

## Chapter 1 : Strahd von Zarovich - Wikipedia

*Curse of Strahd, frequently shortened to CoS, is a campaign made for levels 1 to 10. It has a gothic horror theme and is known for its involvement of vampires. It is the first fifth edition module to feature Ravenloft.*

Years of such service took their toll upon him however, and by the time he reached middle age, Strahd came to believe he had squandered his life and his youth. With this dark mood upon him, he came to conquer the region known as Barovia, and assumed lordship there, taking as his residence the pre-existing castle known as Ravenloft. From this position of power and security, he called for members of his family "long unseated from their ancestral thrones" to join him, including a younger brother named Sergei. Some time after this reunion, the Count himself fell in love with a young Barovian woman, Tatyana, though she rejected his affections in favor of the younger Sergei. Filled with despair and jealousy, and brooding a growing hatred for Sergei, Strahd sought magical means to restore his youth. In a moment of desperate frustration, he "made a pact with death - a pact of blood. Strahd himself was shot down by the arrows of the castle guard. Even so, he did not die, but went on to rule the land of Barovia as a vampire. Development history[ edit ] The adventure itself takes place centuries after these tragic events, and centers upon the efforts of the player characters to help a young Barovian woman, Ireena Kolyana, escape the dreadful fate of so many others on whom "the devil Strahd" has cast his eye over the generations. The setting includes not only castle Ravenloft itself, but also the nearby village of Barovia, and a camp of gypsies led by one Madame Eva, who had formed a kind of alliance with the vampire. The immediate popularity of Ravenloft proved sufficient to warrant a sequel, I Set in the quiet, seaside town of Mordentshire, players of this adventure are confronted by two Strahds—the same monstrous vampire from Ravenloft now referred to as the Creature, and a very human counterpart, known as the Alchemist. Nothing of note is added to original nature or history of Strahd von Zarovich in the course of the adventure, though a number of characters of lesser importance, including the lich Azalin make their first appearance in this publication as well. The two Ravenloft adventures, taken together, represent an analog of the Bram Stoker classic, Dracula. Similarly, Ravenloft II draws its inspiration from the English setting of Dracula, and even duplicates in considerable detail the pastoral geography of Whitby. Realm of Terror — an entire game world based on the Gothic horror theme of Ravenloft. He is also a master necromancer, a skilled warrior, and the unquestioned ruler of the domain of Barovia. Strahd murdered Sergei on his wedding day and confessed his love to Tatyana, but overcome with grief, she fled from him, hurling herself to her death from the balcony of Castle Ravenloft. His official "autobiography" has been presented in two novels by P. Elrod, I, Strahd: When Strahd chooses to close the borders of his lands, poisonous mists arise and suffocate anyone attempting to pass through them. There are only two ways to avoid the poisonous fog: In addition, the Vistani know a secret antidote which renders the drinker immune to the closed border. This fog permanently rings the village of Barovia as well. He always tries to woo her, but the scene of his damnation is replayed, and the woman inevitably dies. Strahd is perhaps the most difficult of all darklords to face. His mastery of necromancy is so great he has produced a kind of "super-zombie," one that is capable of seeing invisible, regenerating like a troll and whose appendages continue to fight on when severed. Strahd has had to battle at least two darklords who had entered his domain in the past; Azalin Rex the lich, and Lord Soth the death knight. To be rid of Lord Soth from Barovia, Strahd had to give that which Soth had searched for, the traitorous retainer Caradoc, for fear of Lord Soth causing more damage to his beloved land. Elrod mentions on her personal Livejournal blog. Both Strahd and Barnabas are tormented by identical reincarnations of Tatyana and Josette in their futures. Both fictional vampires share a unique history of similarities and have become tragic dark heroes as well as reviled villains in each of their respective fictional settings. Warriors of Ravenloft and can be unlocked as a playable character via a secret code.

