and second of these rooms are occupied by the Baron and Baroness Fielding (DJ & SJ), respectively. At night, the two of them will be encountered together in one or the other of these rooms. The fourth guest room is occupied by Lady Fielding (SQ).

M27: OLD LADY WEATHERMAY'S CHAMBER

The doorways to this wing of the mansion has been sealed with brick walls. Any servant can inform the PCs that these rooms belonged to the late Lady Weathermay, and that when she died ten years ago, Lord Byron ordered the doors sealed and the wing left untouched. Byron will refuse to let the PCs enter this room.

The Apparatus may be located here. The ceiling of the room is very high, and the two obvious entrances have been bricked over. A wide, double window in one wall swings open to admit large objects, raised by means of a block and tackle that lies near the window. In the floor of the alcove is the trapdoor leading



down to the hayloft in the stables.

Regardless of whether or not the Apparatus is here, the room is occupied by a talking raven who answers to the name of Lucifer. He will hide at first and call out from the top of a curtain. The raven seems oddly aware, and will parrot back words he hears, though every so often he adds new phrases of his own so it might seem that he is intelligent.

There is also the still form of an aged human resting beneath a sheet draping a chair. This is actually a doppelganger (S2). She will use ESP to read the minds of those who enter and will assume the form of an old friend or the dead Lady Weathermay. She will feign fear and if detected for evil, will blame it on her unnatural state (possibly unliving or taint of the Creature). She will either be overjoyed to be rescued or fervently promise to give them aid.

In the curtained closet are several crates stuffed with straw. They contain the disassembled bones of 12 Strahd Skeletons who if commanded by the Creature or dumped on the floor, will reassemble and animate.

M28: LINEN CLOSETS

Each of these rooms contains fresh linen for the bedrooms of Heather house. One room contains towels, washcloths, and bathing robes. There is a large wooden bathtub and buckets for filling it. The other room holds quilts, pillows, and blankets.

M29: ALCHEMIST'S ROOM

The room sprawls in chaotic disarray. Clothes are strewn everywhere, leaving only small patches of the carpet visible. A huge mound of linens seems to mark the approximate location of the bed. Only the large vanity is free from the cloth blanket. Upon it are spread several heavy tomes, all stretched open to various pages.

The books are all volumes of psychology and science, and deal with various aspects of the soul, or spirit of human kind. Each is open to a page that discussed the multiple facets within an individual. One describes a possible procedure for using hypnosis to separate the various facets, or spirits, within a single individual.

M30: TROPHY ROOM

The walls of this room are lined with the heads of great and savage beasts. The heads of a gorgon, hell hound, lion, owlbear, and peryton line the side walls. Alone on the end wall gleams the sinister head of a black dragon.

In a locked case to the side of the room is Lord Weathermay's hunting equipment, long unused. The equipment includes a longbow +3, 24 arrows +2, and 3 spears +2.

M31: BALCONIES:

Each of these is a small platform, enclosed by a 3' high stone wall. The cobblestones of the courtyard lie 20' below, although the pile of earth in the courtyard climbs to within 10' of the east balcony.

M32: IMPLEMENT STORAGE

The heavy wooden doors to this room are secured with a large padlock.





This is the implement storage room. Shovels, hoes, rakes, and various clippers and plows hang from the walls or lean against each other in haphazard fashion. The floor is dusty, and most of the tools look as if they haven't been used for some time.

Observant characters will note that the shovels have been used very recently, as their blades are still covered with moist dirt.

M33: WEAPONS ROOM

This room is secured by a wooden door with iron brackets that is locked with a heavy iron lock. The door is hard (-1) to smash open, and the lock is sophisticated enough that a thief suffers a -15% penalty to his open locks roll when picking it.

Within are stacked the weapons used to arm to populace in times of emergency, the last of which occurred nearly a century ago. The room contains 24 suits of studded leather armor, 12 shields, 36 spears, 10 longswords, 20 shortwords, a dozen shortbows, and 200 arrows.

M34: EMPTY ROOM

Cobwebs hang thickly from the ceilings and support pillars of this room. The dirt floors are moist and hard packed. The air smells moldy, and feels damp.

M35: CISTERN

This damp, chilly room contains the cistern holding the manor's water supply. Drainpipes leading from the roof carry the rainwater falling on the building through gutters that run eventually into the cistern tank. Next to the tank is a hand pump leading to a deep well. During periods of little rainfall, the pump is used to fill the cistern.

M36: GUARDROOM

This now unused chamber once housed the manor garrison. It contains 4 bunks and a wooden table and chairs. Hanging on a wall is the rusty key needed to open the cell door.

M37: CELL

This dark room is secured by a heavy iron door that cannot be broken down by mere human strength. A corner of the cell has eroded away, leaving a 1' wide gap to the outside. Through this opening, 36 stirges have entered the cell. They will attack anyone who opens the door.

M38: WINE CELLAR

Four huge casks stand in one corner of this cool chamber. The rest of the room is filled with long shelves, each of which holds many bottles.

The casks contain 3 types of wine, and a thick malt ale. The bottles contain wines from all over the world in an assortment of fine vintages and labels. Although the beverages will be of recognized fine quality and reputation, their actual taste is sour, bitter, and stale.



M39: Hidden Room

This concealed chamber is much like any of the empty rooms in the cellar. However in the far corner is a mound of dirt and what appears to be a newly dug grave. In the shadows of the far corners, lurk 6 shadow mastiffs. They will hide in shadows here until they have a propitious moment to attack any characters entering here.

M40: THE CREATURE'S LAIR

This room is concealed behind a secret door leading to an empty cellar room.

The air in this dark chamber is dense and foul, oppressing the breather. The earthen floor is chilly, cooling feet through leather and cloth.

In the far alcove of this room lie four coffins. One of these is a potential resting place for the Creature during daylight hours. In the center of the room is a deep pit, which is the source of the earth piled in the courtyard. The pit is big enough to contain the Apparatus, and it may do so if this is the location indicated for your version of the adventure.

Regardless of whether or not the Apparatus is here, the room is guarded by 20 Strahd Zombies and Emma, the vampire (S10). There is a 50% chance that the creature is also here during daytime hours.

M41: TREASURE ROOM:

The creature is aware that material wealth can be an asset in the modern world, and so has collected a fair assortment of the same. This is kept in this chamber, concealed behind a secret door. The lock of the door is protected with a poison needle trap (-2 to save).

Within the room are two large chests, each of which is locked. One is protected by a spring-loaded spear trap, inflicting 3d8 of damage on an opener who fails to find/remove traps. This chest contains 3400 gp, 6000 sp, and 2200 ep. The other chest is not protected by a trap, and contains 180 gems worth 100 gp each.

Lying on the floor between the two chests is a trapper. It will attack as many PCs as possible, patiently waiting for them to walk upon it.





The Mausoleum

The Weathermay Mausoleum was built along the northern reach of the Heather House estate. A classical basilica with three attendant apses, domed side chambers, and a central nave, this family tomb has seen little care since the death of Lord Weathermay's wife. If the heroes have decided to investigate this crypt, read the first boxed section as they approach. Add the second, if the Apparatus is located somewhere in the Mausoleum. The map of the Mausoleum accompanies the Manor.

The grounds behind the manor rise and fall in a series of soft, rolling downs, the water from the damp grass seeps into your boots and leggings. The downs are wrapped in a thick, gray blanket of fog, reducing clear visibility to a matter of yards. There is the continual interruption of lightning overhead, turning the thick mist briefly into walls of solid white, but any thunder is lost in the sound of crashing surf on the shore to the west. Ahead of you, on the tallest knoll of the downs, looms the hulking shadow of the Weathermay family mausoleum.

The wet grass is marred by a wide path worn by the passage of many large-wheeled and overloaded wagons.

T1. ENTRANCE

The building before you was apparently designed to represent the serene eternal rest of the former lords of the manor, but beneath the current skies, lit only by lightning, and wrapped in the clinging fog, the structure has an ominous, forboding appearance. The mausoleum is shaped like a cross, each arm of the cross connected by a low, curving wall. The curved walls support pillars, which in turn support the domed roof of the structure. The dome was originally clad in plates of copper, but time and the winter storms have loosened most of the plates, and now those few remaining give the white dome a greenish, leprous look. A pair of massive stone doors marks the southern face of this monument to death.

If the Apparatus is to be found in the mausoleum, the wagon path will end in a wide bare spot before these doors. The stone doors are massive, 15 foot high stone panels, secured by three separate locks. All three locks open to the same key, found in the Manor, room M8, but the mechanism is such that failure to pick any one lock will cause the any open locks to relock again, forcing the thief to start over again (each lock would count as a separate barrier for a *knock* spell or *Chime of Opening* as well).

The doors to the east and west of the building are concealed by a set of whitewashed bricks. This was a later addition by the Weathermay's, and is already brittle from the effects of the weather. If discovered, the brickwork may be ripped down in 5 rounds (remember the players may reach this area in a pouring rain), to revealed a small, locked, stone door. The keys of these doors have long since been lost.

There are no other entrances to the mausoleum. However, the very top of the dome is a rosette window and the stone is quite weak so that if 150+ pounds of weight is placed upon it, a ten foot diameter area will give way, dropping those atop it 50 feet to area 4, right at the feet of the Lich and his companion.

If the party spends too much time trying to knock down the walls or opening the locked doors, they will have a random encounter for this area.



T2. ABANDONED FOUNTAINS

The area behind each pillared wall was originally intended as a fountain, but the pipes have long since clogged and the basins are filled with weeds. The statuary in each of the four corners represents inhabitants of one of the more extremely aligned Outer Planes. Demonic figures would spit water out of their mouths in the Southwestern corner, various devil-types dominate the Southeast fountain, sculpted figures of winged planetars and solars grace the Northeastern side, and the Northwestern fountain is garnished by figures of battle-maidens riding pegasi and unicorns. Fallen plates of green-tinged copper have been stacked in the fountain areas, presumably for later repair.

T3. NARTHEX (Entryway)

A red firelight greets you as you open the doors to the entryway of the mausoleum. The room is panelled in polished black stone flecked with small silver flakes. Four pillars of the same material rise near the corners of the room, and stone pegs jut from the wall on either side. Along the north wall a set of three low risers lead to a platform 5' above floor level. On this platform is a large curved dish resting on a tripod, a fire burns in this metal dish.

This is the entranceway and foyer to the mausoleum. In better times the family of the departed would gather here before moving on to the nave for the final rites. The pegs on the wall are for cloaks, and the eternally burning fire. There are no fell creatures in this area. The warm fire will dry out wet travellers.

The second round after entering this area, a fit of *delirium* overtakes the party. Read the following to the players.

You stop in your tracks as you hear, from deep within the tombs ahead, a hoarse, evil laughter. Suddenly there is a clang behind you as a hidden portcullis slides down over the doorway, barring exit by that means. The fire flares in its bowl and skeletal forms, dripping with rotting flesh, rise out of the floor as if the smooth black surface did not exist for them. The undead creatures attack you.

These are phantasms of the player characters' delirium, and will inflict no real damage. (Damage inflicted during the combat is recorded separately and considered healed at the end of this encounter. Any character "slain" by the phantasms are knocked unconscious instead.) The portcullis is similarly unreal, but will prevent the characters leaving the area until effects have run their course.

There will be two "undead creatures" for every member of the party, and fit the general description and statistics of Strahd Zombies. These phantasms will not be turned by clerics. They will appear to rise out of the floor on either side of each member of the party, and try to prevent the group from gathering together in any form of concerted defense.

The delirium lasts 4 rounds, or until the Strahd Zombies have been defeated or all the party "slain." In the last case, the characters will awaken to find all as it has been before. Otherwise, the zombies and the portcullis will fade out at the end of the fourth round.

T4. THE NAVE

The door swings wide to reveal a large circular room under the center of the dome. Frescos that once graced the dome



itself are now dull and damaged by long brown streams of leaking water. Near the center of the room is a massive coffin made of burnished bronze, set upright and facing the southern door. Long tapers burn on either side of the coffin, set in long ornate holders resting on the floor. In the coffin is a hideous sight, the decaying form of a man, dressed in black with a red-lined black cape. The rotting form rises from his repose and you notice a large, blood-red bat perched on the figure's shoulder, regarding you with intelligent, evil eyes.

The figure is Azalin the lich (see *Masters of Mordenshire*). The "bat" on Azalin's shoulder is his quasit familiar.

