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Unravel the mysteries of Ravenloft in this terrifying adventure for the world's greatest role-playing game Under raging thunderstorms, the vampire Count Strahd von Sarovic stands silhouetted against the ancient walls of Ravenloft Castle. The rumble of thunder pounds of the castle spires. The wind howled amplified as he turns his gaze down towards the village of Barvia. A flash of lightning will break through the darkness, but Strahd is gone. Only howls of wind fills the midnight air. The owner of Ravenloft Castle has guests for dinner and you are invited. A fantasy-horror adventure for characters of levels 1-10, The Curse of Strahd provides all Dungeon Master must create an exciting and memorable game experience. Fans of Dungeons and Dragons Role-playing game can have additional adventures in Ravenloft by participating in the LOD Adventurers League organized gaming program. Available separately: a deck of Gail Force Nine's 54 cards, representing The Taroqui Cards used by madant Madame Eve in the adventure, to randomly identify key aspects of the adventure. Also available from GF9 is The Curse of Strahd Dungeon Master's screen. Written in consultation with Tracy Hickman and Laura Hickman, creators of the original Ravenloft adventure. Strahd's curse is made by the Wizards of the Coast. It was written by Chris Perkins, edited by Kim Mohan and Jeremy Crawford, and by art director Keith Irwin. The adventure includes material from the original Ravenloft adventure, as well as a new storyline created by Tracy and Laura Hickman, Chris Perkins, Adam Lee, Richard Witters, and Jeremy Crawford. Item Price Details: \$49.95 Release date: 15 March, 2016 Format: Hardcover ISBN: 9780786965984 Where can I buy it? Buy it at your local game store, bookstores such as Barnes Noble, or online at retailers like Amazon. You can also find the Curse of Strahd available through Fantasy Grounds, Steam, as well as Roll20 and DAD beyond. Online supplements play online or at home with these great resources to help complement your game. Ennie Awards: Winners of the 2016 Ennie Awards, The annual fan-celebration of excellence in board role-playing games, were announced this year by Gen Con. Winner (Gold): Best Adventure: Dungeons and Dragons (The Curse of Strahd) Winner (Gold): Best Art/Cover: Dungeons and Dragons (The Curse of the Guardians) Winner (Silver): Product of the Year: Dungeons and Dragons (The Curse of Strahd) Christopher Perkins, Richard WhittersFirst published March 15, 2016ISBN978-0786965984 Curse Of the Guardian is an adventure book for the 5th edition of Dungeon and Dragons role-playing. It was released on March 15, 2016 and is based on the Ravenloft module, published in 1983. The story The Curse of Fear was written by Jeremy Crawford, Laura Hickman, Tracy Hickman, Adam Lee, Christopher Perkins, Richard Witters and published by Wizards of the Coast in 2016. It acts as an adaptation of the original Ravenloft module for the 5th edition of Dungeons and Dragons. Charlie Hall of Polygon explained that instead of reinventing the wheel, principal designer Chris Perkins brought in the original authors of the module - the team of husband and wife Tracy and Laura Hickman - to create the best version of the famous module. [...] Tracy and Laura have been hosting almost annual sessions of the original Ravenloft at their home, for friends and family, for decades. When Perkins asked them to contribute, they flew out to meet with the team. The result is a stream of ideas for new locations, characters and meetings. During the development process, Perkins said, Without the Hikmans, this project would have died on the vine and that the Hickmans foresaw the Guardian differently than he depicted in Ravenloft's original adventure. Their image does not correspond to the Bela Legosi vampire so much. Tracy found an old daguerreotype (an early type of photograph captured on a silver copper plate) that captured the look of Strachd in his head, and we used this image as a reference to create a new vampire image. The Curse of the Guardian was #6 in Hardcover Fiction. The book was generally well received, earning the 2016 ENnie Awards for Best Adventure and Best Art/Cover and finishing second in the Product of the Year category. In 2016, Henry Gleishin, for SLUG magazine, spoke about the legacy of the original Ravenloft Castle and wrote: The curse of Strayad remarkably continues this legacy, sinking deeper into the bloody past of Count Strahd. Before you