## Chapter 2 : - | Ravenloft | D&D Next | Adventurers League | Dungeon Masters Guild

*Make sure this fits by entering your model number.; Dungeons & Dragons - D&D: Curse of Strahd (5th Edition / Next - Book / Manual) A fantasy-horror adventure for characters levels 1 - 10, Curse of Strahd, provides everything a Dungeon Master needs to create an exciting and memorable play experience.*

You can reach me at: In this article, I am going to give you an outline of how you can put this adventure together. If you are a new DM and have other questions, feel free to ask in the comments below or email me. You can buy Curse of Strahd and the Tarokka deck on amazon here: [Curse of Strahd Tarokka Deck](#) Note: It is a very helpful aid when trying to visualize the adventure. I made two outlines. One is short and simple. The other one is more detailed. My way is not the "right" way. There is no "right" way. Every DM has their own style. I am just trying to give an example of how to organize this adventure. On that show, the guy who wrote this adventure runs it for a group. You can see how he ran it and how he handled things. It is very helpful. I write summaries of each episode here. You might look at the Curse of Strahd book and ask yourself, "What do I do with this? I would suggest that you create an outline of the places you want the group to go to, and in what order. I wrote a Guide to Curse of Strahd which might help you figure out other stuff, too. When planning out your campaign outline, keep in mind that certain things might change once you start running the game, depending on the actions of the players. The fact that the magic items that the heroes need to get the tome, the icon and the sunsword are in specific areas means that the group has to go to those areas at some point. The trickiest thing about making an outline for Curse of Strahd is finding out how to connect one section to the next. The details are buried in the text of each chapter. If things get muddled and your group is floundering in the game, remember that you can use the wereravens to nudge them in the right direction. The wereravens are good guy allies of the heroes from start to finish. How to Handle the Tarokka Reading: This way, if the heroes never meet Eva, you have determined where the items are and etc. For the tarokka reading, I just picked the results that I wanted. When it came time to run this, I would stack my tarokka deck so that when I did the reading at the table when running the game, it would give me the results I wanted. You can just narrate the reading. That actually makes it easier. One thing the book leaves in your hands is when, where and how Strahd interacts with the group as they travel through Barovia. I placed four Strahd Encounters prior to the actual trip into Castle Ravenloft. I would recommend not giving out experience points when you run this. Just have the group level at certain points, usually after they finish a chapter. Sometimes the group might fly through a chapter in a single session, and it will feel too soon to level them. Some areas will probably take longer than you expected, so the discrepancy in leveling should even out. Starting at Level 3: If I ran this adventure, I would start the group at level 3. If you decide to start at level one, you could run Death House page or you could cook up a little introductory adventure in the world the heroes come from, before they are drawn to Barovia. If you have new players, they might get attached to your world. They might not want to leave! If you do make up an intro adventure, you might want to use the werewolves and Vistani in your homebrewed adventure so that the tone of Curse of Strahd is ingrained in your campaign from the start. Short Outline Here is a simple outline of how you could run this adventure. The group follows the road and comes to the village of Barovia. They meet Vistani who tell them to seek out Madam Eva. They also meet Ismark and Ireena, who want to flee to Vallaki once they bury their father. Strahd attacks the group in the graveyard. The raven guides the group to Tser Pool page 36, which is on the way to Vallaki. The Vistani talk with the heroes. Madam Eva does her reading. The group travels to Vallaki. They meet the Keepers of the Feather and Rictavio. The Tome of Strahd is there. The heroes obtain the tome and meet Ezmerelda. They must go get wine from the Wizard of Wines first. The Wizard of Wines: The place is over-run with monsters. The group needs to get a magic gem from Yester Hill. I decided not to require the group to get the gem in Berez. Twig Blights, druids and a statue of Strahd. The group gets the gem. They can now get the wine and will be allowed into Krezk. The group might have a major encounter at the pool page The Icon of Ravenkind is in room 13 page Once the battle is complete, the heroes find the Black Carriage page 37 waiting for them. Wind blows, and an invitation to the castle page lands at their feet. The heroes get in, and the carriage takes them to Castle

