

Dungeons and dragons: Curse of Strahd campaign

A storytell of the playing of the Curse of
Strahd campaign

Jan Verstuyft

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Introduction

Welcome to the book that will follow the gameplay of the Dungeons and dragons campaign **Curse of Strahd**. My name is Jan Verstuyft and I will be the *dungeon master* of this campaign. I hope that you will enjoy reading this book.

Thanks for the players to join me in this dread adventure.

For this campaign I used the book *Curse of Strahd Revamped* trademarked by [Wizards of the Coast](https://dnd.wizards.com/)¹

The players

The brave party members are:

- *Brutus* the human artificer
- *Zonar* the half-orc fighter
- *Vitalis* the human sorcerer
- *Zeed* the Aarakocra Druid
- *Thia Liadon* the Elf rogue

¹<https://dnd.wizards.com/>

Death House

Session 0: The Start

The Vistani

Introduction

A group of adventurers that are unknown to each other accepted the same quest at Daggerford from Fentwick McFizzlebang. Protecting a group of Vistani during the travel to Neverwinter. The group consists of Thia, Zonar, Zeed, Vitalis and Brutus.

After one hour Fentwick arrives and welcomes the party. Mentioning that they all will receive 10 gold after completing the mission. Stanimir, the leader of the Vistani, will hand over the gold. Fentwick lied about the fact that the group doesn't know each other. Fentwick told Stanimir that the group is a well oiled machine.

During the trip, the group gets to know each other without making Stanimir suspicious about the lie from Fentwick. The party is not really paying attention to the road. Vitalis is challenging Brutus into an arm wrestling contest for gold. Vitalis easily wins the contest.

the party under attack by gnolls



Gnolls

Since the party was more paying attention to Vitalis and Brutus, they not really noticed that they were surrounded by 4 gnolls. Even after Thia tried to attack the gnolls, Zeed wants to convince the gnolls that they come in peace. Not a smart move. After a short but spicy combat the party managed to kill the gnolls. As a result however, Thia and Zeed went down and needed healing.

Campfire

After a long day of travelling and combatting the group stops for spending the night. Stanimir creates a bonfire and starts telling a story.

Stanimir fills his mouth with wine, then spits into the fire. The flames turn from orange to green. As they

dance and sway, a dark shape appears in the bonfire's core. "We come from an ancient land whose name is long forgotten, a land of kings. Our enemies forced us from our homes, and now we wander the lost roads."

The dark shape in the fire takes the form of a man being knocked from his horse, a spear piercing his side. Stanimir continues. "One night, a wounded soldier staggered into our camp and collapsed. We nursed his terrible injury and quenched his thirst with wine. He survived.

When we asked him who he was, he wouldn't survive. When we asked him who he was, he wouldn't say. All he wanted was to return home, but we were deep in the land of his enemies. We took him as one of our own and followed him back toward his homeland. His enemies hunted him. They said he was a prince, yet we didn't give him up, even when their assassins, fell upon us like wolves."

Deep in the bonfire, you see the dark figure standing with sword drawn, fighting off a host of shadowy shapes. "This man of royal blood fought to protect us, as we protected him. We bore him safely to his home, and he thanked us. He said, 'I owe you my life. Stay as long as you wish, leave when you choose, and know that you will always be safe here.'" The figure in the dancing fire vanquishes its final foe, then disperses in a cloud of smoke and embers.

A lonely road and danger mist

After a long rest, the party awakes on a desolated road with two lanes of trees. No tracks are visible. The road is surrounded with mist. Zeed decides to go into the mist. And becomes exhausted (level of exhaustion). Even if the mist exhausted Zeed, he decides to go again into the mist and became even more exhausted (gets a

second level of exhaustion).

Zeed sees a letter with the text : "I'm sorry". After a moment of being confused, they realise that they are not any more at the same dimension.

After traveling on hour, they see a big gate with two towers. At the gate, the party sees a death body with a sealed letter. The letter contains a warning to not enter Barovia.

Despite the warning that Zeed gained two levels of exhaustion, Thia decided to go into the mist and also become more exhausted.

Durst's house



Death house

When passing the gate and following the road towards the first village, they see an abandon street and see 2 children on the street asking for help because there is a monster in the basement.

The mist is getting closer and closer to the house. Zeed doesn't trust the situation and fly up to look through the windows. He tried to break the window with his quarter staff. The quarter staff misses and leaves his hand in the direction of Brutus and hits him. Brutus wants to attack Zeed, but Thia and Zonar manages to calm him.

They flees into the house away from the mist. Zeed forgot to grab his quarter staff, so he went back into the mist, which exhausted him even more. The mist stops at the border of the house. They are safe in the house.

Zeed feels himself so confident and exhausted that he wants to take a long rest in the house. Also Thia takes a meditation to remove the exhaustion.

During the investigation, Vitalis and Brutus takes a lot of time to investigate the ringing system for calling the servants.

In the conservatory the noticed that the painting are not containing humans, but skeletons.

In a secret room adjacent to the library, they find a skeleton with a letter

My most pathetic servant,

I am not a messiah sent to you by the Dark Powers of this land. I have not come to lead you on a path to immortality. However many souls you have bled on your hidden altar, however many visitors you have tortured in your dungeon, know that you are not the ones who brought me to this beautiful land. You are but worms writhing in my earth.

