

Farenz, Village, 215

Farenz will be the first location the party goes to. The inn is called "The Silver Wolf" and is operated by a small but jovial man named Grigori Alchek and he sells a watered down wine and thin soup for 1 sp, non-watered down wine and meat pie for 2 sp, a single glass of wine is 5 cp but he also sells a type of milk-based alcohol called kumis for 2 cp. The local store is operated by a middle-aged and suspicious woman named Livia Zdenka and she sells daggers, short swords, silvered daggers, spears, arrows, silver arrows and shortbows as well as leather armor, brigandine armor (one set only), medium shields, as well as general goods. Livia sells her wares between 2x and 5x as expensive as listed price depending on her mood and whether she likes the PC buying the goods or not. The local temple is called the Church of the Dawning Sun and is a rundown and worn-out structure headed by a Sister Petya, an ancient woman who currently also heads the local council. Sister Petya will not help those she feels will go up against the Baroness but she does have information about the Baroness, such as she has "ruled the land for 500 years" and "every 50 years seeks out a new 'husband' but then no one ever sees the man again" and that it is now that 50 year mark. Sister Petya can prepare and sell the players 3 vials of holy water a day and heal the party some as well (treat Sister Petya as a level 4 cleric with only healing spells prepared).

Tower of Tarl

A tall 5 story tall tower surrounded by a dead stretch of forest. The current owner of the tower, Tarl of the Tower, is a foreigner to the lands of Corbsavie but has ingratiated himself to the townsfolk of Farenz. A strange disease known as Gray Fever appears every few months starting as a high fever, a graying of the skin of those afflicted and, if not treated within 48 hours of onset, kills. Tarl is the only one who has knowledge of a potion that can treat the disease and he sells it at a very low price of only 1 sp per dose (3 doses over 3 days needed for a full cure). However Tarl has not shown back up in town in recent weeks with his much needed potions and one of the children, a boy named Kronid has caught the illness. If the players arrive at the tower they find a tall stone structure, wide at its base but narrows towards its top. The tower is 5 levels tall and 1 level deep. The basement level is infested with skeletons. The ground floor is wrecked and ruined. The 2nd floor has three ghouls that have been alchemically altered (turn as a wraith). The 3rd floor has 2 more alchemical ghouls and is the living quarters of Tarl. The 4th floor is a large workshop and has a single flesh golem who will try to barter with the party and offer his strength if the party helps get Tarl down from the 5th floor but will betray the party in a fit of random rage 2d12 turns after the party retrieves Tarl. The 5th floor is accessible only by a ladder that Tarl has withdrawn. Tarl is a necromancer of 5th level and is now deranged from a mix of anguish that his golem would seek his death and malnourishment. He will agree to go down to the 4th floor only if the party feeds him, otherwise he attacks with a silver dagger and his spells.

Dead Man's Hill

A low hill with a vast graveyard and prominent gallows. It is safe by day but at one hour after sunset is haunted by 5d12 skeletons, 4d10 zombies, 3d8 ghouls and 2d6 wights. 10d8 ghostly

figures will also rise up and attack the party but deal no damage and take no damage, dissipating when a single attack hits them (treat AC as 13) and are automatically turned. These figure will be the first ones to swarm the party followed by the wights and then the ghouls and so on. A number of large crypts in the graveyard contain some treasure.