even get to the module itself, there is a whole section dedicated to Strahd, his personality, and his goals in adventure. [...] In fact, there are really no pre-scripted Strahd moments in the early stages of the adventure-only different opportunities for him to appear and test the party's bravery. In keeping with the logical structure of the original campaign, the Curse of the Guardian also finds countless ways to intertwine big campaign themes into their side adventures. There is, as always, a driving main quest that keeps the action moving forward, but every stop along the way brings a moral and ethical dilemma for the party, and Strahd is always looking forward to seeing which party members prove the dark side that he can play with others. Rory Bristol, for GeekDad, wrote Just Warning: The book contains many death, blood and total horror. Descriptions and events can be too much for young children, so beware of running this campaign with small ones. For who drive on the horror and intrigue, however, is a 100% book for your party. [...] Reading through the Curse of the Guardian was a thrilling visit to the tortured land of Barathia. As with many pre-written adventures for the DMO, it was a bit like reading Choose Your Own Adventures from front to back, rather than following breadcrumbs. [...] Play easy and intuitive, considering that you have familiarized yourself with the adventure in advance. If DM hasn't read the full adventure, get ready for a boring party. There's too much intrigue to wing your way through this adventure. In 2017, Cecilia D'Anastasio, for Kotaku, highlighted the inclusion of strange characters in the Curse of the Guardian and wrote, What has been a scattering of strange characters over the years, formalized in the guiding principle with the Curse of the Guardians of 2016, an adventure that players swipe like the vampire Count Strohd. [...] Each adventure since the Curse of Strahd involves one or more strange characters, and Crawford assured Kotaku that it will be permanent in future adventures. Weaving strange storylines in DDT games is not hard to do. A fleeting mention of a same-sex couple may be enough to claim that strange sexuality is a natural part of the EAO universe. And instead of relying on stereotypes or obsessing over their sexuality, the fleshed back of these characters makes them human, not icons. Links to the Curse of Strachd - RPGnet d20 RPG Game Index. index.rpg.net. - The Curse of the Guardian. The Wizards of the Coast. Hall, Charlie (2016-01-18). Ravenloft D.D. returns with the help of its original creators. Polygon. Received 2020-08-21. Kerzner, Liana (March 8, 2016). The Curse of Strahd interview with Chris Perkins. CGMagazine. Received 2020-08-21. Juris, Carolyn (March 25, 2016). This week's bestsellers: March 28, 2016. www.publishersweekly.com. received 2020-08-21. The list of best-selling books is back issue 03/28/16 - www.publishersweekly.com. received 2020-08-21. Winners of the 2016 ENnie Award. Received on February 28, 2017. - Glaskin, Henry (2016-03-18). Review: Dungeons and Dragons: The Curse of the Guardian. SLUG Magazine. Received 2020-08-21. Bristol, Rory (2016-03-15). Feel the horror in the Guardian's Curse. GeekDad. Received 2020-08-21. D'Anastasio, Cecilia (August 24, 2017). Dungeons and Dragons promises to make their adventures more strange. Kotaku. Received 2020-08-21. External links to the Wizards coast product page are derived from English Edit Share Cover Curse of Strahd. Scott Fitzgerald GreyKim Mohan, David Allsop, Francois Beauregard, Mark Behm, Eric Belle, zoltan Boros, Jedd Chevrier, Daarken, Lake Hurwitz, Chuck Lukacs, Howard Lyon, Ben Oliver, Adam Puckett, Rob Ray, Chris Sieman, Richard Witters, Kieran Janmer The Curse of Strahd is the 2016 Forgotten Realms adventure module for the 5th edition of Dungeons and Dragons, produced by Wizards of the Coast. The module revolves around the vampire Strahd von Szarovich and Demiplan horror, which serves as his prison. Unravel the mysteries of Ravenloft in this terrifying adventure for the world's greatest role-playing game Under raging thunderstorms, the vampire Count Strahd von Sarovic stands silhouetted against the ancient walls of Ravenloft Castle. The rumble of thunder pounds of the castle spires. The wind howled amplified as he turns his gaze down towards the village of Barvia. A flash of lightning will break through the darkness, but Strahd is gone. Only howls of wind fills the midnight air. 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