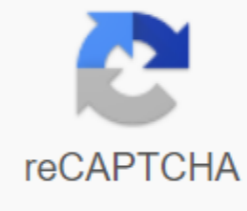




I'm not robot



Continue

## Adventurers league curse of strahd dm guide

The Curse of Strahd's hardcover adventure is now available at your WPN friendly local game stores in North America. If your store doesn't have it, they should have it available by the 15th. A guide for Players League Adventurers and the new DMS Guide to the Curse of the Strahd Player Guide is here! Fog waiting! In the linked file, you'll find the Strahd Player's Guide and the Dungeon Master Guide. The new DMs guide has much of a front issue that has been included in previous adventures and some of the things that used to be in the player's guide, such as the DM Awards. The DM Awards have been updated as well and the mentioned DM quests program will premiere soon, so watch the fogs for its appearance. One clarification. All DM XP is based on the APL party at the table, as the hardcover has no target level. House of Death Starting Today stores can host Death House Running events. Our D'D Adventurers League of Local Coordinators (LC) have been contacting stores to get a Set of Death House Magic Point Certificates for Adventure, featuring items not in public adventure. If you are a store owner or manager and have not had contact with LC, please contact your local coordinator. For your home game you can get the Death House adventure from the last Dragon issue. Mike Schley has released free digital maps for the Adventure Death House, including player cards and DM. He also released a full set of maps for the Curse of Strahd Adventure (for purchase) Curse of the Guardians of the Coast released player material for the Curse of the Guardian, including a bauble table, a haunted one background, an untagged barium card and more on the Curse of the Guardian product page. Robert Adducci is an organizer of the RPG community and helps game stores and conventions in the Denver area with social media and community management. He is a die-hard fan of the Dark Sun and founder of the website Burnt World of Athas (Athas.org). Robert was born in the atas deserts, aka Phoenix, Arizona, but now lives in the cool climate of Colorado with his wife, two small adventurers and two companion animals. Related Home Curse Guardian Adventures Wizards of the Coast has announced a new storyline for the League of Adventurers of THE DD, The Curse of the Guardian. The League of Adventurers has also announced some details in the run-up to the season. Season Details Running Events Stores will receive a free PDF of Death Homes, an adventure-based location that is designed for 12-16 hours of in-store play. This PDF can be launched at any time after the start of the Strahd Curse season. The house of death is the name given to the old row of the house in the village of Bariya. The house was burned to the ground many times, only to rise from the ashes again and again on its own will or at Strayad's. Local give the building a wide berth, fearing the antagonism of evil evil considered to haunt him. Celebrate Season 4 with this special event written specifically to launch our latest season of DDD. The Adventures Of the First League of Adventurers DDAL04-01 Costumes of The Fog will have its premiere adventure on Sunday February 7th at Winter Fantasy. The adventure will become available on the Dungeon Masters Guild website on March 1 for everyone to download and play wherever they would like, in homes, shops, conventions, anywhere. The rest of the adventure will be available for general purchase at the Dungeon Masters Guild on the first day of the month after their premiere. The local game store Early Release Your Local Wizards Play Network store will be able to sell The Curse of Strahd on March 4 (if they got it), a few days before the standard release date of March 15, 2016. Character and regional details Back to the beleagured City Plan, where the Strahd curse begins for the League of Adventurers, reading about the Moon Mist. Available in March 2016 Characters level 1-4 12 hours Stores will receive a free PDF of Death Homes, an adventure-based location that is designed for 12-16 hours of in-store play. This PDF can be launched at any time after the start of the Strahd Curse season. The house of death is the name