

Ravenloft: Dreamscape Walkthrough

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Disclaimer

This is a very simple walkthrough that we have put together for Ravenloft: Dreamscape. By reading this walkthrough, you will be given many spoilers about the story. In addition, if playing the mod via a walkthrough, you will obviously not have the same experience as otherwise (for example, you will spend a lot less time exploring). Thanks again for playing, and we hope you have fun!

Staging Area

You will find yourself at the World's End Cafe. Speak with the Cafe Proprietor. Once you are done speaking with him, level up if need be, and exit the door right beside the proprietor. This will take you to the intro cinematic, and the beginning of the mod.

This area is used to level up characters below level 10 to level 10 for the mod.

Chapter 0

Walk to the southern room of this area. There is a single sarcophagus in the center of the room, and to the west of it, a book on a pedestal. Read the book by clicking on it. After this, click on the sarcophagus in the center of the room. An unnamed man will appear, and PC will be beaten. It is necessary for the PC to be defeated in order to continue. Chapter 1 will follow after this.

Chapter 1

Once the PC has awoken in the tavern second floor, walk out of the room using the door to the west, and go to the tavern first floor using the stairs at the north-east corner of the area (also marked on mini-map).

Once on the first floor of the tavern, walk west and talk to the tavern-keeper. The tavern-keeper will give a key to unlock a chest along with a quest *Waking Up*. Go back up to tavern second floor and get the equipment from the communal room. The communal room is 3rd door on the east side of the hallway. The equipment is in the chest found in the north eastern corner of this room. Go back downstairs to tavern first floor.

Go talk to the tavern-keeper again. The tavern-keeper will give a new quest *Help Wanted*, and update *Waking Up*. After speaking to the tavern-keeper, Doctor d'Honaire will talk to the PC. He will give a new quest *A Visit With The Doctor*. Leave the tavern using the door found on the west side of the first floor.

Help Wanted

Once outside in Mordentshire, go to the Circle Moon Restaurant (denoted by a map marker). Once inside the restaurant, recruit two of the 3 henchmen (Dard Wenset, Hadush Tendzek, and Tara Millin). They are all found at the southern end of the restaurant. After the PC has recruited 2 of the henchmen, *Help Wanted* will be updated, and completed. Leave the restaurant.

Note: This quest must be completed before the PC can leave Mordentshire.

Waking Up

The PC now needs to retrieve the remaining missing equipment. Armor can be found at the Mordentshire Smithy (denoted by a map marker). Potions and scrolls can be found at Kervils Shop (denoted by a map marker). Weapons can be found at the Mayors House (denoted by a map marker). All of these locations can be found in the town of Mordentshire.

Once at the Mordentshire Smithy, the chest in front of Garl will contain all of the missing armor.

Once at Kervil's Shop, speak with Kervil. Kervil will give a key to his room, go in his room and open the chest. The chest will contain all of the missing scrolls and potions.

Once at the Mayors House, walk to the dining area. There will be a chest in the south-western corner beside a pedestal with a statue on it. The chest will contain all missing weapons.

Note: The PC may not have to go to all 3 of these places. It is dependent on what the PC had coming into the mod. If the PC had no scrolls or potions, a trip to Kervil's shop is not necessary. The same can be said about Mordentshire Smithy and the Mayor's House.

After the PC has retrieved all of his/her equipment, *Waking Up* will update. Leave Mordentshire using the Southern Road (denoted by a map marker). Begin Chapter 2.

-Optional Quests-

Before leaving Mordentshire, the PC can go to the Sanitarium (denoted by a map marker) for *A Visit With The Doctor*.

Once in the Sanitarium, speak with the receptionist. After speaking to the receptionist and asking for the doctor, *A Visit With the Doctor* will update. This quest cannot be fully completed until chapter 3.

Chapter 2

The PC will find themselves waking up at the Gates of Barovia after the leaving Mordentshire via the Southern Road. After speaking with the henchmen, walk north through the gates to the Road to Eastern Svalich Woods area transition.