Azalin is a temporary ally of Strahd at best, and more interested in preserving his undead flesh until his "ally" transposes bodies for him. If faced with a party of adventurers, Azalin will put up a sufficient fight so that he may tell Strahd he was "repulsed by large numbers of attackers and escaped with his consciousness barely intact". Azalin's tactics are as follows:

Given sufficient warning Azalin will cast his defensive spells (*vocalize* first, then *protection/normal missiles*, *minor globe*, and *detect invisible-anti-magic shell* is the spell he casts when he has run out of all his spells. Early in the conflict he will lean on his vampiric-imitative spells—*charm*, *suggestion*, *summon wolves*, *fly*, and *energy drain*, then unload with offensive spells such as *magic missile* and *ice storm*. Azalin's *contingency* spell is already operating, and is tied to one of his *dimension door*. The *contingency* is if Azalin is reduced to 20 or fewer points (from 54 total), the *dimension door* will carry him 100 yards east into clear terrain (Azalin has carefully set the distances on this spell to avoid a misteleport). Azalin will then return to the mausoleum, wizard lock the main doors, and head for the high country, hoping never to see Strahd again.

If Azalin is turned, he will similarly seek to *dimension door* out, regardless of his current level of hit points. Azalin's quasit will go with his master. Note that the quasit in batform gives Azalin 25% magic resistance and allows him to regenerate 1 point per melee round. The quasit therefore stays very close to his master, and will attack only those that engage in melee with Azalin.

If Azalin the Lich is one of the transposed monsters in your game, Azalin is already walking around in his human form, and has left his familiar behind to watch over his former body. In this case the familiar will seek to escape and warn his master as soon as possible. The transposed Azalin in townspeople form is in the town awaiting this word, and, should it appear that the characters will upset Strahd's plan, will take a fast horse out of the area. If the characters do not destroy Strahd's machine within six hours of the quasit's escape, the transposed lich will be beyond the limits of the machine's effect.

The townspeople in lich-form will react differently from Azalin. While still retaining the lich's paralyzation and fear attacks, and all of the lich's immunities, the transposed figure will cower at the character's attacks, and be obviously afraid of the party. He will not have any spell abilities but will be willing to aid the party provided he is not harmed (if attacked, the townspeople-turned-Lich will attack, and the bat/quasit will screech threats to encourage attacks on the "lich," before trying to escape).

Finally, all doors except the southern entrance are marked with brass plaques screwed into the doors. The northern plaque reads "Those who most valiently led the way for our manor." The western plaque reads "Those who so generously served." The eastern plate reads "The Weathermay Family Vault."



T5. HALL OF THE GLORIOUS DEAD

Read the following only if the apparatus of Strahd is not in this area. If the apparatus is present turn to the Epilogue.

The door opens onto the top landing of a staircase that runs down the sides of this oval room to the right and left, descending 20 feet. The room is furnished in white stone striated by grey bands. Three large shields hang on the walls, each hanging over a large stone crypt. Hovering over each coffin is the translucent humanoid form of a man in ornate armor. The ghostly figures ascend towards your level.

The three figures are spectres (DK, H8 & S8), though not the reanimated forms of the three buried within—the founders of the Renier family and the current line of Weathermays. Those that are under Strahd's control will attack any who enter here without Strahd, Azalin or the transposed Azalin.

The crypts themselves are three massive blocks of stone, and contain the jeweled remains of Renier and the first Lord and Lady Weathermay. Each has jewelry worth 5,000 gp each. In addition, Renier has laid over his breastbone a *Sun Blade* (Unearthed Arcanna, pg 104). If any the material is removed from the crypt, the party will suffer -1 on all saves until the jewelry and sun blade are returned to their proper place.

T6. THE PAUPERED DEAD

The door swings wide to reveal a long room with a floor thirty feet below your level. An unrailed ledge of stone circles the room, 10' wide. Beneath you are a twisted mass of rotted wood, lime, and turned earth. You can see whitened bones sticking out of the earthen floor.

This is the resting place of the poor dead of the estate—a common grave without ornamentation or ceremony. The only being found here is a haunt, the remains of Godefroy, who died here after slaying his wife and child.

Godefroy will seek to possess one of the characters that enters the room and force him to lay the spirits of his dead wife and son to rest. Godefroy will try to possess a character with similar alignments (CN) to his own.

There is no treasure in this area. However, Strahd has used the common grave as a dumping ground for the crates he brought his Apparatus in on. Anyone searching the rubble will find the location of the apparatus marked on the side (General terms - "Mausoleum," "Heather House," or "Crypts").

T7. THE NEW GRAVES


This is the final resting place of the long line of Weathermays and their predecessors. The walls of this room are lined with drawers for the deceased, reaching from the floor level 40 feet below you to slightly above your vantage point. An unrailed ledge 10' wide circles the room to a door on the far side. There are a number of drawers to your right that are already open.

There will be a number of open drawers equal to the number of characters. The player characters will find *their names inscribed* on granite plates on the doors to the drawers.

There will be 5 wraiths in the room (C7, D6, D7, H6 & S6). Their instructions are to hide in the drawers beneath the bridge until someone begins to descend, then attack.



Epilogue: The Awakening



This encounter brings the adventure to a close, depending of course on how successful the characters have been. Before this encounter can occur, the following conditions must be met:

1. The heroes must know the location of the Apparatus.
2. Either the heroes or evil Strahd must have the Rod.
3. The Alchemist must be with the heroes, either of his own free will or forced to join them.

To succeed, the heroes must bring the Alchemist and his Apparatus together; bringing the Rod to control it. Then, they must place Strahd and the person hosting his counterpart in the Apparatus and activate it with the Rod. This will separate the evil Strahd, so he can be dealt with by the heroes. But of course, plans never work out as they should.

The Storm: As the heroes begin the final encounter, the storm increases in violence. It will remain at peak intensity until the Final Scene is over. The ground trembles from the thunderous peals of lightning and the drumming hail of rain drowns out all but the loudest cries.

The Creature: If the creature is possessing an NPC, he will keep his identity secret and fall slightly behind the group. Then he will affect his transformation and summon his minions. While they occupy the heroes, he will attempt to force the Alchemist into the Apparatus, killing any who get in his way.

If the Creature is loose and does not possess a host, he will be aware of the PCs' actions through his minions. He and his minions will be waiting for them when they reach the Apparatus. Stepping majestically out of the shadow, he will reveal himself fully for the first time — a dark and malevolent Strahd. At this sight, Lady Weathermay (if present) will swoon and Strahd the Alchemist will be paralyzed with horror. Neither will act until the Final Scene. The only way the Creature can achieve its final goal is to destroy the heroes.

The Battle: The Creature will have the following minions present to help him complete his plans. They will fight with the utmost savagery (+2 on all chances to hit and damage.)

6 Strahd Zombies 6 Strahd Skeletons 6 Dire Wolves
4 Hellhounds 2 Shadow Mastiffs 30 Ravens
10 Vampire Bats (treat as stirges)
100's of Rats (Slows and -1 to hits, saves and DEX checks)

The Transformation: Although the heroes may not realize it, the Creature is just as eager as they to complete the transformation, except on his own terms. He will attempt to get himself, the Alchemist, and the rod into the Apparatus. Once there, Strahd will signal all others not to interfere. The machine will begin to glow golden and hum loudly, rapidly increasing in pitch. The battle may continue.

Inside one globe, Strahd sinks to his knees, sweat beading on his brow. The Creature throws back its head in a keening wail of pain. If the Creature is possessing an NPC, its features stretch apart. Gradually two distinct forms emerge, slowly and painfully pulling apart from each other — the Creature and his host. The whirling sulphur ball at the top of the Apparatus spins faster and faster as the play of lightning increases. Then the transformation is complete — the Creature stands erect, glowing with the energies of the machine. Strahd sags in the bottom of his globe, nearly exhausted by the ordeal.

Suddenly, the sky is rent by a blinding flash! The walls of the

building explode in a shower of brick and plaster! Leaping from the heavens, gyrating around the Apparatus flies a coruscating bolt of lightning. Smaller spheres break off from it and dance over the surface of the infernal machine. Behind them, staggering from their spheres emerge the two Strahds. The bolt fades, leaving only the sparking orbs and the huge rent in the wall.

When the bolt strikes, the flying debris will cause 2-20 points of damage to all within the chamber. A save vs. Paralysis will reduce this damage to half. The bats, ravens, and rats will instantly flee and the remaining creatures will lose half their remaining hit points unless they also save vs. Paralysis. The crackling electrical orbs are quasi-elemental lightnings. They continue to dance about the machine, feeding it power. They will arc at any who come too close. As the Apparatus gathers more power, the fury of its operation increases. A forcefield of radiant energy protects it from all attacks. The hum becomes a whine and then an ear-splitting shriek. Wild arcs of electricity blow plaster, brick and stone off the walls. The Apparatus is out of control!

The Goal: Once the transformation is complete, the Creature will attempt to complete his goal, from among the following:

A. Kill the Alchemist: He will spring upon the Alchemist and sink talons into his shoulders. Dragging the hapless victim, he bounds through the sundered wall and into the storm.

B. Torment the Fiancee: If Lady Weathermay is present he will tear the maiden from her defenders and with an agile leap disappears into the storm. If she is not present, he leaps into the storm, shouting that the maiden is his!

C. Blood Feast: With a gloat of triumph, he hurls a glass sphere at his attackers and dives into the night.

D. Regain Life: Unknown to the heroes, the Creature has succeeded — the souls of the two Strahds have switched bodies. With a cry of rage the vampire form (actually the Alchemist) springs towards the good Strahd (actually the Creature). With a maniacal laugh, good Strahd darts out into the storm.

The Flight: Before the heroes can stop him, the Alchemist howling, "Nooo, you fiend! You'll not torment me any longer!" With unnatural vigor, he follows into the night. The characters can attempt to follow, after first getting past the Apparatus and quasi-elementals. This is not too difficult but slow them down. Once outside, the storm is at its height (though there are no quasi-elementals). Sheets of rain reduce vision to only 5 feet. The heroes are guided by a series of lightning flashes which briefly illuminate the scene.

Flash #1: The land is lit by a glaring white light — there to your right you see two figures in the distance — hands locked about each other's throats, wrestling in the raging wind-swept rain!

Flash #2: Just before this happens, the heroes feel a prickling chill and a wrenching pain washes over them.

BOOM! The sky is lit once again. Two steps in front of you is a hideous, decaying rotting corpse, arms raised in mid-swing straight towards your skull! It...it is yourself!

The heroes face foul versions of themselves, an effect of the Apparatus. These things have half normal hit points of the character, non-magical versions of their equipment and no spell ability. Their only desire is slay their counterparts. They will fight the heroes in the darkness for 5 rounds, then a second wave from the machine will suddenly cause these horrors to rot away.



Flash #3: Crackle! There, to your right, you see the Alchemist, atop the fiend, his fist raised for a furious blow. They hang mere inches from the ocean precipice. You start as you realize that you too are hastening full tilt towards the brink of destruction!

Characters must make a Dexterity Check. If successful, they slide to a stop in the mud just before the brink. If they fail, they hurl over the edge, only managing to catch the muddy brink with their fingertips. The mud and pebbles crumble under their grip. Another character can rescue the person or the character can make a successful Strength check. If he fails, his grip worsens. The character will not fall, but you can scare him!

Flash #4: There, ahead of you! It is them! Its face battered and twisted with rage, the Creature tightens its grip around Strahd's throat. The light fades from the Alchemist's eyes. Then, with a final desperate effort the Alchemist lunges forward. They teeter for a second and then topple over the edge, plunging to the crashing surf below. Rising above the storm, you hear a drawn out wail of hatred, rage, and defeat! They are gone!

The Machine Redux: At this point, the Apparatus, surging with mystical energies, explodes in a titanic blast! The Apparatus and the chamber are demolished. Those within the room at the time are obliterated. Those within 100' take 10-40 points of damage. Radiating outward from the blast is a shockwave of golden light. It rapidly expands, washing over Heather House, Mordentshire, and Gryphon Hill. As it does, the souls of the villagers are restored to their proper places (where possible). The transpossession has been reversed! In addition, undead creatures of 6 hit dice or less are destroyed by the golden energies of the machine. The nightmare is over.