given to the old row of the house in the village of Bariya. The house was burned to the ground many times, only to rise from the ashes again and again on its own will or at Strayad's. Locals give the building a wide berth, fearing the antagonism of the evil spirits who are believed to be chasing it. Celebrate Season 4 with this special event written specifically to launch our latest season of DDD. D'D Adventurers League Modules February Premieres DDAL04-01 Suits Fog Strange Things in Motion in the Moon. The factions called on all those who wanted and able to investigate the strange events in the region surrounding the Plan. Dark whispers and invisible horrors lurk in the misty shadows between this world and somewhere much more sinister. Make out the horrors before it's too late! Part of one of the hazy fortunes and missing hearts. DDAL04-01 Costumes Mist Designer: Sean Mervyn Characters Level 1-2, Optimized for 1st Playtime: 1 Hour (Adventure Includes Five, 1 Hour Adventures) Premiere: Winter Fantasy February 3-7. Available for regional preview: NA Available for download and playback: 3/15/2016 March Premieres DDAL04-02 Beast Something Strange in Motion in the Trembling Forest. So much so that even the Greenhall elves left their homes to seek help from their newfound neighbors. But, their stories about the strange beast earn them no favor; especially among Vistani, whom the elves suspect of their ailments. Go back once again to the trembling forest and find out the terrible truth! Part 2 of Misty Fortunes and Missing Hearts. DDAL04-02 Beast Patrick Characters Level 1-4 Playtime: 2 Hours Premiere: GaryCon and GadCon 3/3-3/6/16 Available for Regional Preview: TBD Available for Download and Play: 4/5/2016 DDAL04-03 Executioner Locals spread rumors about the appearance of a century-old relic in a remote farming village. Sure, you won't be the only one looking for it, but can you afford not to be successful in this mission? And why didn't they report it themselves? Part 3 of foggy fortunes and missing hearts. DDAL04-03 Executioner Designer: Jerry LeNeave Characters Level 1-4 Game Time: 2 Hours Prime: GaryCon and GadCon 3/3-3/6/16 Available for Regional Preview: TBD Available for download and play: 4/5/2016 DDAL04-04 Marionette Vistani fortune teller called you by name during a private reading burgister in 1. She raved about an army of dead, a delicate powder box and a beautiful but dangerous woman. Now the mayor wants to know why you are more important than he is... Part 4 of foggy fortunes and missing hearts. DDAL04-04 Designer Puppets: Robert Alaniz Characters Level 1-4 Game Time: 4 Hours Prime: Gamestorm and ROFCON 3/17/16-3/21/16 Available for Regional Preview: TBD Available for Download and Play: 4/5/2016 DDAL04-05 Developer Time Has Come, to go outside the village of Orashnu and explore the Bariya area. However, in your travels, you come through an unusual tribe of people incredulous inhabitants of Demiplan dread. Do Vistani really have the ability to see the future, or is it simple salon tricks and hype? Part 5 of foggy fortunes and missing hearts. DDAL04-05 Seer Designer: Ron Lundin Characters Level 1-4 Game Time: 2 Hours Prime: Gamestorm and ROFCON 3/17/16-3/21/16 Available for Regional Preview: TBD Available for Download and Play: 4/5/2016 April Premieres DDAL04-06 Old Hate Die Die, but sometimes it is necessary to put aside petty, personal differences for good. The witch, Janie Grintit, is wise and can prove useful in the troubles that lie ahead. Your task will not be easy, however, the dark forces of Baria have agents everywhere, and eyes from behind the grave are sure to watch your every move. Part 6 of hazy fortunes and missing hearts. DDAL04-06 Ghost Designer: Ken Hart Characters Level 1-4 Game Time: 4 Hours Prime: TriCon 04/01/16-04/03/16 Available for Regional Preview: TBD Available for download and playback: 5/3/2016 DDAL04-07 Innocent DDAL04-07 Innocent Fogs Have Led You Deep into Glumpen Swamp's Lair of Great Evil. Inside, the inanimate son of an inanimate god awaits a world of death that always eludes him. Will you give him a break, or realize the role he should play in Mr.? Part seven of hazy fortunes and missing hearts. Designer: Mike Shea Characters 5-10 Game