Once in the Svalich Woods, follow the path north until it turns to the west. There is a corpse in the northern part of the woods. Take the Crumpled Letter from the corpse and *Barovia's Woes* will update.

After getting the Crumpled Letter, follow the road west to the Road to Village of Barovia area transition (denoted by a map marker). This will take the PC to the Village of Barovia.

Once in the Village of Barovia, go to the "Blood of the Vine" Tavern (denoted by a map marker). Once in the Blood of the Vine, talk to Ismark the Lesser. He is in the north-eastern corner of the tavern. During the conversation, show him the crumpled letter and or the elegant letter. At the end of the conversation, ask Ismark the Lesser to "Lead the way.". He will now join the PC's group. After he has joined, leave the tavern.

Head to the Burgomaster's Home (denoted by a map marker). It is found at the southern end of the village. Click on the house door. Ismark will get his sister Ireena to unlock the door. Once the door is unlocked, go inside the Burgomaster's House.

Once inside the Burgomaster's house, approach Ismark and Ireena. After speaking to them, *Barovia's Woes* will be updated. Leave the Burgomaster's House and go back to Barovia Village. Once outside, go to Bildrath's Mercantile (denoted by a map marker) and stock up on resources; this will be the last time the PC will have a chance to utilize the store in Barovia.

After stocking up on resources in Barovia, walk to the Road To Western Svalich Woods area transition (denoted by a map marker). After using the area transition, the PC will be in the Western Svalich Woods.

Once in the Western Svalich Woods, walk west to the Road to Castle Ravenloft area transition (denoted by a map marker). Use the transition to go to Castle Ravenloft.

After the transition, follow the path north all the way up to the castle doors (denoted by a map marker). Go inside the castle. Begin Chapter 3.

Note: This is the point of no return. Once you go inside the castle you cannot go back to Barovia. All optional quests must be gotten and or completed before going into the castle, otherwise you won't be able to complete them.

-Optional Quests-

There are 3 side-quests in this chapter. 2 of them you can complete in this chapter, and the other you will only be able to complete in chapter 3.

A Drink For A Drunk

Getting the Quest - When the PC is in the Western Svalich Woods, take the north path to the Path to Vistini Camp area transition (denoted by a map marker). This will lead to the Vistini Camp. Once at the camp, find the Topsy Gypsy and speak with him. He is located near the large yellow tent.

After speaking to the Topsy Gypsy, the *A Drink For A Drunk* quest will be given.

Completing the Quest - Head back to Barovia by leaving the Vistini Camp to the Western Svalich Woods, and taking the eastern path from the woods back to Barovia.

Once the PC is back in Barovia, go in to the "Blood of the Vine" Tavern (denoted by a map marker). Once inside the tavern, speak with the bartender Arik. Buy a Barovian Firewhiskey from him. Leave the tavern and head back to the Vistini Camp. Give the Topsy Gypsy the Barovian Firewhiskey. He will speak of his stolen treasures and update *A Drink For A Drunk*.

Look in his yellow tent for a lootable sack. Inside the sack is the unidentified warmace the Topsy Gypsy was talking about. Take the warmace. This will update *A Drink for a Drunk*. Head back to the Village of Barovia.

Once the PC is back in Barovia, walk to the Cemetery (denoted by a map marker). There is a sarcophagus in the south-eastern corner of the cemetery. It has a pedestal near it, and a green bush circling it. Click on the sarcophagus. Open the sarcophagus. The PC can now choose whether to leave the Sarcophagus be or take the shield. The former will result in no alignment shift; the latter will result in a shift of 10 points towards evil. After the PC has selected their choice, *A Drink For A Drunk* will update, and be completed.

Barovia's Past

Getting the Quest – Head to the Church in the Village of Barovia. Once inside the church go speak to Father Donavich. Choose the first dialog option and speak with him about the history of Barovia. After speaking to him and indicating curiosity about the history of the town, the *Barovia's Past* quest should be given.