Camp of Vardoes

The camp is a genial scene filled with brightly colored and ornate caravans called vardoes and their inhabitants, a Romani-like people who call themselves the Tsigisi. There are 12 Vardoes in a crescent shape around a central green and are opposite a large and equally-ornate tent. The leader of the Tsigisi is a man named Toma and he invites the players into the camp for a night of festivities as two of the Tsigisi are being wed, the two being a man named Lomir and a woman named Panna. If the players participate in a series of games and drinking contests Tsigisi will then lead them into the large tent where they will meet a beautiful young woman named Iveta. She will then do a fortune telling to reveal where four artifacts that can help the party while they are in Corbsavie may be found (the Symbol of St Mihali, the Ring of Soare, the sword Vampyr's Bane and the Spider Silk Boots) as well as where in the castle they can meet the Baroness 100% certain. The reading is very vague but does offer various clues (1-in-4 locations per item, 1-8 locations for the Baroness). If the players treat the Tsigisi well, they may be challenged by Toma to a contest of coal walking. A line of fiery coals will be laid out and the players will be asked to remove their shoes and then to walk across the coals (Toma does so first and succeeds automaticall). Each character that crosses saves vs Paralysis or Petrify. If every member succeeds then the party are then treated as fellow Tsigisi, no Tsigisi will attack the party unless under the direct commands of the Baroness. To indicate they are "fellow Tsigisi" a small branding on the right wrist will be done.

Ruins of Vostorba

###

Red Howl Winery

###

Temple of St Mihali

###

The Black Hill

###

Vrajitor Hill

###

Ruins of Soare

###

Lidabastyn, Town, 1080

###

Ferdunburg Castle

###

Coven Hill

###

Emil's Hut

###

Fort Urlavyt

###

Iveta's Hill

###

Stones of Rejtel

###

Bellingmont Totem

A strange "totem" of carved wood and surrounded by several small mounds. The location is an extremely holy place and no undead or were-creature can come within 100 feet of it without making a save vs Spells. The mounds are burial mounds to a clan known as the Bellingmonts, a clan who tried to make it their mission to end the cruel reign of the Baroness. They were all killed but their

Long Tooth Camp

###

Whispering Catacomb

###

The Maiden Statue

A stone golem in disguise, it lacks the typical slow effect of other stone golems but makes up for it by being able to use a reversed light spell every third round and is able to magically determine where the enemy is while the enemy is within the darkness effect.

Castle Corbsavie

3 main stories tall (with taller tower) with 1 main level dungeon and one small sub-level dungeon, deadly traps and enemies abound. There is also the walls about the castle. Main floor has dining hall, chapel, throne room, grand entryway, and stables access. Second floor has an open balcony to throne

room, an alchemy lab, library, and guest quarters. The third floor houses the Baroness's private chambers (including bath), hidden treasury, upper level of the library, and consorts chambers. The tower is a deathtrap arena but houses a mystical ebon crystal that, if destroyed, deactivates all other traps in the castle and is needed to open/close the main gate. The first level dungeon has torture chambers, the kitchen, the staff quarters, and even more traps but is also where the mad dhampyr children of the Baroness (begotten by her various consorts over the year) are found. The sub-level dungeon houses the crypts of the Baroness and her notable "allies" and consorts. The castle also has trick corridors with various traps that lead nowhere.

Random Encounters Rauwald Forest

Random Encounters Rauwald Valley

Random Encounters Wailing Forest

Random Encounters Dead Swamp

Random Encounters Kraseowald Forest

Random Encounters Soare Swamp

Random Encounters Coven Hill

Random Encounters Zavik Valley

Random Encounters Corbsavie

New Magic Items

~ Vampyr's Bane

+1, +2 vs Undead Longsword, Casts Light on Command. Deals an additional 1d6 damage to vampires. Makes the wielder more susceptible to a vampire's bite, taking an additional 1d6 damage from the bite.

~ Symbol of St Mihali

Makes turning undead one step easier and, when presented against a vampire, the vampire must save vs Paralysis or Petrify at a -2 or be unable to move for 1d6 combat rounds. Can only use this once per day against a vampire regardless of success or failure, resetting at dawn the next day.

~ Black Hill Rat Skull

Increases all Thief abilities by 5% (to a maximum of 99%) as well as negating the penalty against the vampire's gaze, instead granting a +2 vs it instead. The wearer of the Black Hill Rat Skull has their ears grow three times larger and they sprout whiskers, decreasing the number of followers they may accrue by half.

~ Ring of Soare

Grants an additional spell per day of 1st, 2nd and 3rd level and any spell cast against a vampire that deals damage deals and additional 1d4 damage. Ages the wearer of the ring 10 years.