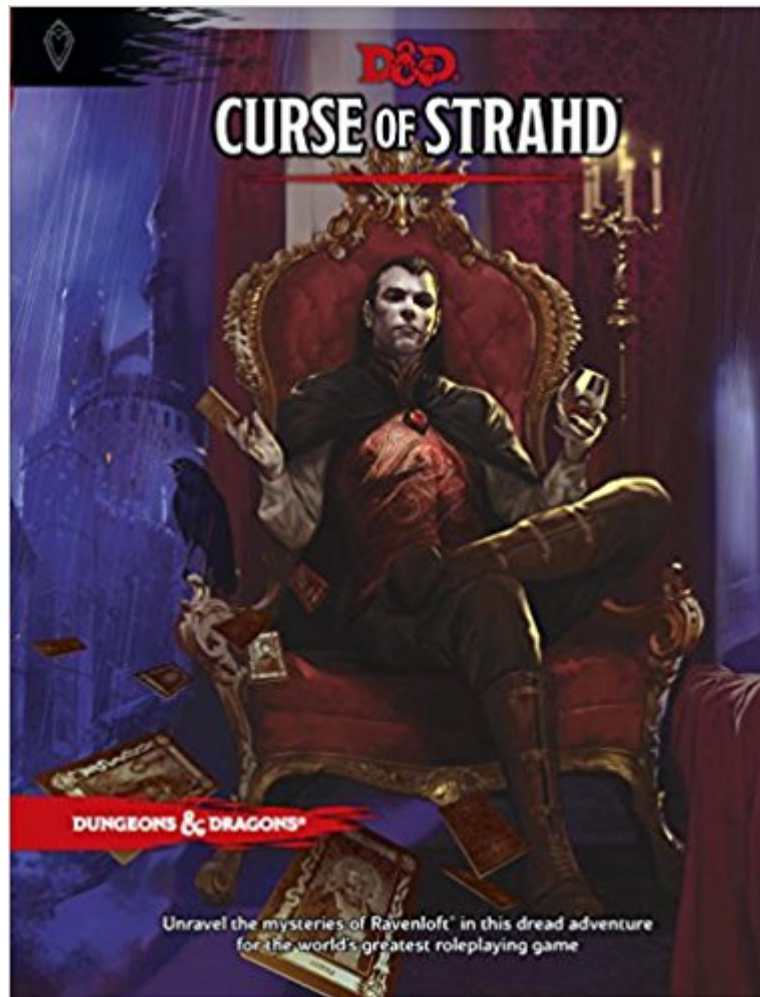# Curse Of Strahd: A Dungeons & Dragons Sourcebook (D&D Supplement)

Synopsis

Unravel the mysteries of Ravenloft® in this dread adventure for the world's greatest roleplaying game Under raging storm clouds, the vampire Count Strahd von Zarovich stands silhouetted against the ancient walls of Castle Ravenloft. Rumbling thunder pounds the castle spires. The wind's howling increases as he turns his gaze down toward the village of Barovia. Far below, yet not beyond his keen eyesight, a party of adventurers has just entered his domain. Strahd's face forms the barest hint of a smile as his dark plan unfolds. He knew they were coming, and he knows why they came — all according to his plan. A lightning flash rips through the darkness, but Strahd is gone. Only the howling of the wind fills the midnight air. The master of Castle Ravenloft is having guests for dinner. And you are invited.

Book Information

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Customer Reviews

First, a confession: I never played the original Ravenloft. Other settings, certainly, but Ravenloft, beloved as it was, never made it into my collection. At the time, it just seemed a poor fit for me; why on earth would I want to use a fantasy game system to play a game about vampires? In my mind, the genre was inseperable from the game system, and it seemed too incongruous for me.Fast forward a few decades. 5E has revitalized my interest in tabletop role-playing after a long hibernation, and the older me now sees D&D as a mechanical system for collaborative storytelling, and a very versatile one at that. So, it is with impeccable timing for me that Wizards releases this book, the first official 5E book to leave the Forgotten Realms behind.EDIT: A closer reading reveals

a brief mention that the default setting for Barovia is, in fact, the Sword Coast of the Forgotten Realms. There is, however, a qualifier immediately after that stating the story can transpire in any campaign setting one wishes. Mood-wise, I feel Curse of Strahd is sufficiently different from the 5E materials that have come before it that a change of setting is more than justified and will do literally nothing to impact the story negatively. I apologize for the initial error.Designed to move players through levels one through ten, Curse of Strahd looks to be an interesting campaign, with a mood that evokes dread rather than high adventure. I can very much see myself DMing this in such a way that my players would be more concerned with their survival than with glory and treasure. Even if I choose not to run the adventure itself, there are plenty of bits and pieces that could easily be borrowed for a homebrew campaign.