Ravenloft. The heroes make their way through the castle and have a final battle with Strahd and his brides in his tomb. The sun is out, and the heroes can at last go home. The group might decide to go to a place like Argynvostholt just to check it out, and they might decide to go to a location "out of order. Things you might want to do when you plan your campaign out: Plan out the locations that you want to use in order. Use the "Areas by Level" chart as your guide page 6. Pick out the random encounters you want to use on pages You can roll them during the game if you want, but I like to place them in advance so I can make sure I get to use the ones that I like when I want. Also, rolling during the game eats up time and can become a pain. Even if you use those, you still might want to make up some on your own see page 10 for guidance. Strahd is supposed to be popping up a number of times before the group gets to the castle. Look at the Marks of Horror: Doing it in advance is usually better than making those things up on the fly, though you can do either or both. You might want to place trinkets page in your outline. These types of fun but non-essential things are easy to forget. Your players will appreciate little details like this, as it all adds up to an enriched game experience.

**Detailed Outline** The short outline is probably all you need to look at. I started by doing the Tarokka Reading: Then we are going to organize and connect all of the chapters we want to use. When you make your outline, add in your own ideas and flourishes. Change whatever you want. You do not have to stick to the book. The mists draw the heroes into Barovia. They all emerge in Barovia at the same time. Upon emerging from the mist, they see a skeletal rider in the distance "skeletal rider" page It does not attack. It is searching for a way to escape the fog. I decided to make the skeletal rider the "spirit of the campaign," so to speak. Each time the group sees the rider, a trinket falls off the horse and the rider leaves it. The group may wonder if the rider is trying to help them in some weird way.

**Chapter 3 : 5E Curse of Strahd - revenants**

*All pages containing information found in the Curse of Strahd season.*

And, of course, things promptly got interesting. Curse in Strahd is an adventure where the players need to deal with a great threat – the vampire Strahd, ruler of Barovia – without initially having the tools to do so. The Castle Ravenloft adventure was originally written for heroes: When you have the players trying to be heroes against impossible odds, I think the adventure is at its best. The introduction to the adventure was going to be key. I used the original Ravenloft introduction: This is a strong start: The development of the introduction found the players finding themselves in an unsettling land. Large gates opening without anyone nearby. This is all to get players into the right mood. And then came the discovery of the second messenger. The one who has the letter from the Burgomaster imploring all to abandon them. I was extremely pleased they found it: Which letter is real? Who sent the false one? The adventurers pressed on. They reached the village Barovia. The sound of sobbing led them to a poor woman, worried about her daughter. How could they help her? There were no clues. All they could do was comfort her and promise to search for the missing child. And so, into the one other building that was open: Here, they met the son of the Burgomaster. Now was the time to reveal the plot. He took them to his house, and revealed that his father had died. And he revealed that the Master, Count Strahd von Zarovich, was a vampire. We had the big threat of the adventure revealed – the cause of all ills the party would face. And we had an immediate goal: Having that initial goal is really, really important. It gives the players direction. Give them things to do. And a simple road-trip, which also introduces them to the land, is a great way of doing this. The last thing we did in the first session was meet the village priest, who needed to bury the Burgomaster. And we discovered his horrible story as well. The second session involved the travel from Barovia to Valliki or the Abbey, where Ireena would be safe – she hoped! I made the decision to have her brother stay in Barovia. This is partly to keep the number of NPCs with the party under control, as I have great difficulty in properly role-playing large numbers of them. And also because with his father dead, he needs to do what he can to protect everyone else in the village. I love random encounter tables. It did see a few characters unconscious, though. You need to be careful about that. If the party do run, let them throw rations to distract the wolves or something like that – otherwise situations could turn out ugly. The importance of this encounter was showing that Strahd was aware of their flight and was sending his minions to harass them. It also gave them valuable XP. The second encounter was with a mud-covered man in the forest, only slightly glimpsed. This encounter helped build up the mystery of the land. More on this below. One of the important encounters of the adventure will be with the fortune-tellers, who will tell the party what they need to do to complete the adventure successfully. It could quite easily have happened here on the journey. So, I delayed the encounter until later. As the party came in sight of Valliki, they also passed near an old windmill. Under some circumstances they might have bypassed it, but in this case they decided to investigate. Well, one player had played Death House and survived by virtue of missing the final session! And he had the deeds to the windmill. So, he wanted to investigate it, and the rest of the party agreed – it was getting late, and they might be able to rest there. Here they came up against some of the most dangerous foes in Curse of Strahd: They see themselves as providing a service to the good folks of Barovia. What I mean by the term is this: Not everything in the adventure can be defeated, certainly not by beginning characters. To play Curse of Strahd well, the players need to be aware of this. They need to spend time judging the foe. They need to work out if the NPC immediately wants to kill them. Or are they going to attack everything and just die? In this case, the paladin of the group attacked the witches. In a single critical hit – he went from full damage to outright dead. Everyone else fled, with some of the players taking special care to see that Ireena was safe. The witches continued to laugh at the party as they fled, but did not pursue. And so ended our second session. It should be noted that the paladin was played by a pretty good player who knew he was only going to be around for this one session, so it was him helping give an object lesson for the other players. It was, however, a good object lesson. That basically covers the first three hours of play of Curse of Strahd. I hope you find the reports useful!