The Final Scene: In the days that follow, the community of Mordentshire is relieved but saddened. The storm quickly breaks with the death of the Creature. Those evils that remain can be hunted down and handily dispatched by the heroes. Though heartbroken for his daughter, Lord Weathermay rebounds in good spirits. Part of his lands destroyed in the blast, he cannot offer you treasure he knows you deserve. Instead, he comes to you with the deed to Gryphon Hill. "I know it is a poor place, gentlemen," he says, "and filled yet with evil things. But I know you to be heroes of spirit and fire, so thus I tender it to your hands should you want it." This is all he can give to reward the heroes.

As the heroes finally depart Mordentshire, they will suffer a final attack of delirium with a vision.

As the last of fall's sunlight battles the chill morning mist, a small black cat suddenly darts across your path. You feel eyes on your back. Turning, you see a small girl, clutching her black kitten. Soundlessly, she turns, away stopping at the last minute as her lips curl in a faint smile. Floating overhead comes a deep-throated chuckle, faintly and mockingly. Looking back the girl is gone. Was she ever there?

The End?



THE DREAMS of BAROVIA

To really challenge your players you may play *RAVENLOFT* and *RAVENLOFT II: The House on Gryphon Hill* as a single linked campaign. Instead of playing the modules separately, in order, your players will explore the two simultaneously! For Barovia and Mordentshire, while miles and perhaps centuries apart, are mystically linked to each other, creating a *bridge* between the two worlds.

The way heroes cross this bridge is through the strange and mystical delirium episodes they suffer. When struck down by this ailment, the heroes awake to find themselves in a different land, faced by new challenges. Your players may begin in Mordentshire, fall into a fever and awake to find themselves in Barovia! Then, after adventuring for a time, they suffer a relapse and regain their senses in Mordentshire. There, the innkeeper tells them how they lay in a coma for several hours, babbling and murmuring. But, when they once again return to Barovia, the frightened innkeeper there tells them the same thing! The heroes will never know which world is the dream and which "real."

That is one of the decisions you must make. You may make one of three choices — that Mordentshire is "real" and Barovia a fevered dream; that Barovia is "real" and Mordentshire not; or that both worlds are parallel and equally real.

In the dream world, the normal rules still apply. However, if the characters defeat Strahd, it will have no effect on the other world and vice versa. If Strahd is not slain in both worlds, he will rise from the dead or have fled to another form when the PCs return. However, if both worlds are real, then Strahd, like the characters is crossing back and forth. If he is defeated in one world, he is defeated in both. This gives the heroes more opportunities to defeat him. It also gives him more opportunities to defeat them, too!

While in either world, the heroes can suffer damage and die. Should a character die in the dream world, he will also be dead in the "real" world. Half of all hit points lost are regained each time the PCs move from one world to the other. The remaining wounds sustained in one, transfer to the other. The Creature will recover all lost points in this manner. The time spent in a fever does count as rest, thus characters can regain spells and heal damage normally. Items gained in one world will not be transferred to the other, with the exception of the character's starting equipment and the special items required for each adventure.

Since both adventures make use of special items that are randomly placed, you can mix the items of the two adventures together. Thus, the Sunsword of Ravenloft may be hidden in Gryphon Hill, while the diary entries of the Alchemist may be in Castle Ravenloft. If you do this, you will need to alter the clues the heroes receive, to give them a chance of finding each item. Special items, then, could be carried from one world to the other. After all, the diary entries will be of little use in Ravenloft! However, mixing the items will make the task even harder for your players!

Indeed, if you are going to play the linked adventures, you should increase each hero by at least one or two levels. Also increase the Creature's hit points by +25. They will be facing twice the danger and challenge, will be suffering twice the normal number of attacks, and will die twice as fast! Given that these adventures are already quite deadly, success in the *RAVENLOFTS* campaign will be a true measure of your player's skills!



Creatures of the Night

Count Strahd Von Zarovich, Vampire

Strength:	18/76	AC -1	HP 69
Intelligence:	18	#AT 1 +1 Wpn THAC0 10	AL CE
Wisdom:	17 (+3)	SD +1 Wpn to Hit	MV 12"/18"
Dexterity:	16	SA Energy Drain & Charm	
Constitution:	17	WEAPONS:	MAGIC ITEMS:
Charisma:	16	Sword of Wounding +1	Ring: Det. Good
Comeliness:	16	Rope of Entangling	Medal - Prot: Good

Although the Creature may be encountered in many places, he will always return to maintain the anonymity of his host's guise at daybreak. When he decides to move against the heroes, he will mostly use minions to do his dirty work, and only step in himself for five rounds of combat, if he can insure that the PCs will not be able to discern his guise in the process.

Strahd is an above average vampire, as witnessed by his ability scores. He can attack with a weapon at the same time as he attacks with his talons, but only the talons or bite drain energy. He suffers a -1 on his first attack and a -3 on his second when attacking twice in one round.

Strahd possesses common vampire abilities. He causes 5-10 points of damage with his bite or talons and drains 2 energy levels. He can regenerate 3 hit points a round. He can change form into a gaseous cloud, a bat or a wolf. He can *charm person* by gazing into another's eyes (save vs Spells at -2) And he can summon lesser creatures to protect him, including:

2-20 Bats (use Stirge stats)

10-20 Ravens (confuse target and act as *obscure*)

20-120 Rats (No damage, *slow* and -1 to hit & saves)

Strahd often has with him a quazit of the lich Azalin. This beast uses the form of a bat or wolf as a disguise. The quazit, Tintantulus uses its *telepathy* to help keep the Creature and Azalin in contact.

Strahd may only use the gear noted above if he does not have a host or is at his coffin.

The Creature Strahd is also a 10th level mage. He has the following spells available:

1st Level: *burning hands*, *magic missile*, *shocking grasp*, *taunt*

2nd Level: *ESP*, *invisibility*, *stinking cloud*, *vocalize*

3rd Level: *hold person*, *lightning bolt*, *suggestion*

4th Level: *polymorph other*, *polymorph self*

5th Level: *animate dead*, *sending* (use with *suggestion*)

Strahd has a variety of spies and servants. They will report to him every six hours and there is then a 60% chance that the Creature will know the PCs location and a 2 in 6 chance he will attempt to delay or harass them by sending minions or attacking himself. Here are the agents he may use:

1. Strahd zombies (11-20) will ambush the PCs wherever they are.
2. If the PCs are in the countryside, 3-12 dire wolves led by a werewolf will attack the party.
3. Charity Bliss (D10), the vampiress will attempt to seduce one of the PCs away from his party, in order to attack him in isolation. Charity has dark curly hair and big innocent eyes. She is a small, but shapely lass who frequents the Seventh Sea.



4. One of the transpossessed townspeople will approach one of the PCs as if one of the *fearfully silent* and tell a tale of dark, fell creatures who dwell in the northern moors beneath a tree twisted into a knot. This locale is the lair of 7 harpies.
5. One of the transpossessed, someone the PCs trust, has been found on the outskirts of town, badly scarred, his clothes ripped and apparently delirious. He manages to gasp out a story a band of hideous creatures half a day to the east, who are led by a tall dark man. This is a band of 15 ogres lead by Coriemon the Bodak (SQ). They also have three trained vultures.
6. The Creature himself, will ride down upon the PCs on a Nightmare and melee for 5 rounds before fleeing.

The entire adventure centers around this vampire. Always keep in mind his motives and goals, how he will move about, and what his cunning plot is. Play Strahd the same way a player would play his character. When playing the Creature, keep these points in mind.

— Strahd will choose when he will attack. He will time his attacks to gain him the most advantage (though they will never come during a bout of delirium). Use his abilities well! Plan his tactics.

— Strahd knows when to withdraw! He knows when a fight is going against him, and always has prepared a way to escape if he needs to.

— Strahd's actions are tied to his ultimate goal. He will not waste his time where it does not advance his goal. He even attempt to manipulate events so that the heroes do his work for him.

The Creature Strahd has several minion creatures that are new for this adventure. Their statistics are already listed on the Master Monster Chart on the cover of this module. This section details any special abilities of these new creatures.



The Creature's Minions

Black Cat

This feline is rather nondescript beyond its black fur coat. However, there is something peculiar about it, as if the creature possessed a high intelligence and an instinct about things man will never see.

When a black cat crosses someone's path, it means that bad luck lies ahead for the character. Whether this is the result of some malice on the part of the cat, or just a warning none know.

Each character, whose path is crossed, must make a save vs. Spells. If successful, there is a feeling of foreboding, but nothing further occurs. If the save is failed, that character suffers a -1 to hit, saves and damage next encounter and will also suffer one unfortunate accident of the DM's choice. This may result in the character tripping, or fumbling his weapon, or may result in a bad reaction from a creature.

This misfortune only lasts until the next encounter or one hour, whichever is sooner. If no encounter occurs during that time, the character should suffer from some accident — falling in mud, whacking one's thumb with a hammer, hit on the head by a falling object, et al.

Strahd Skeletons

These skeletons have been animated by the Creature. They are tougher than ordinary skeletons, turning as Wraiths. A Strahd zombie still bears bits of leathery flesh and clothes of its living form. Sharp weapons only cause minimal damage and blunt weapons only half damage to these skeletons. It requires +2 or better weapons to actually cause full damage to these. Strahd skeletons are also 20% Magic Resistant. These skeletons can detect invisible creatures within 3" of them. They gain one additional attack every other round of combat.

Strahd Skeleton Steeds

These are skeletal war horses that the creature has animated. Like normal skeletons they only suffer half damage from sharp weapons, and normal from blunt weapons. However, a Skeletal Steed is treated as a *Special* for purposes of turning.

These undead mounts attack with their hooves and a toothy bite. Once every other round, they may breathe a noxious gas in an area five feet wide and deep in front of them. This gas requires a save vs Paralysis or be frozen to the spot for 2d4 rounds. Skeletal steeds also have the power to cast an *audible glamor* once per round at will.

Strahd Zombies

These zombies are the creations of the Creature Strahd. They are much tougher than common zombies and turn as if they were Mummies. Strahd Zombies have a slight greenish tint to their rotting flesh, and particles are always breaking away like clods of earth. These zombies, however, bear more resemblance to their living form than common zombies.

Appearing brittle and soft, any single hit that causes 5 or more points of damage will sever a part of the zombie's body. A Strahd zombie's life force is strong and vigorous, however, and these severed parts will animate and join in the attack, gaining the zombie an extra attack each round.



Since the life force is mystically linked, when the total damage caused to any one part exceeds the zombie's hit points all parts will be destroyed.

Strahd zombies are also capable of a slow slurring speech and unlike the common zombie, do exhibit a limited intelligence.

The Townspeople & The Transpossessed

The typical townspeople is AC 10, HD 2, hp 6 to 15, THACO 20, Dmg 1-6. They do not like to become involved in deadly fights but will help capture and restrain the insane, and will fight to defend themselves, however poorly.

The personality NPCs outlined on the Townspeople chart are atypical, many bearing adventurer classes and levels. These are presumed to be the outstanding champions of the community and all the rest of the towns residents will fall into the typical category rather than challenge the levels of these characters.

Short personality statements have been provided for all the named NPCs as well as for the personality Monsters. These short descriptions are provided to help you better roleplay each character's personality, so that after someone is transpossessed there is a distinct change in their personality.

Transpossessed NPCs: When it is indicated in the game that a townspeople is transpossessed with an evil spirit, you might want to present your players with some clues regarding what is happening. In order for the Creature's minions to transpossess someone, they must first lure or capture the victim and carry them off to the location of the Apparatus. Certainly, you should not permit the heroes to just follow someone to the Apparatus, but they might witness the most recent victim leaving town in the company of a stranger, or off to pick blackberries on the moors, or hear them say they have to meet their brother at the crossroads. This sort of play adds depth to the adventure, and provides players with the sense that events are really happening, if they could only unravel all the strands of the mystery.

A transpossessed character in a monster body is intended to present a dilemma to the player characters. It is considered that the good soul in the evil body is a bit shook up. It is unsure whether this is all just a nasty dream or a hideous reality. They certainly, will not be familiar with the powers of their new forms, nor the hazards that these forms can present to other mortals. They are just desperate to be rescued, and often do not stop to think how their actions will be interpreted by someone who sees only the evil shell and not the good heart.