Completing the Quest – Leave the church and go back to the Village of Barovia. Once outside the church door, head north to the Path to Hermit's Forest Dwelling area transition (denoted by a new map marker). Use the area transition 'Dark Forest Path'. After using the area transition, the PC will find themselves in the Cabin Exterior area. Head to the Abandoned Cabin (denoted by a map marker) and enter the cabin.

Once in the cabin, there is a rug to the north of the door the PC came in through. Click on the rug twice and the PC will use it as a trap door to get to the cellar of the cabin. Retrieve the 1st book from the trunk found in the wine storage room. This room is in the south-east quadrant of the cabin cellar. Once the PC has obtained the book, *Barovia's Past* will update. Go back up to the first floor of the cabin. This is done by using the armoire (denoted by the map marker 'Hidden Passage'). This armoire is in the northern area of the cabin cellar, and is on top of a raised floor. Once on the main floor of the cabin, leave the cabin to go back to the cabin exterior. After this, head back to Barovia.

Once the PC is in Barovia, go back to the church, and talk to Father Donavich. He will take the book, and give the second part of the quest; *Barovia's Past* will get updated. Leave the church to go outside to the Village of Barovia. Walk to the Path to Abandoned Mine area transition at the southeast edge of town (denoted by a new map marker). Use the area transition to go to the abandoned mines.

Once at the mine exterior, run down to the bottom of the dig site and enter the mine interior. Follow the mine cart tracks that start at the mine entrance (where the PC starts off from) till they end. Once at the end of the tracks, the room to the east has a Lich in it. This room has a small storage room in the northern part of it, inside this storage room is a lock box with the second book. Retrieve the book and leave the mine. Once outside the mine, go back to Barovia and give the book to Father Donavich. After the PC has given the second book to Father Donavich, *Barovia's Past* will update, and be completed.

The Search For Gertruda

Getting the Quest – Head to Mad Mary's Townhouse in the Village of Barovia (denoted by a map marker). Go to the second floor of her house, and talk to Mad Mary. After speaking with her, the PC will get the *The Search For Gertruda* quest.

Completing the Quest – This quest cannot be completed in this chapter. It can be completed in chapter 4.

Chapter 3

After awaking back in the land of Mordentshire, the PC will be on the Southern Road. After speaking with the henchmen, follow the path east to the Road East map marker. Use the Road to heather House area transition. Once on the Heather House Grounds, follow the path to the Heather House (denoted by a map marker). Enter the Heather House. The PC will be greeted by Sebastian, follow him to go speak with Lord Weathermay. After speaking with Lord Weathermay and the Doctor, the PC will be mesmerized.

The first room of the mesmerism event has blue torches and a portal. Use the portal. Select any dialog

option. This will teleport the PC to another room. In this room, walk towards the blue energy ball. When asked “What do you see now?”, select any dialog option and the PC will be teleported to another room. Again, walk towards the blue energy ball. When asked “Where are you now?”, select any dialog option. The PC will be teleported to the final room. This room is the U shaped room, walk towards the blue energy ball, and complete the dialog. After the dialog is complete, use the door to the west of the room to leave the mesmerism.

After the mesmerism event, speak with Lord Weathermay. *Waking Up* will be updated. Leave the Heather House and go back to Mordentshire. Once in Mordentshire, walk to the Mayor's House (denoted by a map marker) and speak with the Mayor. Get directions to Gryphon Hill. After speaking with the Mayor, *Waking Up* will be updated. Leave Mordentshire by the Road South (denoted by a map marker).

Once in the Southern Road, follow the path till the PC is near the broken wagon and fence. At this point, there is a faded path to the south of the PC. Follow this path and stay on it until the PC walks onto an area transition and changes area to Gryphon Hill Exterior.

Once on the Gryphon Hill Grounds, go into the House on Gryphon Hill (denoted by a map marker).

Go to the second floor of the House on Gryphon Hill by taking the Stairs Up (denoted by a map marker). Now, go to the third floor by taking the Stairs Up (denoted by a map marker). Once on the third floor, walk towards the book. Begin Chapter 4.

