

DUNGEONS & DRAGONS SHADOWS OF THE VAMPIRE



The heroes of Baldur's Gate have been pulled into the Realm of Terror known as Ravenloft. The key to their salvation may be close at hand, a magical locket in their possession, but undead forces are hunting for it and danger looms around every darkened corner of this cursed land where the sun does not rise...

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IFE IN BAROVIA IS HARSH AND UNFORGIVING. WITH UNDEAD FORCES CONSTANTLY LOOMING JUST OUT OF SIGHT AND BLEAK SKIES THAT NEVER SEE SUNLIGHT, IT CAN BE A STRUGGLE FOR THE PEASANTRY TO CARRY ON WITH THEIR LIVES.

FROM TIME TO TIME THE EERIE MISTS BRING STRANGERS BOASTING THAT THEY WILL PESTROY COUNT STRAND AND FREE THE PEOPLE FROM THEIR STRIFE, BUT NONE HAVE SUCCEEDED. THE LOCALS NOW KNOW BETTER THAN TO ALLOW THEMSELVES TO BE FOOLED BY WELL-MEANING, BUT ULTIMATELY POINTLESS, ATTEMPTS AT HEROISM.

BE

I'M GETTING THE DISTINCT IMPRESSION WE'RE NOT WELCOME HERE...

SHADOWS OF THE VAMPIRE

Part Four: Parade of Pain