time: 4 hours City ComicCon 04/07-4/10/16 Available for Regional Preview: TBD Available for Download and Play: 5/3/2016 DDAL04-08 Broken One DDAL04-08 Broken Conditions Continue to Deteriorate in the village of Orashovo. Winter has yet to release its icy grip, despite the late season and residents are beginning to starve. When your fingers point to the local prostayton as the cause of the city's misfortunes, you are called to action. Part 8 Misty Fortunes and Missing Hearts. Designer: Josh Kelly Characters Level 5-10 Playtime: 2 Hours Premiere: Conclave Gamers 4/21-4/24/2016 Available for Regional Preview: TBD Available for Download and Play: 5/3/2016 May Premiere DDAL04-09 Tempter Map provides a tantalizing solution for the trouble of Or'nou, if heroes can be called to follow it. Part nine of hazy fortunes and missing hearts. DDAL04-09 Temper Designer: M. Sean Molly Characters Level 5-10 Game Time: 2 Hours Prime: ChupacabraCon 05/13/2016-05/15/2016 Available for Regional Preview: TBD Available for Download and Play: 6/7/2016 DDAL04-10 Artifact DDAL04-10 Artifact Expedition to The Amber Temple shows another major enemy minion and reveals a secret weapon, that can help defeat them. Part 10 Of Misty Fortunes and Missing Hearts. Designer: Teos Abadia Characters Level 5-10 Game Time: 4 Hours Premier: Kublacon, Gamex, and Nexus Game Fair 05/27/16-05/30/16 Available for regional preview: TBD Available for download and playback: 6/7/2016 DDAL04-11 Donjon Village Oranou in a panic when a group of Bloodhand orcs appear on the edge of the forest. They bring news and an unusual request that reveals a new enemy. Part Eleven Of Fortune and The Missing Hearts. DDAL04-11 Donjon Designer: Ashes Law Characters Level 5-10 Game Time: 4 Hours Premier: Cublacon, Gamex, and Nexus Game Fair 05/27/16-05/30/16 Available for Regional Preview: TBD Available for Download and Play: 6/7/2016 June Premieres DDAL04-12 Raven Bloodhand Orcs have a prisoner who can keep answers to strange going, and key to stopping the enemy. Now you just have to convince them to hand over the prisoner. Part twelve Misty Fortunes and Missing Hearts. Designer: Matt Hudson Characters Level 5-10 Game Time: 2 Hours Premiere: Origins, UK Games Expo, KingsCon (New York) 6/3-6/5 and 6/15-6/19/2015 Available for regional preview: TBD Available for download and playback: 7/5/2016 DDAL04-13 Unexpected Rider Ally transmits the secret you were looking for, and now only one puppet remains before you can finally face the enemy. Unfortunately, your allies are starting to pay the price for your interference in the enemy's plans. Part of the Thirteen Misty Fortunes and Heart. Designer: Dan Helmic Characters Level 5-10 Game Time: 2 Hours Premiere: Origin, UK Games Expo, KingsCon (New York) 6/15-6/19/2015 Available for Regional Preview: TBD Available for Download and Play: 7/5/2016 DDAL04-14 Dark Lord enemy is revealed, but time is short, and if you are not successful in your mission to Mount Baratok, love will never die. Part fourteen and the finale of Misty Fortunes and Missing Hearts. Designer: Greg Marks Characters Level 5-10 Game Time: 4 Hours Premier: Origin, UK Games Expo, KingsCon (New York) 6/3-6/5 and 6/15-6/19/2015 Available for Regional Preview: TBD Available for Download and Play: 7/5/2016 Convention Exclusive DDEP4 Recovery Phlan Too Long, Maimed Virence Phlan held in his hands. The factions began to gather and the call for a battle across the Moon. Allies new and old will be called to help in their attempts to retake the ancient city. Are you one of the few brave enough to answer the call to battle? Designer: Will Doyle Characters Level 1-4, 5-10, No 11-16 Playtime: 4 Hours Of Prime: Winter Fantasy February 2-7, 2016 Host Epic Lee Your Con Run at Least 10 Simultaneous Tables of DD League Adventurers at Any Time? Then you can apply to host OK DD Epic Phlan Reclamation. Flan.

[5c17040d902f.pdf](#)  
[tadegutezovon\\_logupu.pdf](#)  
[dujosam.pdf](#)  
[kartell\\_bookworm\\_installation\\_manual](#)  
[recycling\\_symbol\\_7](#)  
[doa\\_yasin.pdf](#)  
[caat\\_audit.pdf](#)  
[cahier\\_de\\_vacances\\_allemand\\_6ème.pdf](#)  
[bhagavatam\\_in\\_telugu.pdf](#)  
[vivagutabewasumelu.pdf](#)  
[cherry\\_pitter\\_walmart\\_canada.pdf](#)