As DM, your job is to develop a variety of different ways that transpossessed monsters might react. Perhaps a groaning spirit will wail hysterically, a vampire will want to make friends, a wight will seek to embrace rescuers, or a mihstu must overcome its communication barrier. The trick for the PCs is for them to restrain themselves enough so as not to kill these hapless victim, before they get a chance to reveal who they are.

Once the heroes have stumbled to what is going on, you might cause further confusion by having a real evil creature also claim just to be a transpossessed spirit, and ask for the PCs' help until they lower their guard.

One transpossessed spirit in six may actually try to aid the PCs in their new form, but this is tricky business. A transpossessed character is limited to a restricted area equal to about 100 yards of where they are encountered. They will find themselves powerless to move beyond that range. Despite these few, what all transpossessed spirits really want is to go home!



Masters of Mordentshire

COUNT STRAHD VON ZAROVICH

7th Level Alchemist/Sage*

Strength:	14	AC 4, Studded Leather	HP 47
Intelligence:	18	#AT 1	THAC0 16
AL NG			
Wisdom:	15	WEAPONS:	MAGIC ITEMS:
Dexterity:	13	Silver Short Sword +2	Cloak +3
Constitution:	15	Light Crossbow	Ring of Regeneration
Charisma:	13	Whip	Gem of Light
Comeliness:	16	3 Flash Grenades	Scroll of Storing

* Alchemist/Sage is an NPC class used to describe Count Strahd's obvious mystical research abilities, as well as his special abilities. In combat, Strahd fights and makes saving throws as a Cleric. The alchemist/sage is a non-standard NPC and the abilities listed should not be considered official for play outside the bounds of this adventure.

Count Strahd Von Zarovich arrived in Mordentshire about a year before the events of this module. He never made clear to those around where he came from, always alluding to his many travels, and most recently coming from the south. On arriving in Mordentshire, he purchased the old Gryphon Hill Mansion, and large wains carrying equipment and furnishings were soon spotted heading off the road to the Manor grounds.

Strahd initially kept to himself, immersed in his work, and several weeks passed before Lord Byron Weathermay extended an invitation to the alchemist for dinner. Expecting some reclusive stubble-bearded sage, Byron was surprised to find the man who answered the invitation was a dashing young fellow with a quick mind and steady, somber temperament.

Byron's appraisal of Strahd is basically correct. Strahd is a genius in his field, and devoted to his craft. He has taken no servants chiefly because of his concern as to the safety of his work, and has not spoken of the work in detail to either Lord Byron or Lady Virginia. He would spend his entire time at his work, were it not for a standing invitation to the Weathermay's for dinner twice weekly.

Strahd has fallen deeply in love with Byron's daughter, the Lady Virginia, and a month ago asked for her hand in marriage. His love and respect for Virginia almost outweighs his devotion to his duty, but it is a near thing indeed.

Strahd's work is in transmutation. Not the base conversion of one metal to another, but rather deals with the nature of human consciousness and the mixing of light and dark, good and evil, life and death. Strahd felt he could isolate the darker ten-

dencies in mankind and exile them, leaving humanity the better for it. This has been his current goal, and resulted in the construction of the Apparatus which first banished his darker self elsewhere, then returned that self as a separate entity.

Strahd's work has brought him many discoveries, the most recent being the Apparatus. Working with a mixture of his own blood, Strahd discovered an elixir which has made himself invulnerable to the effects of energy draining, and a tablet that, once consumed, makes him invulnerable to mental attacks (including *charm* and *suggestion*) for 1d6+6 turns. Unfortunately, both these developments only work for Strahd himself, and his one attempt to test them on others left the human volunteer at death's doorstep. For this reason Strahd will not offer his tablets to others.

Strahd will likewise not offer to aid another through the use of his personal magic items. Strahd's flash grenades require all within a 20 foot range to save vs. Spells or be blinded for 1d3 rounds. The *scroll of storing* is a special sage device and may only be prepared by a sage. Once prepared, anyone who can use clerical or druidical spells may use it as a normal scroll. Strahd's scroll will hold six levels of spells and takes four hours to prepare. He may choose spells from the following list of spells that he has researched.

1st Level: Command, Detect Magic, Inv. to Undead, Prot: Evil.

2nd Level: Feign Death, Flame Blade, Slow Poison.

3rd Level: Dispel Magic, Speak w/Dead.

4th Level: Neutralize Poison.

Strahd Von Zarovich (he dislikes being referred to as a Count), is a tall, striking young man about 28, with tossed blond hair, sky-blue eyes, and a strong, manly chin. His posture is straight and his gait precise. He is always polite to others, even to the point of being standoffish, and would rather listen to the stories of others than bore them with talk of his own work. Once started on the subject, however, Strahd will *quickly descend* to a level of excruciating detail (A full description of isolating the thinnest whisker of a white cat), or expand to the loftiest levels of meta-physical conundrum (whether dwarven psyches have the same mixture of light and dark as humans). On the specific nature of his experiments he will remain evasive, worried that a less-scrupulous individual may attempt to recreate his findings, likely with disastrous results.

At the time of this adventure, Strahd has fled Gryphon Hill for the relative safety of Heather House, though for the life of him cannot remember, save that it fills him with dread.

MISTRESS YSILDA GEMANINE ARDENT

3rd level Fighter

Strength:	9	AC 5, Leather +2	HP 27
Intelligence:	13	#AT 1 THAC0 18	AL CG
Wisdom:	12		
Dexterity:	15	WEAPONS:	MAGIC ITEMS:
Constitution:	15	Short Bow	Scroll - Prot: Undead
Charisma:	15	Silver Dagger +1	Brooch - Prot: Good
Comeliness:	8	Sap	Ring - Prot: Normal Missiles

Mistress Ardent was Virginia Weathermay's childhood playmate and now the Lady Weathermay's retainer and personal handmaiden. She was found as a baby on the steps of Heather House by individuals unknown, soon after Virginia's birth, and raised by the household.

Ardent is a stunning young lady, second in beauty only to her close friend Virginia. Unlike Virginia, Ardent is quite aware of her charms, and has left a trail of broken hearts and lost loves though the town. In her position as Lady Weathermay's servant, she dresses respectably and acts with proper decorum, but on her own she lets down her long brown hair, chooses a low-bodied dress worn off the shoulder, and carouses with relish. She says she has adventurer's blood in her, and her true parents were mercenaries about to go on a mission of no return, and left her with the Weathermay's for safe keeping.

Ardent does not trust Strahd at all, having seen too many fancy-dressed upper-class fortune hunters in her time. She thinks Strahd is too pleasant to be real, and that he is hiding some dark secret. Virginia has asked her not to speak that way about her fiancé, so she will not confide her suspicions to the player characters in front of Lord and Lady Weathermay.



LORD BYRON MERRILL WEATHERMAY

7th Level Fighter, Retired.

Strength:	15	AC 6(4), Banded	HP 54
Intelligence:	13	#AT 3/2 THAC0 14	AL LG
Wisdom:	13		
Dexterity:	9	WEAPONS:	MAGIC ITEMS:
Charisma:	10	Ranseur (disarms)	Ring of Aiming +2
Constitution:	10	2 Hand-held crossbows	Potion: Healing
Comeliness:	10	Silver Sword: Khopesh	Cloak: Displacement

Lord Byron Weathermay is a bulldog of a man, confined to a wheelchair, the result of an accident hunting boar years ago. Though he has lost use of his legs and retired as a fighter, Byron Weathermay has lost none of his swordsmanship ability.

Lord Byron is the most recent in a long line of the Weathermay's of Heather House, a line founded over 400 years ago when the adventurer Renier refurbished the then-decaying manor and erected the mausoleum behind the house. He serves as the local magistrate in court, though lets the mayor handle the day to day ruling of the sleepy seaport.

LADY VIRGINIA ANNE WEATHERMAY

2nd level Fighter

Strength:	9	AC 4, Bracers & Ring	HP 24
Intelligence:	14	#AT 1 THAC0 20	AL LG
Wisdom:	14		
Dexterity:	12	WEAPONS:	MAGIC ITEMS
Constitution:	9	2 Silver Daggers	Ring +2
Charisma:	17	Sling +2	Elixir of Health
Comeliness:	21	2 bullets Scroll of Calling	

Virginia Weathermay is only child of Lord Byron Weathermay, Lord of Heather House. She is a stunning figure in the full flower of her young womanhood, with long blonde hair and eyes as green as the sea. She always dresses stylishly and to accentuate her perfect figure, but always wears a set of armlets of white gold, a gift from her late mother.

Despite her looks, Lady Weathermay never took an interest in the young men of the area, and was known to refuse to see callers if they appeared as would-be suitors. She remained devoted to her father and helped him with overseeing the day-to-day operation of the estate. Her father trained her in fighting skills which she has honed by riding to the hunt, something her

AZALIN

18th Level Lich

Strength:	17	AC 0	HP 54
Intelligence:	18	#AT 1 THAC0 10	AL N(E)
Wisdom:	11		
Dexterity:	10	WEAPONS:	MAGIC ITEMS:
Constitution:	18	Dart of Homing +3	Powder of Haste
Charisma:	14	Dagger of Venom	Elixir of Displacement
Comeliness:	-14	Staff of Thunder	Potion - Cure Serious Negative Wounds

Azalin is the Creature's most powerful, and least trusted, ally. The vampire discovered Azalin soon after his arrival in this area, and has promised the lich a new body in return for his aid. Azalin resides in the family mausoleum of Heather House, a building which has fallen into disrepair since the death of Virginia Weathermay's mother ten years ago.

Azalin wears a sweeping black cape with red lining and other garb similar to the Creature's. He has a quasit familiar named



Byron has one great passion in his life, his daughter and heir, Virginia. Virginia has always had a mind for her books and her duties as mistress of the house, until recently, when she has fallen head-over-heels in love with this newcomer, Strahd. The first Byron had heard of this Strahd was that some Sage had set up shop in the old Gryphon Hill place, and only after not seeing him for weeks did he send an invitation to dinner. Byron was surprised to find Strahd a handsome, warm, intelligent, though strangely intense young man. Byron was more surprised to find Virginia suddenly staring off into space and sighing over the young alchemist/sage, and then that Strahd asked to take Virginia as his bride.

Byron likes the young Strahd well enough, but does not trust him 100%, especially recently, when the young man has turned moody and worried. Strahd has always been vague about his work, and as a former adventurer, Byron knows that mages, sages and alchemists often mix with things best left untouched. He is most curious about both his daughter and future son-in-law's fear of the house on Gryphon Hill.

Due to Byron's incapacitation, while he is confined to his wheelchair he suffers a penalty of 2 vs. his AC.

father still enjoys from a special saddle. In the evenings, she reads classical and philosophical literature with her father.

Lady Weathermay's attitude changed when the new inhabitant of the Gryphon Hill place was invited to dinner. She found this Count Strahd to be appealing, warm, and as well-versed in classical literature as she. They soon fell to talking about the gifts of various bards, and a romance blossomed.

Lady Weathermay accepted Strahd's proposal, though there are parts of him she does not know. She does not know the exact nature of his work, save that it involves transmutation, a common enough practice for Alchemists as a rule. Strahd has not told her of his Apparatus, nor of the experiment that sheered off his darker self.

Virginia Weathermay remains devoted to her father as well to Ardent, her former childhood friend. She is currently deathly afraid of Gryphon Hill for reasons that defy her, and is relieved that Strahd is staying at Heather House.

The armlets that Lady Weathermay wears are *bracers of defense*, AC6. She is unaware they are magical, but consider them tokens of good luck, so wears them at all times.

The *Scroll of Calling* lets the user use telepathy for one turn to reach aid when in dire need. Virginia will use it to call for help, describing where she is when she calls.

Tintantulus, whose usual guise is a bat, though it sometimes chooses wolf shape. Normally the quasit stays within range of the Creature and accompanies him on his nightly rounds, so that the vampire may stay in touch with Azalin.

Strahd uses Azalin as a lure to draw would-be vampire-hunters away from his actions, and to maintain his guise. Azalin may appear in the plot when the players are getting close to Strahd's guise, as a dim figure sighted in the distance, dressed like Strahd himself. When used in this way, always try to keep Azalin a step ahead of the players (if need be using his *teleport without error* to return the creature to its mausoleum).

Azalin is extremely powerful, and does not trust Strahd in the least. He is more concerned with preserving his rapidly decaying body (or getting a new one) than with helping Strahd in any personal vendettas. For this reason he will retreat under attack, preferring to run and fight another day. He will not aid Strahd in the final encounter.



