

Barovia's temptations

A curse of Strahd inspired campaign

A realm surrounded by mist, impenetrable, unescapable, a prison to those in it. Barovia is a land of ghosts, werewolves, and other fell creatures. The wilderness hides many secrets, including forgotten ruins and battlefields that tell the story of Strahd's life as a conqueror. Atop a great spire of rock stands his castle, the fortress of Strahd, ruler of these lands. Will you free the realm, be the heroes Barovia has needed all this time. Or will you fall for one of the many temptations and become corrupted as well.

What?

I'd like to start another fun adventure, based on the Curse of Strahd campaign, but with modifications and twists to the story. Alissa style! So if you've played it before, you'll definitely gain some advantages, but I wouldn't rely on the information you have if I were you ;)

When?

Starting in May or end of April. Doodle based, frequency aimed at once a month. The aim would be 12-15 long sessions (6 hours or so, excluding breaks), in which we finish the story. But this is D&D, it might take a couple more if you spend a session investigating a table. As I do work, it will be planned on weekend days or coincidental holidays.

Atmosphere?

Curse of Strahd has quite a lot of combat, however my aim would be to focus on the intrigue, the roleplay and the moral questions the story comes with. Will you succumb to evil or stay on the good and righteous path kind of deal.

Expectations?

While curse of strahd plays with the moral grey a lot, there will be some strict rules to what I will allow at the table. What you can play will be limited to official content and no flying races. We will have a session 0 to go through everything, but here are the things listed of the utmost importance.

- The campaign will be deadly, expect to lose a character at least once or twice ;)
- Loss of character can happen in many ways, not just death, but also descending into evil just that little too far. When the corruption grasps you, you'll become one of Strahd's minions.
- The world might have moral issues, but you do not. No torture, rape, power abuse, racism, discrimination,
- You might not care for saving the innocents in your character concept, but you shall not contribute to their suffering.
- dark and sombre atmosphere generally, but obviously there's space for jokes ;)
- LGBTQI+ friendly table
- We will discuss what everyone is comfortable with during session 0 <3