-Optional Quests-

A Visit With The Doctor

Completing the Quest – To complete this quest, simply finish the mesmerism. Once the PC has spoken with Lord Weathermay after the mesmerism, this quest will be updated and completed.

Chapter 4

After speaking to the henchmen about the PC losing consciousness, walk east past all of the gargoyles until the PC stands before a pillar. Walk south and there will be stairs going up and stairs going down. Take the stairs going up. Once in Hightower Peak, walk towards the lever. Begin chapter 5.

-Optional Quests-

The Search For Gertruda

Getting the Quest – The PC must have gotten this quest in chapter 2 in Barovia.

Completing the Quest - Gertruda can be found on the third floor of Castle Ravenloft; Rooms of Weeping. She is in a large bedroom on the western side of the area. Once Gertruda has been located, simply speak with her and *The Search For Gertruda* quest will be updated, and completed.

Chapter 5

Another 'reality' transition has occurred and the PC finds themselves back in Mordentshire, more specifically the third floor of House on Gryphon Hill. Read the book that is on the altar. Once the book has been read, a new quest *The Secret of Gryphon House* will appear. Go back down to the first floor of House on Gryphon Hill. Walk to the main dining hall; this is the room with the 2 fireplaces and the

tables and chairs. In the northeast corner of this area there is a fireplace with a stuffed bear head. Click on the stuffed bear head. The PC has discovered and used the secret passage in the fireplace. *The Secret of Gryphon House* will be updated. Take the stairs down (denoted by a map marker) found in this secret room.

Once in the House on Gryphon Hill Cellar, follow the path all the way to the first room. This room has a broken table and has books strewn about the floor. Open the door on the east wall of this room and go in. This is the same u-shaped room that the PC encountered in the mesmerism. Speak with the Shadowy Entity. After speaking with the Shadowy Entity, *Waking Up* will be updated, and *The Secret of Gryphon House* will be updated and completed. Leave the House on Gryphon hill by returning to the first floor and exiting the secret room. This is done by clicking on the wall mounted torch; the PC will open up and use the same secret passage that was used to get to the secret room. After this, leave the house by using the same door that was used to get in.

After leaving the House on Gryphon Hill, get back to the Southern Road. Once on the Southern Road, head to the Heather House by using the Road East area transition (denoted by a map marker). Once on the Heather House Grounds, enter the Heather House.

Navigate the PC up to the second floor of the Heather House. Once on the Heather House Upper Floor, go to the long hallway found on the eastern side of the floor. At the very tip of this hallway, where there are stairs to go back down to floor one, there is a room. Go inside this room. This is a T-shaped room that contains 2 night hags, a chest, and purple decor. The chest contains the Heather Mausoleum key; retrieve it. Leave the Heather House. Once the PC is on the Heather House Grounds, go to the Mausoleum (denoted by a map marker), unlock the door, and head inside.

Once inside the Heather House Mausoleum, look in each room for Strahd. His location depends on the choices made in the mesmerism event, so simply check each room. After locating Strahd, speak with him. After speaking with Strahd, the PC will be sent back to the realm of Barovia. Begin chapter 6.

Chapter 6

After speaking with the henchmen about the PC being unconscious, use the lever located in the north-eastern part of the room. Using this lever will allow the PC to fight Strahd. Upon using the lever, go back down the stairs leaving Hightower Peak.

The PC is now on the main floor of Castle Ravenloft. Navigate down to basement 2 of Castle Ravenloft. The quickest way to do this is by using the 'down stairs' right beside the 'up stairs' that lead to Hightower Peak. Going down these stairs will take the PC to B2 – Dungeon and Catacombs.

Once in B2 – Dungeon and Catacombs, find the large room filled with sarcophagi. Once in this room, go to the southern most part of it. Strahd will be standing behind an evil altar and sarcophagus bathed in red light. Talk to Strahd and get ready for a difficult battle.

After beating Strahd, you've completed the mod. Enjoy the ending!

Note: If the PC did not use the lever, the small room that Strahd stands in will have been walled off hidden from the player.