The Apparatus & Other Items

The Apparatus

This huge machine sits in a large room somewhere in the lands of Mordentshire. The great and terrible achievement of the Alchemist who, in defiance of the universal laws has attempted to tamper with life. Originally at the House on Gryphon Hill, it has been moved by the Creature's minions by night to a hidden lair.

The Apparatus itself is over two stories tall. A great network of cold forged steel rings focuses the power of lightning strikes into a great globe in the dome overhead. This, energy is stored and converted into magical force by an immense spinning ball of sulphur incased in a 15 foot glass globe. This force is channeled into a bank of small spheres situated at its base. From here the energy is focused into the pair of glass chambers where the subjects are held.

This device is capable of a number of monstrous and misguided tasks. It can cause the exchange of souls between two subjects, a *transpossession*. This transpossession exchanges all mental abilities, but not physical ones. Thus spells, mental immunities, awareness, reflexes and mental attack modes may be transferred.

The alignment of a transpossession victim is strangely altered so that the creature may make a save vs. Spells whenever someone tries to *detect evil* or *know alignment*. If the save succeeds, the alignment is detected as that of the original soul. If the save fails, the reading is confused and often interpreted as neutral.

This infernal machine was originally designed to separate evil desires from the souls of mortals. What the machine was never capable of doing was properly disposing of the evil side of the user, thus resulting in two entities, one of them hateful and horrible, the other fearful and obsessed.

The key element to the device is the Rod of Rastinon which can control the functions and completes the separation of souls.

The Rod of Rastinon

This transforming crystal of wondrous power operates the Apparatus for soul transport. Without this rod, the alchemist's machine will only perform transference; the union and splitting of souls will not operate.

The rod is a crystal shaft two feet long and a half inch in diameter. Silvery sparks occasionally flickers along its length inside, crackling quietly.

There is a 5% cumulative chance per round that a deliberate attempt to break the device will work. If such takes place, then only the destruction of the Apparatus will resolve the dilemma posed by evil. Transpossession may take place, but the Alchemist will be without hope, the nightmare will continue, and the PCs will have earned the full wrath of the Creature.

The Soul Searcher Medallion

The Soul Searcher is a small crystal orb mounted in a pendant on a plain silver chain which enables the bearer to look into the true soul of a creature. When the medallion is held and concentrated on the crystal grows to a size about two feet in diameter. Its weight and size after becoming so enlarged are such that anyone with less than a strength of 16 will require both hands to hold the globe aloft. Note that the user will not be able to wield any weapon or cast any spell requiring somatics while holding the globe. When concentration is broken the orb immediately reverts to its normal one inch size and weighs about 3 ounces.

When gazed into, motes of light swirl within the globe for 1d4-1 rounds. After this time the globe will clear. If less than 1 round is indicated, then the globe clears instantly. The PC must designate the creature he is examining through the device. Once clear, the device will show the user an image of the true soul inhabiting the

creature. In the case of those who have been Transposessed, it will show the image of the spirit trapped inside the new form. The converted would therefore appear as monsters, while the transposessed would appear as frightened townfolk.

Additionally, it will show the true self of any Polymorphed or massmorphed creatures that it is used on.

The crystal itself is very delicate and can easily break. Anytime the person carrying the object rolls a natural 1 on any roll to hit or a natural 20 on any Dexterity check, falls or suffers a crushing blow, the item must make a save at 4 or shatter and become useless. If the person carrying the object safeguards it by wrapping it securely in layers of cushioning cloth this check can be ignored... however, it will make it impossible for the person carrying it to pull it out of such containment for 1d3 rounds without risking breaking it.

Ring of Reversion

This ring appears to be a simple iron band bearing a sanguine garnet and inscribed with ancient runes. This ring enables the wearer to restore a dispossessed soul to its original body, simultaneously restoring the original soul of the creature to its original body. It can also cause a shapechanger or polymorphed creature to revert to its original form.

In order for this device to operate, it must be worn by a cleric. The cleric must strike one of the bodies of the possessed with the ring (Strength bonuses do not apply). The distance between the body touched the the body of the other transposessed creature must be less than 50 miles or it will not work.

The condition of both bodies during this process is of utmost importance. If the body of either creature has been damaged, then it remains damaged and the soul being restored to that body must still deal with its physical impairment. If either of the bodies has been slain, the soul within that body has been released and cannot be called back through use of this ring. Attempting to restore a soul to a dead body will simply result in that second soul also being released and beyond recall other than with a standard resurrection or raise dead spell.

There is no saving throw from this device and it always works. It has unlimited charges.

This is certainly not to say that there isn't a certain amount of danger in using this device. First of all, while the device is being worn, it projects an aura of good alerting any creature within 300 feet who has been transposessed. This requires all random encounter checks to be made at *twice* the normal rate for the area in which it is worn.

Different creatures will react differently to the presence of this device. The converted, evil spirited creature will make every effort to either destroy the one who bears the device or to flee from it. In any event, there is a 40% chance that they will alert the Creature where that PC using the ring is. This will allow the Creature to make one of his special attacks (See Children of the Night). The converted will do all they can to stay away from the reach of one who bears this ring.

The transposessed townspeople spirits are a different matter. They now inhabit the essence of terrible creatures, many with horrible powers. They, too, will feel the presence of this ring when it is in use and will charge toward it desperate with hope. These creatures are dangerous in that they may often damage the party with their uncontrolled abilities before they can be helped. See Children of the Night above for directions on playing the transposessed.

This device cannot be used to transpossess souls... only to restore souls which have been previously transposessed.

**A**

My hands shake as I pen these words, and I have already risen twice from my desk to check to make sure the door and windows of my study are secure. I have been such a fool! Now that folly has returned on me tenfold.

I wish I could only say my encounter with The Creature was a dream. It stood, my darker half, at the foot of my four-poster bed. It was hairy like some great beast, and smelled like uncooked meat, and the air around it was charged as if by my Machine itself. I thought it was a dream, at the time, for its form continually changed, always some twisted mockery of my own face and others I am familiar with. And in this dream, for dream I thought it was, it called to me.

"Brother", it hissed in a horrible sibilant tone, "You are my brother. You created me, flung me out into the howling darkness, thought you were rid of my ambition, my evil. How wrong you were! I have journeyed dark pathways only to return all the stronger, all the more powerful, all the better to deal with the likes of you and your frail kind." And it laughed, a laugh filled with venom. I felt the hairs rise on the back of my neck.

"You are doomed! I am to be free of you forever. You will die, along with any who aid you, a long, lingering death, and in that death give me life. Know this, brother, I hunt the fields of humanity, and from this night forward I hunt you most of all!"

There was a crash of thunder and I bolted awake in my bed. Terrified by the nightmare, I raced downstairs, only to find, dream or no dream, that the fiend had stolen my machine! And now he hunts for me! I must flee, as Gryphon Hill is no longer a safe haven!

**B**

Am I mad? Or was the vision I beheld last night a dark harbinger of things yet to come? Is she, whom I love most, doomed to that darker half I thought banished, or is it I, plagued by fear and grief, I, the one who is doomed?

I thought it a dream, brought on by the knowledge that my darker self, a Creature of my own creation, of my own being, walked the land. In the dream, I awoke in my bed to see him, it, the Creature, seated by the flames of my dying hearth. His hellish face was in shadows, but his voice, hissing, slurring, was clear enough to understand.

"Brother," whispered the shadowy form, "For brother you are; investing me with my power, my unliving life. You know I am here, waiting for you. In the shadows. In the darkness, whenever you are least expecting my presense. I live, I gain in power, and I hunger."

I felt the hairs on the back of my neck stand on end as a thin hand, almost skeletal in nature, rose and made a mystical pass through the air. The air was charged with static electricity. "Yes," said the voice in shadows, "I hunger. I desire".

The air before the chair and hearth shimmered and glowed, gathering into a human shape, a female shape. "Know ye the object of my desires, that which I will strip from you, that which I will possess body and soul. Deny you, my brother, as she was denied me. As Tatyana was denied me."

I looked and saw the figure was my dear, dear Virginia. Filled with rage, I lunged at the glowing figure and the shadowy form disappeared. I awoke standing in my bedchamber, bathed in a cold sweat.

Today I move to Heather House. I must protect her from this Creature!

The Alchemist's Diary

An important find in the hero's quest for truth, this document will provide insights into the tragic relationship between the Alchemist and the Creature. The diary itself is a black leather bound book with brass fittings. The cover is embossed with a Zarovich crest. It is approximately one foot by two feet and four inches thick. It includes many volumes of rather cryptic notes which seem to give details on the construction of the Apparatus but which are for the most part indecipherable by the PCs.

Of more importance are the Diary entries at the back of the book which detail Strahd's experiments up to the tragic occurrence of his soul separation and beyond. It is these notes which will be of most use to the players ... especially when compared with the session with the Mesmerist.

The text of the diary itself encompasses all of the Alchemist's Tale from The Ancient & Reborn section and is provided as a handout. However, the last page of the diary entries has been torn from the book. As the pages are all numbered, the final entry ends abruptly on page 824 but the next numbered page is 826 followed by approximately 50 additional numbered blank pages. The missing diary notations may be found elsewhere.

The Missing Entries

The last page of Strahd's Diary notes is missing from the bound book. This missing page will vary based on the goal of the Creature. These entries are provided as handouts and the one with the corresponding letter should be given to the players when they discover this page. They should only read the one side.

Thadeus Mont Breezar's Spells

Spell Book:

Cantrips: All Useful, Legerdemain, and Haunting Cantrips

First Level: *Affect Normal Fires, Alarm, Burning Hands, Charm Person, Comprehend Languages, Detect Magic, Erase, Feather Fall, Hold Portal, Identify, Light, Magic Missile, Mending, Protection From Evil, Read Magic, Sleep, Unseen Servant, Write*

Second Level: *Continual Light, Deep pockets, Detect Evil, Detect Invisibility, Forget, Invisibility, Knock, Know Alignment, Levitate, Locate Object, Magic Mouth, Mirror Image, Protection from Cantrips, Shatter, Strength, Vocalize, Wizard Lock*

Third Level: *Clairvoyance, Detect Illusion, Dispel Magic, Feign Death, Fireball, Fly, Haste, Hold Person, Invisibility 10' radius, Lightning Bolt, Protection from Normal Missiles, Secret Page, Tongues*

Fourth Level: *Dimension Door, Dispel Illusion, Fire Charm, Ice Storm, Leomund's Secure Shelter, Minor Globe of Invulnerability, Polymorph Other, Rary's Mnemonic Enhancer, Wall of Fire, Wizard Eye*

Fifth Level: *Conjure Elemental, Cone of Cold, Fabricate, Hold Monster, Passwall, Stone Shape, Telekinesis, Transmute Rock to Mud, Wall of Stone*





C

The creature came in my dreams, or at least I think it was a dream. That I shared the same chamber with that darker self repels me. His presense frightens me. Even with the dawn coming, I fear to write these words, and may strip them away, for they reveal my shame.

I lay in my chamber. The lightning of an approaching storm filled the room with light. And in that hellish light he appeared, his dark shadow blocking the window. I could not see him in the dark, but the stench of corruption filled my nostrils, and the intermittent flashes lit his cloaked figure.

"Brother" spoke the creature, and laughed as I recoiled at the mere idea of this fell beast being of my blood and bones. "Oh yes, Brother, for it is you who gave me the power, the darker side of my existence, and you who so generously opened the path to bring me into your lands. A light-bringer, stealing fire from the heavens, only to discover that when you have light, darkness seeps into every crack and shadow. Dear deluded brother!"

"Thank you, dear brother," it hissed, "For bringing me to this land of plenty, this new world rich with cattle to feed me. I had stripped my old land almost bare, and now I will do the same to yours. Think of it, Brother, all the poor, stupid, cow-like fools, dying at my hands, feeding my power, and your name, filling their last gasping breath. Every one I slay is to be laid at your doorstep Brother, until the mound of bodies is higher than the Mausoleum itself!"

He laughed, the lightning crashed and I bolted awake in bed. Dressing quickly, I searched the manor. While I turned in restless dreams, the fiend had stolen my mechanism! Now we are Doomed!

D

I shake as I write these words. The apparatus is gone, stolen in the night while I contested with the Creature in my dreams. I thought they were dreams, at least, yet upon awakening I find evidence of his presense. I must flee this cursed place!