A neuronphaser.com review.CONTENT (4/5)Curse of Strahd is a re-tread of the original plot of I6 Ravenloft (later revised for AD&D 2nd edition as RM4 House of Strahd, and again, but more heavily so, for the revised 3.5 edition as Expedition to Castle Ravenloft), but with a metric boatload of added content. While the bulk is about the vampire Strahd von Zarovich and his oppressive rulership over the Village of Barovia, as well as his eternal sorrow and rage manifesting in physical form throughout his lair â " Castle Ravenloft, of course â " thereâ ™s a ton of other plots directly and indirectly tied to Strahd. The players can try to rid Barovia of zombies and hags, take on werewolves, and break into Castle Ravenloft only to face their deathsâ |or they can play it smart and travel the lands of Barovia, gathering magic items, allies, and lore that will help make the fight against Strahd that much more likely to be a success. Built for characters of levels 1 through 10, thereâ ™s easily enough adventuring material for characters to climb a fair bit higher than that, though the bulk of the challenges tend to hover around levels 4-9.Thankfully, Curse of Strahd kicks off with something missing in the adventure Out of the Abyss: an Introduction! Whoâ ™d have thunk it?! I couldnâ ™t for the life of me figure out why Abyss dropped us off in the middle of the adventure without any idea of whatâ ™s happening, but Curse clearly corrected course.The Introduction, most of Ch. 1 Into the Mists, and all of Ch. 2 The Lands of Barovia act as a campaign setting supplement to Barovia (and indirectly the entire Ravenloft setting), so youâ ™re getting more than just preamble: youâ ™re getting unbelievably strong methods and mechanics to nail the tone, lore, and mechanics of The Domains of Dread.

Having played D&D since the early 80s, I'm very familiar with the adventures and lore of Ravenloft. I was extremely excited to learn they were coming out with a 5th edition version of this great module

and setting. For the most part, it didn't disappoint. I won't waste time with a page by page review; but here's some of my thoughts that might help you make your decision up whether or not to purchase this book:- I'm more open to the traditional Strahd (the main villain) being older, I've read the novel, "I, Strahd." The one presented here is much younger appearing, more of a "LeStat". That's a minor quibble, and easily changed.- I don't think they gave enough background on creating your characters. It's mighty thin on options, and there's really nothing there as far as new equipment or anything to kind of guide what is and isn't 'typical Barovian equipment available'.- Pretty thin on new monsters as well. I definitely think they missed a chance to step up the Gothic theme on this one. A suggested monster list would help new DMs out a lot too.- The mini-adventure Old Bonegrinder, is pretty much "To Grandmother's House" from the 3rd edition book, Heroes of Horror, with enough minor alterations that it's not a complete rip-off. I'm going to be inserting "To Grandmother's House" in my own campaign, and replacing "Old Bonegrinder" with a "Black Widow Bride" type sidequest.- There's a fantastic map that comes with it, but a large map of the region without all the locations tagged would have been great so players could see it. As it stands, I can't show it to them without triggering clues as to where certain things are.These are just my initial thoughts.

Curse of Strahd: A Dungeons & Dragons Sourcebook (D&D Supplement) Dungeons & Dragons V.3.5 Core Rulebook Set (Dungeons & Dragons d20 3.5 Fantasy Roleplaying, Three Book Slipcased Set) Dungeon Master's Guide II (Dungeons & Dragons d20 3.5 Fantasy Roleplaying Supplement) Monster Manual II (Dungeons & Dragons d20 3.0 Fantasy Roleplaying Supplement) Complete Adventurer: A Guide to Skillful Characters of All Classes (Dungeons & Dragons d20 3.5 Fantasy Roleplaying Supplement) Advanced Dungeons & Dragons, the Complete Book of Humanoids : Player's Handbook Rules Supplement The Complete Wizard's Handbook, Second Edition (Advanced Dungeons & Dragons: Player's Handbook Rules Supplement #2115 The Complete Paladin's Handbook (Advanced Dungeons & Dragons, 2nd Edition, Player's Handbook Rules Supplement) The Curse: Touch of Eternity (The Curse Series Book 1) 1991 Trading Cards Factory Set/Premier Edition (Advanced Dungeons & Dragons, 2nd Edition) Deck of Wizard Spells (Advanced Dungeons and Dragons: The Official Dungeon Master Decks) Encyclopedia Magica (Advanced Dungeons and Dragons), Vol. 3: P-S Magic Encyclopedia, Vol. 2 (Advanced Dungeons and Dragons) Mastering Iron Heroes (Dungeons & Dragons d20 3.5 Fantasy Roleplaying) The Divine and the Defeated (Dungeons & Dragons d20 3.0 Fantasy Roleplaying) Dungeoneer's Survival Guide (Advanced Dungeons and Dragons) Dungeons & Dragons Starter Set: Fantasy

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