You say that you are cursed, your fortunes spent. You abandoned love for madness, took solace in the bosom of another woman, and sired a stillborn son. Cursed by darkness? Of that I have no doubt. Save you from your wretchedness? I think not. I much prefer you as you are.

Your dread lord and master,
Strahd von Zarovich

When entering the third floor, they noticed that this floor is really dusty. A total contrast with the first two floors. In the master bedroom at the third floor, Vitalis grabs the jewelry box (3 rings and a platinum necklace worth 750 gold pieces).

Thia awakes and awakens Zeed. Zeed is grumpy and wants to sleep again. Thia joins the party in the investigation.

Thia opens a storage room and gets attacked by a magic broom. Thia is impressed by the magic broom that she misses the broom so hard that she bruises her muscle. The broom hits so hard on Thia that she falls down. After a firebolt of Vitalis, the broom desintegrates into nothing.

After the battle with the broom, Vitalis heals Thia.

In the nursery room, Thia encounters a spectre of a thin young woman and the battle begins again. After investigation, they realise that the spectre used to be the nurse and that Walter, the baby, is from Gustave and the nurse.

Brutus finds a secret door in the mirror. Behind the mirror is a stair going up to the attic.

Zeed finally awakes and shouts for everybody. Even if Thia hears him, she ignores him. In frustration, Zeed destroys a chair. Finally, Brutus went down and go back to the party.

In the attic they find the storage room with all furnitures that are covered with white sheets. Underneath one of the sheets there is a skeleton of the nurse maid, draped in a sheet with red blood. So the nurse is killed several years ago. Are the children real? Thia goes down to look for the children, but they disappeared.

At the attic, there is a locked room. In that room there is a children room with a doll house that is an exact replica of the house. Two children sized skeletons are laying on the ground. The smallest holds the same doll as the children that lured them into the house. Looking at the doll house, they notice that the secret doors are also in the doll house. Taking a deeper look leads to one secret door that

they didn't opened yet.

At the moment they are looking at the doll house, two ghosts arise from the skeletons. The ghosts of Rose and Thorn. When Zeed wants to leave the room, Rose possesses Zeed. Thorn tries to possess another.

The session ends at the stairs to the basement.

Session 1

The basement

After descending the stairs to the basement, the party enters a dungeon carved into the stones beneath the house. From the moment they enter the basement, they hear the chanting of "He is the ancient, he is the land".

The first rooms they find are different crypts. The first is an empty crypt with a stone with the name "Walter Durst" engraved into it. The second one has a stone without a name. Furthermore they find the crypts of Thorn, Rose. At the moment that they touch the crypt of Elisabeth Durst, a swarm of insects attacks the party. Zonar goes down by the stings of the insects.

Thia found a well and wanted to look in at the bottom to see what is located there. But she is not that gracefull at falls onto the bottom.

At what appears to be the quarters of some cultists they open 5 chests. They finds some treasure, some of them in a bag of human skin.

Further in the dungeon they encounter 4 ghouls. A lot of firebolts later, the ghouls are killed.

After the encounter a statue of Strahd. Investigating of the statue triggers 5 shadows to attack them.

After fighting a mimic door, Zeed sees a small dog. The dog is scared. After petting the dog, Zeed has a connection with the dog and calls the dog Fortnite. Investigation more of the dungeons

reveals a room with a chest with a cloak of protection, potions of healing, And.... 2 ghastrs attacks them. During the combat they realise that these ghastrs represents the parents Durst. And they were wearing the same cloths as the cultists. Apparently the parents are not that good as expected. They were a part of the cult and they sacrificed the children.

Decending further in the dungeons, they enters the prison. In one of the cells Thia finds a skeleton of a cultists and realises that this skeleton was a cultist who questions the believe in Strahd.

Ceromonial room

The party finds the ceromonial room with the ground flooded with undeeep water. In the middle of the room there is altar. Above the altar hangs some chains that were used for sacrificing people. From the moment that the party enters the room, the chanting stops.

Brutus wants to investigate the altar, but the moment he climbs on the stone, the chanting starts again: "One most die! One most die!" and 13 dark creatures appears on the ledge. Each one resembles a black figure wearing a black cloth. Where you expected the faces, a blank face is in the place. Sacrificing a creature allows them a safe way out this house.

The party wants to sacrifice Fortnite. Zeed doesn't allow that, but with brute force the party was able to grab Fortnite. After the sacrifice of Fortnite, Thia still decides to investigates the rest of the room and finds a shambling mound. After one round af combat, they decide to run away.

Conclusion

The moment that they leave the house, the house vanish. The party members also realises that all the treasures that they captured also are vanished (except of the cloak of protection and the potion of healing).

The fog also gets away. Not totally, but at least they move room for movement.

Barovia

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Mad Mary

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Blood of the vine tavern

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Roadtrip to Valaki

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This is dead?

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Vitalis is dead?

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The Tome of Strahd: Chapter 2

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Fortnite is alive!!!

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Reunite with Zonar

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The coffin maker

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Wedding invitation

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Wachter's house

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