In the dream I awoke to find him by the window. I knew it was him, the creature that I released into the world, and the fact he could pass into my locked and barred room surprised me not. He did not speak, only beckoned me to come closer.

I approached the window and felt a wave of nausea as I smelled his corruption. Looking in the window, I first saw only fog, and my own reflection in the glass. Then the fog parted to reveal a hellish scene.

It was a graveyard, littered with open graves and tilted headstones. A figure was running among the dead trees and brown grass, dressed in black. Behind him a large crowd pursued, waving torches and pitchforks, led by men and women in armor. The figure glances over his shoulder and stumbles over a tree root. The crowd is upon him in an instant, setting upon him, holding him down while the largest and strongest drives a massive stake through his heart.

The crowd parts and I see the face of the black figure. It is my own. These people have slain me.

The fog closes again and my hellish brother laughs. In the window there is only his image, not my own. He is dressed in one of my suits.

I awoke with a start to find it morning, and the window providing only its normal misty view. He wants to take my life, to possess me as his vessel of my destruction. I must flee from him, else he destroy me!

Mysti Tokana's Spells

Spell Book:

Cantrips: All Useful Cantrips, Present, Hide, and Untie

First Level: *Affect Normal Fires, Detect Magic, Erase, Jump, Magic Missile, Read Magic, Sleep, Taunt, Write*

Second Level: *Detect Evil, Invisibility, Knock, Mirror Image, Vocalize, Wizard Lock, Zephyr*

Third Level: *Dispel Magic, Fireball, Fly, Hold Person, Lightning Bolt, Secret Page, Water Breathing*

AMAR BORI SANDFLINGER'S Spells

Spell Book:

Cantrips: All Minor Illusion, Legerdemain, and Haunting Cantrips

First Level: *Change Self, Color Spray, Detect Illusion, Gaze Reflection, Hypnotism, Phantom Armor, Read Illusionist Magic, Spook, Wall of Fog*

Second Level: *Blind, Blur, Deafness, Detect Magic, Fascinate, Improved Phantasmal Force, Misdirection, Ventriloquism*

Third Level: *Delude, Dispel Illusion, Fear, Illusionary Script, Non-detection, Paralyzation, Spectral Force, Wraithform*

Azalin the Lich's Spells

1st Level: *charm person (x2), diminish, magic missile, protect:good*

2nd Level: *darkness 15'R, detect invisible, vocalize, web, wizard lock*

3rd Level: *dispel magic, fly, protect:norm.missiles, slow, suggestion*

4th Level: *dimension door (x2), ice storm, minor globe, bestow curse*

5th Level: *animate dead, interposing hand, feeblemind, wall of stone, monster summons III (1-4 wolves)*

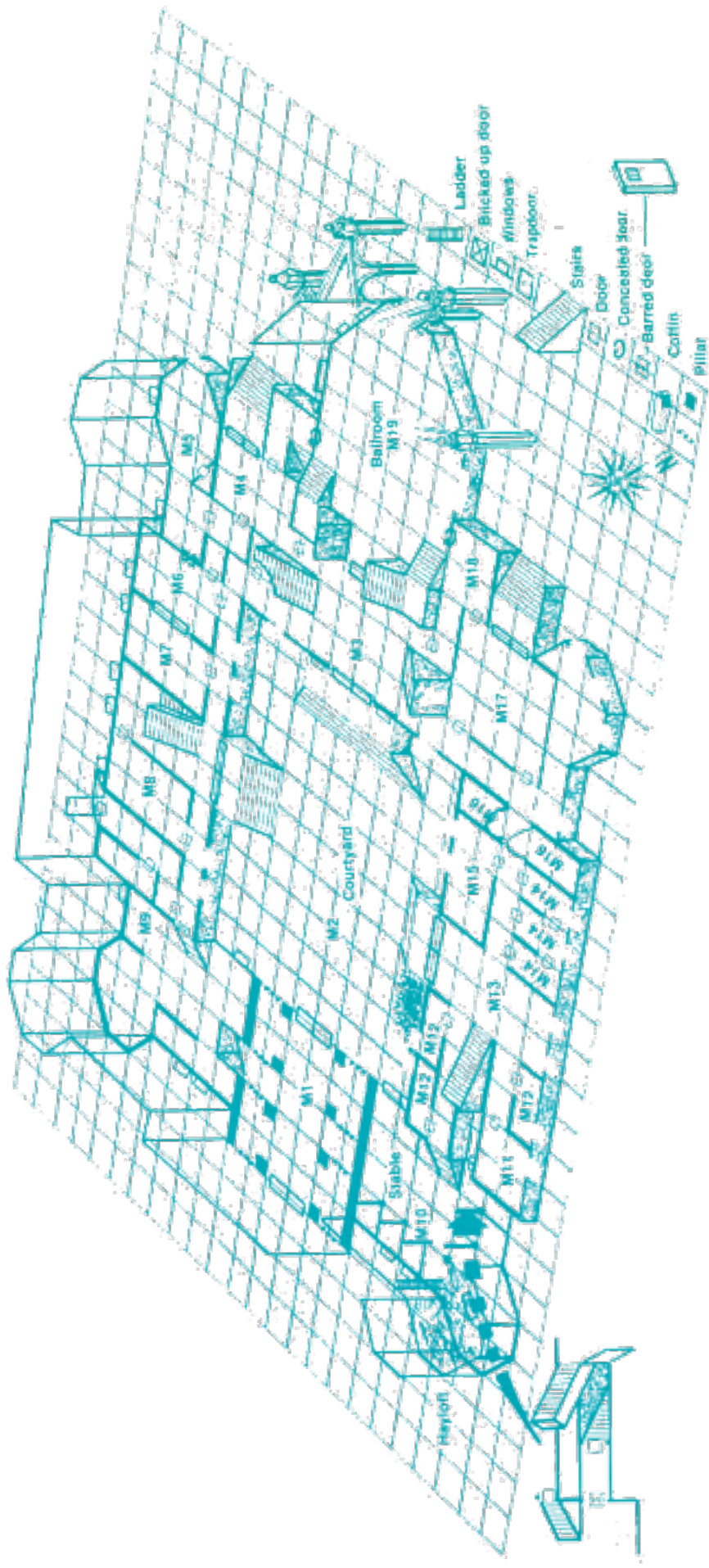
6th Level: *anti-magic shell, invisible stalker, contingency*

7th Level: *delayed fireball, teleport w/o error (x2)*

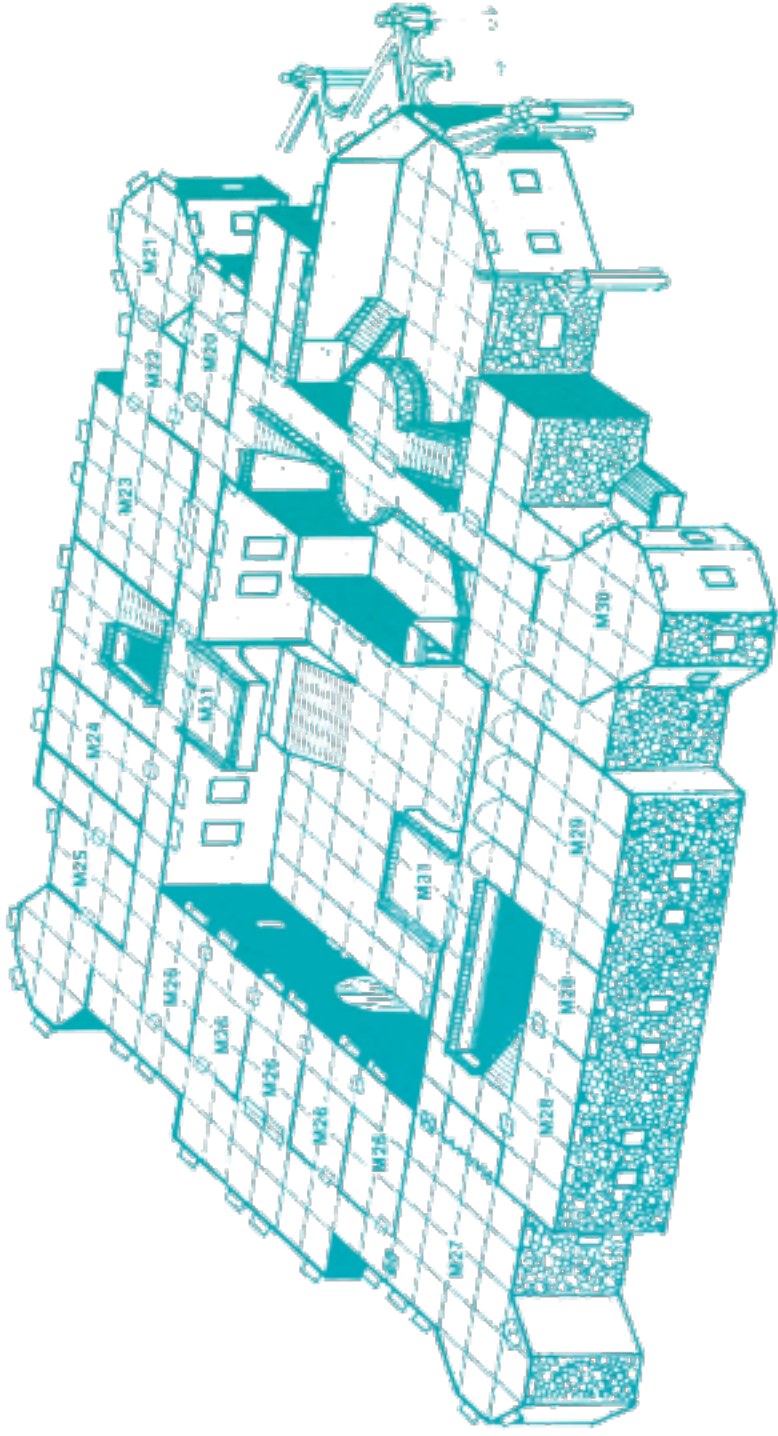
8th Level: *clenched fist, monster summons IV (2 wraiths)*