### Chapter 4 : Role-Playing Games :: Dungeons & Dragons 5th Edition :: D&D 5E Curse of Strahd

*D&D 5e Curse of Strahd pdf is back with a bang coupled with the experience of a new adventure. Curse of strahd 5e pdf free has various aspects which make it stand out from the rest of standardized D&D Fare and also from other D&D 5e adventure campaign books.*

One of the notable things that stands out is the facts that it set in Ravenloft ; this gives a simple comprehension of the themes and moods that are Gothic. On a level that is very basic, it creates a meaning of lots of staple creatures which are horrific. In addition to this, there is an eternal gloom and visits which are made decrepit mansions instead of going to Dungeons. On a level that is more subtle, it creates the meaning of more social interaction, more plotting, and absence of easy right answers in some situations. One of the hooks that seem to be interesting is how characters are dragged in Barovia which captures tie-ins to the factions. However, once the characters manage to reach Barovia, they get stuck there until the campaign of the book ends. Curse of Strahd pdf has more features of a sandbox than any other of the previous campaigns which are filled with the thrill of adventure. Battles with the books contain events which take place in one region which is smaller in size. Events taking place in one area makes it very easy for characters to navigate to any site that excites their fancy. Migration, in this case, is a show of flexibility and also is the manner in which placements are done on specific elements. A good example is the location of three treasures, the identity of an NPC ally and also the site of the final confrontation with strands. These events do not have fixed places they are dictated upon by a Tarot reading that an NPC conducts for the unique characters who are involved. Curse of Strahd pdf 5e lacks a handy table; this gives an appropriate level for each section. Chapter 1 Into the mists 20 pages comprises of an introduction to the adventures in the book, themes, and mood of the campaign. Chapter 2 The lands of Barovia 20pages ; section covers the landscape of Barovia Chapter 3 The village of Barovia 10 pages ; community marks the beginning point for new visitors to Barovia Chapter 4 Castle Ravenloft 5pages ; this is the most challenging part of the campaign filled with a lot of adventure. Chapter 5 The town of Vallaki 30 pages ; the city is believed to be covered with a lot of evil. Chapter Old Bone grinder Ardygvostholt, town is to be the habitat for remnants of a once noble place. Also talks about Isolenka pass which covers a long experience on how to get to Amber temple and retrieval of magical stone. Chapter 40 pages Cover brief way station which provides a platform to discover an ally. Furthermore, content covers the wizard wines, Amber temple, Yester hill and Werewolf den. Perkins died in Ipswich, Suffolk, on 8th April Consequently, he was also an artist in different countries such as England and New Zealand. Launched his professional career in but at the break of the First World War, he joined the British Army. As a hardworking individual, he rose to the ranks of acting captain. After the world war, he returned to painting in and lived with his family in France. While in France he published an essay, On Museums, in with his works growing in popularity. He got assistance from Roger Fry and William Rothenssen to get a teaching position. By the year he held a major exhibition, career growth led him to teach at the Wellington Technical College in New Zealand. His teaching contract ended in afterward he moved to Rotorua. In , he managed to hold a solo exhibition. Wizards of the coast Edition language:

## Chapter 5 : Curse of Strahd by Christopher Perkins

*A fantasy-horror adventure for characters levels 1 - 10, Curse of Strahd provides everything a Dungeon Master needs to create an exciting and memorable play experience. Fans of the Dungeons & Dragons® Roleplaying Game can have additional adventures in Ravenloft by participating in the D&D Adventurers League® organized play program.*

You can reach me at: I am going to go through each product from each edition that has Strahd in it, and pull out notable material to give you stuff to use when you put Strahd in your games. This should give you options as far as how to run Strahd and which version of his story you want to go with. The adventure he first appeared in, Ravenloft, is considered one of the best of all time. He continued to run it every Halloween for 5 years, each time tweaking and developing it more. The heroes were going through a dungeon, and in a room was a vampire. Eventually he and his wife sold the finished version to TSR. He calls himself "the first vampire". The villagers of Barovia call him "The devil Strahd. He is served by bats, wolves and "Strahd" zombies. He is cursed to always pursue a woman who looks like his unrequited love Tatyana, but he is never able to marry her. He rules a kingdom called Barovia. He can control choking fog that surrounds the place. In most editions, he is unaffected by garlic and mirrors. He usually has some sort of protection against sunlight, whether a natural resistance or an artifact. In life, his younger brother Sergei was about to marry a woman named Tatyana. Strahd was in love with her, but she thought he was too old. Strahd killed his brother and tried to profess his love to Tatyana. She fled and jumped off a balcony to her death or she plunged into a mist, depending on the edition. Strahd turned into a vampire and went on a rampage, killing his guards and the wedding party. His realm of Barovia became shrouded with mist and he became cursed. Over the many years, women would be born in his domain that looked and acted like Tatyana. When he discovers this "reincarnation", he tries to make her his bride but he always fails. In 4th edition, Ravenloft is in the Shadowfell. I flipped through it, saw the huge map of the castle and felt overwhelmed. This adventure had too many moving parts for me, so I never ran it. When I got the 2e Ravenloft boxed set, I ran a Ravenloft campaign. I saw that Strahd had 55 hit points, and felt my hack and slash heroes would destroy him in a fight. Not wanting to make a mockery of a major NPC, I never used him. Strahd wants her, the heroes get involved. Most of the plot points are variable, determined by a random card reading The DM does this card reading before the adventure begins or during the session when the PCs meet the gypsies. This reading determines major plot points of the actual adventure, including: One goal possibility includes polymorphing a PC into a vampire! Where the Tome of Strahd is. Where Strahd is located in the castle for the final battle. Where the Sunsword Hilt is. Strahd is a complicated villain to run. He has a lot of powers and abilities. He is meant to pop in, hurt the heroes, and then flee back to his castle. He has 55 hit points and an AC of -1 which is the equivalent of a 21 AC in 5e terms. When he hits an enemy, they lose two levels! Leaving Barovia is Fatal: If the heroes try to leave Barovia before the adventure is finished, they choke and die within 24 hours due to the poison fog outside the town. Once the group defeats Strahd, the ghost? She realizes she is Tatyana reborn, takes his hand, and they walk off together and vanish. A good portion of this adventure involves the heroes tracking down items that are essential to learning more about Strahd and defeating him. These items appear in many subsequent adventures over the editions: Holy Symbol of Ravenkind: It basically paralyzes vampires for d10 rounds once per week. This item is weird. A diary written by Strahd that reveals his origin. Gypsies will sell the PCs a potion that protects them from the vampire. The heroes come upon a carriage with two horses. The door is open. If the PCs get in, the horses pull the carriage to Castle Ravenloft. After going through all of the subsequent remakes and sequels, none of them really measure up to this one. The House on Gryphon Hill This is a really weird adventure. It can be run as a sequel to the original, or there is a section explaining how to combine this with the original. This whole book has actually been sort of written out of continuity in some future products. It has a lot of great ideas. The whole concept of a device that switches the souls of monsters and villagers is really fun. This blog points out that the adventure was only outlined by the Hickmans, and that other designers filled in the blanks. Ravenloft 2 seems to be pretty reviled. One half is searching for the other