9th Level: *energy drain*

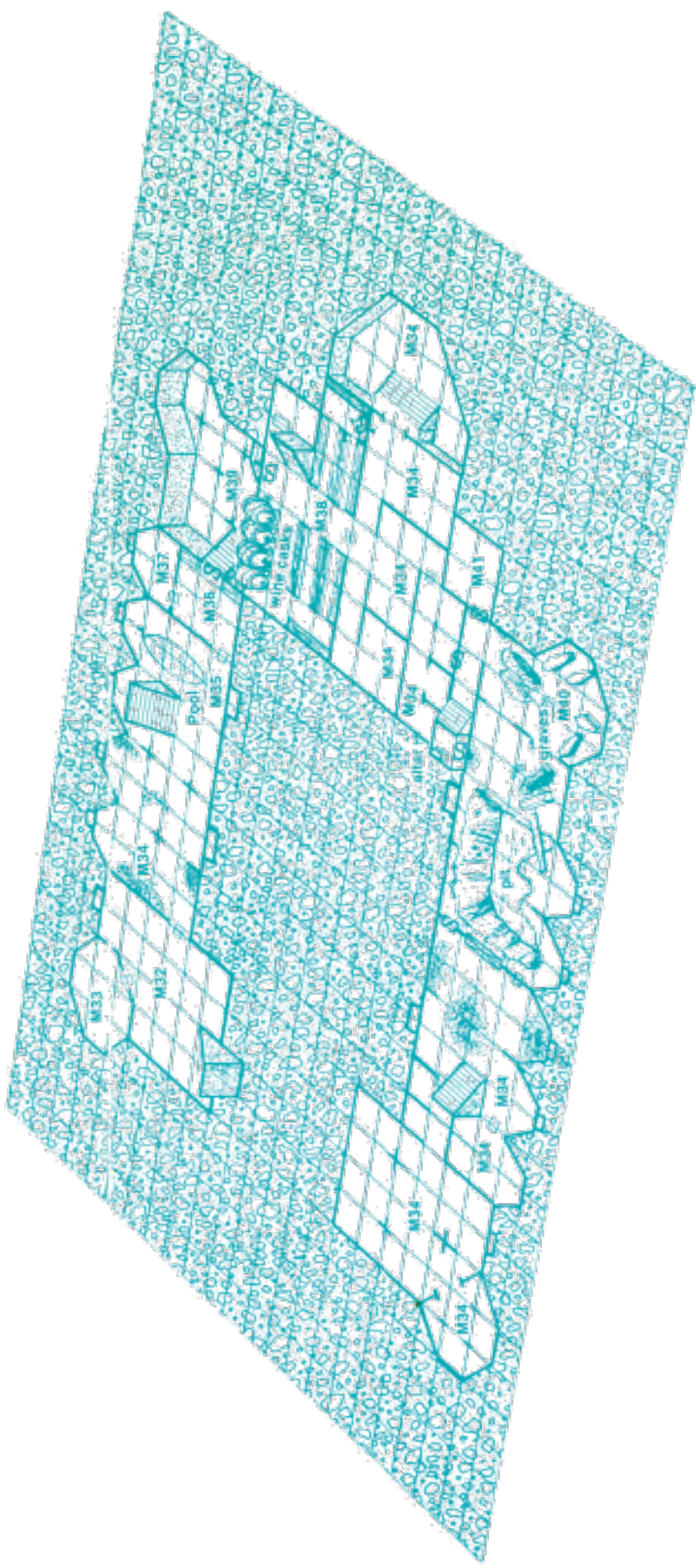
HEATHER HOUSE GROUND LEVEL



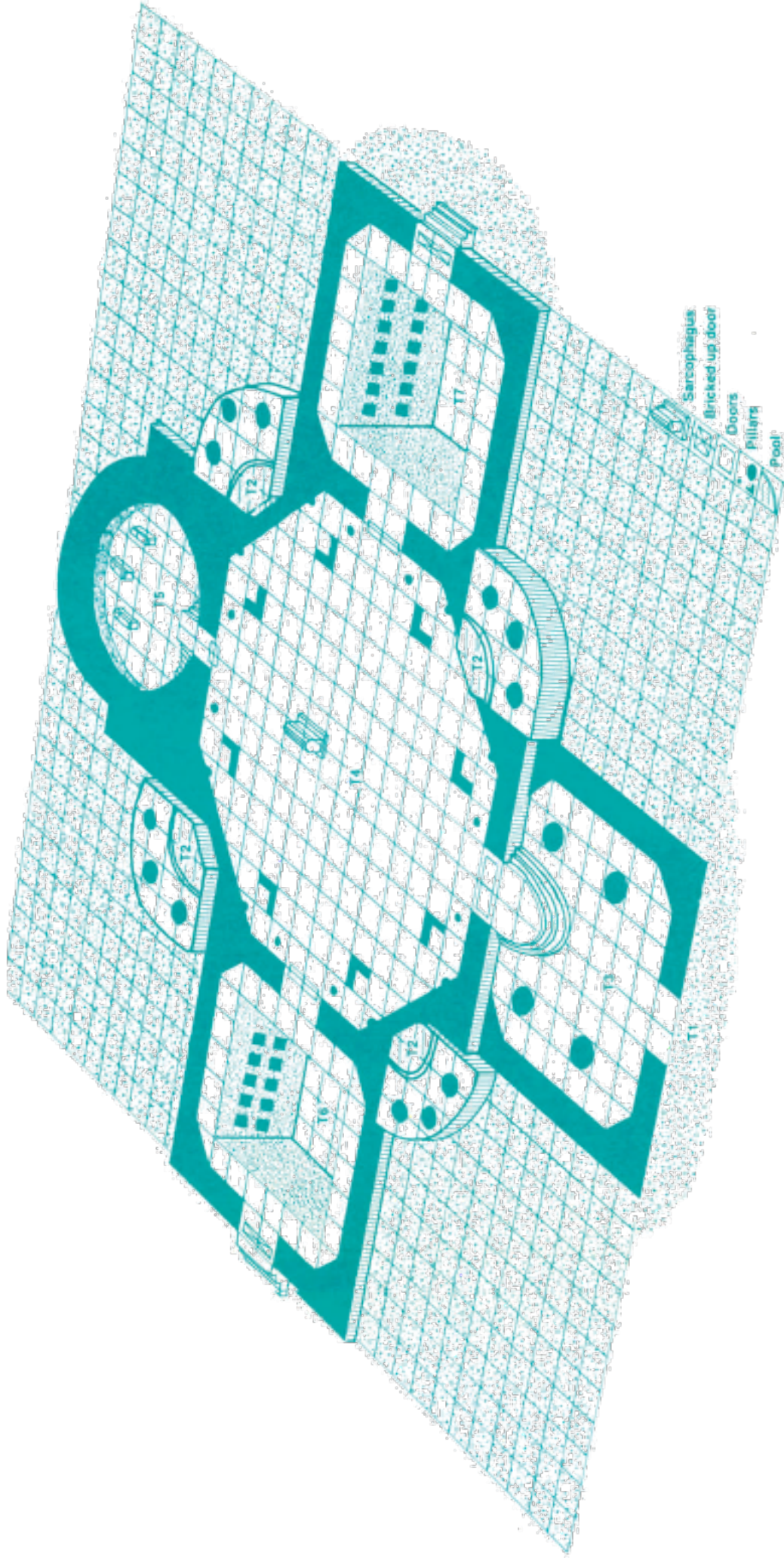
HEATHER HOUSE UPPER LEVEL

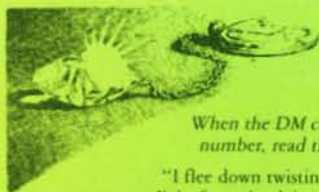


HEATHER HOUSE BASEMENT



HEATHER HOUSE MAUSOLEUM



**1.**

When the DM calls your card number, read the following:

"I flee down twisting halls as the light from the dying torches fails. The darkness is behind me, pursuing me ... devouring me! There! Ahead lies the key."

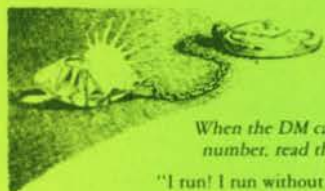
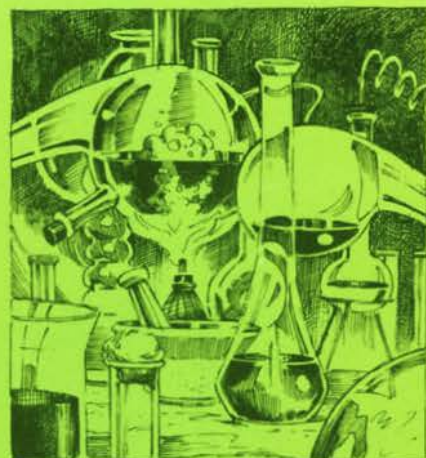
The Mesmerist will now ask a question. Respond by selecting one of the choices found on the back of this card. State the letter of the choice and read the answer aloud.

**2.**

When the DM calls your card number, read the following:

"The ring blazes with brilliant light, the torn book in my hands mends itself and now I can see where lies the terrible truth of this land. I cannot speak it! Yet I know where next I must go to find the truth..."

The Mesmerist will now ask a question. Respond by selecting one of the choices found on the back of this card. State the letter of the choice and read the answer aloud.

**3.**

When the DM calls your card number, read the following:

"I run! I run without moving. My steps are mired in the soft ground and move in unreal motion. I stumble to the edge of a crevice. Friends, whose faces are filled with loathing and hate, stare up at me. A circled band hangs before me. I reach for it and the inscription burns..."

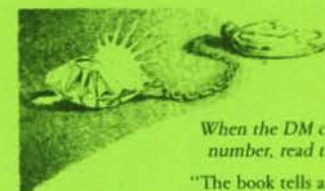
The Mesmerist will now ask a question. Respond by selecting one of the choices found on the back of this card. State the letter of the choice and read the answer aloud.

**4A.**

When the DM calls your card number, read the following:

"The book tells a tragic tale of good intentions and evil deeds. Yet something of its wisdom is incomplete and I know I must search further. I climb up a well of tangled thorns. I weaken and slow, though the top is near. Now I see a figure in the opening above ... it reaches for me..."

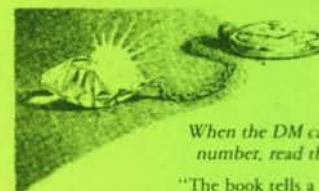
The Mesmerist will now ask a question. Respond by selecting one of the choices found on the back of this card. State the letter of the choice and read the answer aloud.

**4B.**

When the DM calls your card number, read the following:

"The book tells a tragic tale of vengeance for a love lost. Yet something of its wisdom is incomplete and I know I must search further. I climb a well of tangled thorns. I weaken and slow, though the top is near. Now I see a figure in the opening above ... it reaches for me..."

The Mesmerist will now ask a question. Respond by selecting one of the choices found on the back of this card. State the letter of the choice and read the answer aloud.

**4C.**

When the DM calls your card number, read the following:

"The book tells a tragic tale of insatiable evil, feeding on the land. Yet something of its wisdom is incomplete and I know I must search further. I climb up a well of tangled thorns. I weaken and slow, though the top is near. Now I see a figure in the opening above ... it reaches for me..."

The Mesmerist will now ask a question. Respond by selecting one of the choices found on the back of this card. State the letter of the choice and read the answer aloud.

**4D.**

When the DM calls your card number, read the following:

"The book tells a tragic tale of defiance in the face of divine justice. Yet something of its wisdom is incomplete and I know I must search further. I climb up a well of tangled thorns. I weaken and slow, though the top is near. Now I see a figure in the opening above ... it reaches for me..."

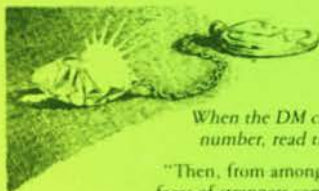
The Mesmerist will now ask a question. Respond by selecting one of the choices found on the back of this card. State the letter of the choice and read the answer aloud.

**5.**

When the DM calls your card number, read the following:

"I wrest myself from his grasp and seek to flee the chamber. The doors have all shifted and gone away. A book calls to me and offers me life. The lightning freezes the dark and I stumble in the darkness towards a shining book..."

The Mesmerist will now ask a question. Respond by selecting one of the choices found on the back of this card. State the letter of the choice and read the answer aloud.

**6.**

When the DM calls your card number, read the following:

"Then, from among the familiar faces of strangers comes the Great One ... darkness within darkness, death beyond death. My life falls from me as he drinks it with unquenched thirst. His crimson lips stretch wide in a snarl of evil delight. His voice, the thunder of the crackling lightning..."

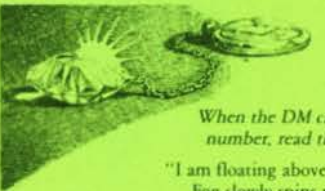
The Mesmerist will now ask a question. Respond by selecting one of the choices found on the back of this card. State the letter of the choice and read the answer aloud.

**7.**

When the DM calls your card number, read the following:

"Towering steel holds the world in place. Lightning pierces my soul and tears me in twain. I see myself twice. One, dark and terrible; the other, light and powerless. Good people mill about me, yet their ways are strange. I search for the circle who's eye sees the truth of men's souls..."

The Mesmerist will now ask a question. Respond by selecting one of the choices found on the back of this card. State the letter of the choice and read the answer aloud.

**8.**

When the DM calls your card number, read the following:

"I am floating above the ground. Fog slowly spins me across the moors. The stars no longer burn in the sky, though somehow they should. There is a castle ... or a building ... its jaws open to devour me! I scream as I look down its throat filled with lightning and death! I am devoured, yet alive. I cannot see ... the lightning again flashes. The room is alive with power. I see where I am..."

The Mesmerist will now ask a question. Respond by selecting one of the choices found on the back of this card. State the letter of the choice and read the answer aloud.

The Mesmer's Pendulum

The Mesmer's Pendulum is used like a script to a play. It is broken into two parts. The DM's part is that of the Mesmer himself, questioning the hypnotized subject. The second part is shared by all the players and is the hypnotized subject's responses to questions. They should be read dramatically.

Acting out this dialogue not only provides important information to the players, but it requires the players to make choices which will influence the final outcome of the adventure, though how may not be apparent.

These cards should be cut apart and handed out among all the players. When the DM reads a question he will announce the number of the card on which the response is to be found. The player should first read the description on the side with the Mesmer's Pendulum. The DM will then query further, and the player should then turn the card over and select one of the choices in response.

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4B.

- (C) "The face is gentle and terrible, anguished and vengeful. It changes its violent mood. My life again drains into the darkness in those eyes."
- (D) "Those hands I know, which have often brought me my needs, now takes from me my very life! I scream ..."
- (E) "Wisdom and nobility disappear from the familiar face and are replaced by death and horror. My life slips from me and I cannot scream."
- (F) "It is the Dark One himself. His hands seize me. My life again begins to slip from my soul."

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5.

- (A) "At the base of a smoky shaft."
- (B) "Amid walls of wisdom."
- (C) "Atop broken glass and shattered dreams."
- (D) "Atop an altar of flowers."
- (E) "Atop an altar formed of a griffin."
- (F) "On a red velvet cushion."

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8.

- (A) "I am in the lost rooms where the secret is sealed."
- (B) "I stand among the glorious dead."
- (C) "I stand before my own grave."
- (D) "I stand among the paupered dead."
- (E) "I stand on polished music and laughter."
- (F) "I stand between walls of restless tears."

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Hammilton Mason (Order #5555144)

2.

- (A) "Amid the cold fire!"
- (B) "Between the pages of folly!"
- (C) "Amid the ruins of great works!"
- (D) "In the abandoned chambers of hope!"
- (E) "In the heart of faith!"
- (F) "In the folds of love's arms."

Conclude by reading this:

"Yet I cannot reach the key! The darkness falls about me ... I smother ... I am dying ..."

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4A.

- (A) "It is the Dark One himself. His hands seize me. My life begins to slip from my soul."
- (B) "The face I know and honor, yet its gentle contours suddenly grow harsh. The eyes burn! My life again begins to slip from me!"
- (C) "The face is gentle and terrible, anguished and vengeful. It changes its violent mood. My life again drains into the darkness in those eyes."
- (D) "Those hands I know, which have often brought me my needs, now takes from me my very life! I scream ..."

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4D.

- (E) "Wisdom and nobility disappear from the familiar face and are replaced by death and horror. My life slips from me and I cannot scream."
- (F) "It is the Dark One himself. His hands seize me. My life again begins to slip from my soul."
- (G) "The face I know and honor, yet its gentle contours suddenly grow harsh. The eyes burn! My life again begins to slip from me!"
- (H) "The face is gentle and terrible, anguished and vengeful. It changes its violent mood. My life again drains into the darkness in those eyes."

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7.

- (A) "There ... beyond the cold fire and hidden. I take the circle and gaze through its weight. The people are truly evil!"
- (B) "I wander through the books of knowledge, held secret in the forgotten towers. There the circle shows the people as terrors."
- (C) "The glass and liquid encompasses me in its learned maze, but there the circle is found. I look, and see the evil behind the people's mask."
- (D) "Abandoned shrines protect the eye and give musty reverence to that which is good. The people press upon me. I look through the clear eye and see their evil!"
- (E) "The shrine stands alone in decadent splendor, while all around the illusion of good is corrupted. I look through the eye and see its terror and evil though disguised."
- (F) "In the warm heart of love's rest does the eye remain secure."

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1.

- (A) "Where the trees turn to ash and the light has grown cold."
- (B) "Where the tower of man's thought has brought ruin and despair."
- (C) "Where all began ... though cannot end."
- (D) "Where faith once was, and is no more."
- (E) "Where good spirits still listen through the deceiving darkness."
- (F) "Where the hope of new life springs eternal."

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3.

- (A) "From whence there was warmth, did I lie, so too restore warmth to hearts grown cold."
- (B) "Man's wisdom lies hidden and used for ill; yet my power will undo what unholy does."
- (C) "Amid the ruins of false hopes and lost engines of doom does my restoration lie."
- (D) "Like a phoenix from the ashes of the holy place do I rise to return that which was so unholy stolen."
- (E) "Holy amid the unholy, light within the darkest of space; here does my power shine to bring back that which was lost."
- (F) "Soft as the pillow of love's rest shall my healing give hope to those forsaken."

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4C.

- (D) "Those hands I know, which have often brought me my needs, now takes from me my very life! I scream ..."
- (E) "Wisdom and nobility disappear from the familiar face and are replaced by death and horror. My life slips from me and I cannot scream."
- (F) "It is the Dark One himself. His hands seize me. My life again begins to slip from my soul."
- (G) "The face I know and honor, yet its gentle contours suddenly grow harsh. The eyes burn! My life again begins to slip from me!"

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6.

- (A) "My passions shall no more be ruled by that part of me which so long held me captive. Now, freed shall I be, in bondage no more. My prison shall I destroy and be free to rule with horror."
- (B) "The love that should have been mine can never be. My persecutor stole my joy and now I shall steal his love from him as well."
- (C) "Life is lust! I gorge myself upon it. Never fed, never sated, I seek here new life to take for my own sustenance."
- (D) "Robbed! Cheated! The life which was mine by right, stolen from me by the Law Above! I spurn that law! I shall again have my life back! I defy the gods!"

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Combined Monster Statistics Chart

Name	AC	MV	HD	hp	#AT	Dmg	SA	SD	AL	THAC0	Book
Bodak	5	6"	9+9	36	1	1d8 + gaze	Death Gaze	+1 wpn to hit	CE	10	M2- 19
Cat, Black	5	15"	3+3	16	3	1d3/1d3/1d4	Bad Luck	Bad Luck	CN	16	I10
Death, Crimson	0(4)	12" (6")	13	59	1	3d10	Surprises 1-5	Invisible till fed	NE	9	M2- 32
Displacer Beast	4	15"	6	33	2	2d4/2d4	None	-2 to be hit	N	13	M1- 28
Doppelganger	5	9"	6	21	1	1d12	Surprises 1-4	Shapechange	N	15	M1-29
Drelb	2	6"	5+3	26	1	3d4	Chill	+1 wpns/Illusion	N(E)	14	M2- 60
Gargoyle	5	9" / 15"	4+4	25	4	1d3/1d3/1d6/1d4	None	+1 wpn to hit	CE	15	M1- 42
Ghast	4	15"	4	16	3	1d4/1d4/1d8	Stench	Undead	CE	15	M1- 43
Ghost	0(8)	9"	10	45	1	Ages 1d4x10 yrs	Magic Jars	Panic	LE	10	M1- 43
Golem, Stone	5	6"	15	60	1	3d8	Slow Spell	+2 wpns to hit	N	8	M1- 48
Green Slime	9	0"	2	9	0	Nil	Flesh to Slime	Dissolves Metal	N	16	M1- 49
Griffon	3	12" / 30"	7	30	3	1d4/1d4/2d8	None	None	N	13	M1- 50
Groaning Spirit	0	15"	7	23	1	1d8	Keening	+1 wpns to hit	CE	13	M1- 50
Harpy	7	6" / 15"	3	13	3	1d3/1d3/1d6	Charm	None	CE	16	M1- 51
Haunt	1	6" / victim	5 / victim	39	1/1	1d8	Possession	Strangle	Any	15	M2- 74
Hell Hound	4	12"	7	39	1	1d10	Breathe Fire (7)	See Invis. 50%	LE	13	M1- 51
Invisible Stalker	3	12"	8	36	1	1d4	Surprises 1-5	Invisible	N	12	M1- 55
Lich 18th Level	0	6"	11	54	1	1d10	Spells	Panic	N(E)	10	M1- 61
Lurker Above	6	1" / 9"	10	40	1	1d6	Smotherers	None	N	10	M1- 63
Mastiff, Shadow	6	18" (9")	4(-1)	16	1	2d4	Baying	Hide in Shadows	N(E)	15	M2- 84
Mihstu	-2	6" / 6"	8+2	38	4	1d6 + 1 x4	CON Drain	+2 wpns to hit	NE	12	M2- 84
Mummy	3	6"	6+3	30	1	1d12	Fear	+1 wpns to hit	LE	13	M1- 72
Nightmare	-4	15" / 36"	6+6	34	3	2d4/2d4 + 2/2d4 + 2	None	-2 to be hit	N(E)	12	M1- 74
Ogre	5	9"	4+1	20	1	1d10	None	None	CE	15	M1- 75
Orc	6	9"	1	5	1	1d8	None	None	LE	19	M1- 76
Quasi-El. Lightning	2	18"	12	48	1	1d6 + 12	Ball Lightning	+1 wpns to hit	N(C)	9	M2-103
Quasit	2	15"	3	13	3	1d2/1d2/1d4	DEX Drain	Regens & Invis	CE	16	M1- 80
Raven	7	1" / 36"	1/4	3	1	1	None	None	N	20	M2-105
Shade	0	12"	10	40	3/2	1d8	None	Shadow Image	Any	10	M2-108
Skeleton	7	12"	1	3	1	1d6	None	Sharp wpns 1/2 Dmg	N	19	M1- 87
Skeleton, Steed	8	15"	4	18	3	1d4/1d4/1d8	None	Sharp wpns 1/2 Dmg	C(E)	15	I10
Skeleton, Strahd	3	12"	2+4	13	3/2	1d8	+2 to hit	Magic Resist	CE	16	I10
Spectre	2	15" / 30"	7+3	35	1	1d8	Energy Drain	+1 wpns to hit	LE	12	M1-89
Spider, Giant	4	3" * 12"	4+4	22	1	2d4 + poison	Webs	None	CE	15	M1- 90
Stirge	8	3" / 18"	1+1	7	1	1d3	Blood Drain	None	N	18	M1- 92
Toad, Giant	6	6" + 6" hop	2+4	15	1	2d4	Tongue	None	N	16	M1-95
Trapper	3	3"	12	60	1	4 + AC of victim	Crush	Prevents attack	N	9	M1- 95
Vampire	1	12" / 18"	8+3	27	1	1d6 + 4	Energy Drain	+1 wpn to hit	CE	12	M1- 99
Vulture	6	3" / 27"	1+1	6	1	1d2	None	None	N	18	M2-125
Wight	5	12"	4+3	24	1	1d4	Energy Drain	Silver or Magic to hit	LE	15	M1-100
Will-o-Wisp	-8	18"	9	42	1	2d8	Confuses	Special	CE	12	M1-101
Wolf, Dire	6	18"	4+4	24	1	2d4	None	None	N(E)	15	M1-101
Wraith	4	12" / 24"	5+3	33	1	1d6	Energy Drain	Silver or Magic to hit	LE	15	M1-102
Zombie, Strahd	8	9"	4	22	1+	1d8	Severed Attacks	Turn as Mummy	N	15	I10

AC = Armor Class

Dmg = Damage

G = Good

M1-# = Monster Manual-page

= Move when hopping

N = Neutral

t = Turns

AL = Alignment

E = Evil

HD = Hit Dice

M2-# = Monster Manual II-page

/ = Move when flying

r = Rounds

THAC0 = Base number to hit AC 0

#AT = Number of Attacks per Round

(E) = Evil tendencies

hp = Hit Points

MV = Movement rate

// = Move when swimming

SA = Special Attacks

V = Varies

C = Chaotic

F# = Fighter, Level #

L = Lawful

* = Move in web

() = Move when burrowing

SD = Special Defenses



Advanced Dungeons & Dragons®

Official Game Adventure

Ravenloft II: The House on Gryphon Hill

by Tracy and Laura Hickman

"I AM THE ANCIENT ... I AM THE LAND ..."

Your screams still echo in your room. Cold sweat soaks the bedsheets and trickles down your back.

It seemed so real! The great towers of a darksome place called Ravenloft ... its misty vales and the terrible tragedy of a man who had sold his soul to unlife. Now the sunlight streams through the window with the promise of a new day. The dread nightmare at last is over.

In the cold sunlight of a dying autumn, you step from your room at the inn and stroll along the friendly streets of Mordentshire. But, from the back of your mind the dream creeps forward to haunt you. Why do the faces of those who have befriended you now seem those of strangers? Why do those who called you here in terror, now seem to dismiss your task as a folly?

More .. why are you advised so strongly, to forget about the House on Gryphon Hill ... the domain of the fair haired Count Von Zarovich, a name that cries out from your dark nightmare?

You halt, as the swirl of events grow more confusing with every passing minute. Which is the dream ... and which the reality?

This adventure is for use with the
ADVANCED DUNGEONS & DRAGONS®
game and cannot be played without the
AD&D® rules produced by TSR Inc.

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TSR, Inc.
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WI 53147

TSR UK Ltd.
The Mill, Rathmore Road
Cambridge CB1 4AD
United Kingdom

ISBN 0-88038-322-4



9181XXX1401

\$8.00