half. This takes place in a village called Mordentshire. There is this giant device which is being used to switch souls between people and monsters. This thing is two stories tall and is a device that the Alchemist is using to try to purge his soul of evil. It has the power to switch souls between two creatures. The Ring of Reversion: Can restore the rightful spirit to a possessed body. The Rod of Rastinon: This can be used with the Apparatus to drive out the evil Strahd. The Soul Searcher Orb: This can reveal the true nature of a creature. The entire adventure starts off with the heroes fighting and being killed by Strahd Throughout the adventure, the heroes are suffering from delirium caused by a fever. They will have -2 to all die rolls or see hallucinations at certain points. If a hero kills a townspeople, a mob of villagers comes and gets them and they are put on trial for murder. The character could be sentenced to slavery or death. Fail means that the PC suffers a -1 to rolls in the next encounter and " The whole story of the adventure is meant to culminate in a scene where the two Strahds are in the apparatus. Lightning strikes the place and the two Strahds run out into the rain and fight each other. The heroes can only see five feet ahead due to sheets of rain. He gained a few hit points. This NPC went on to big things. He gets his own domain of dread in 2nd edition, is featured in a series of novels, and is part of the 2nd edition Ravenloft pseudo-adventure path. He has a comeliness. He has a quasit named Tintantilus, who can take the form of a bat or wolf. His body is decaying, and he needs a new one. Ravenloft is this demiplane of horror that people get drawn into and are trapped in by the Ravenloft mist an ethereal plane fog that can reach into the Prime Material and pull people into Ravenloft. Barovia is one such domain. Once in a while, there is a "conjunction" where the borders of two domains overlap. At those times, people can travel between those domains. Anyone who tries to leave Barovia through the fog loses 1 point of constitution per hour until they die or come back. Strahd can lift the fog if he chooses. Strahd is now a 16th level Necromancer Vampire. His hit points have dropped to He can cast 8th level spells!

### Chapter 6 : Running Curse of Strahd, part 1 – Merric's Musings

*A fantasy-horror adventure for characters levels , Curse of Strahd provides everything a Dungeon Master needs to create an exciting and memorable play experience. Fans of the Dungeons & Dragons Roleplaying Game can have additional adventures in Ravenloft by participating in the D&D Adventurers League organized play program.*

### Chapter 7 : D&D Official Homepage | Dungeons & Dragons

*The new D&D adventure Curse of Strahd, comes out on March When I first received my copy from Wizards of the Coast, I turned to the back of the book right away to see the fold out map and then I flipped through page by page. My initial impressions were positive, the book looks great and the.*

### Chapter 8 : Power Score: Dungeons & Dragons - A Guide to Strahd Von Zarovich

*Curse of Strahd - Free ebook download as PDF File (.pdf), Text File (.txt) or read book online for free. Unravel the mysteries of Ravenloft in this dread adventure for the world's greatest roleplaying game.*

### Chapter 9 : Curse of Strahd | Dungeons & Dragons

*Dans ce vidéo un peu improvisé, je parle de RAVENLOFT et après un long préambule, je présente l'aventure Curse of Strahd pour D&D 5th Edition. Je ne fais pas un review exhaustif et au final.*