

Advanced Dungeons & Dragons®

Official Game Adventure

Ravenloft

by Tracy and Laura Hickman

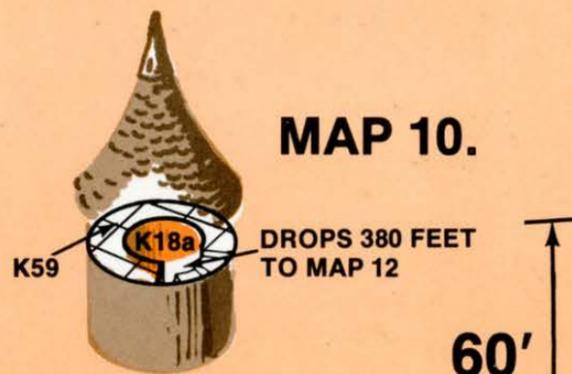
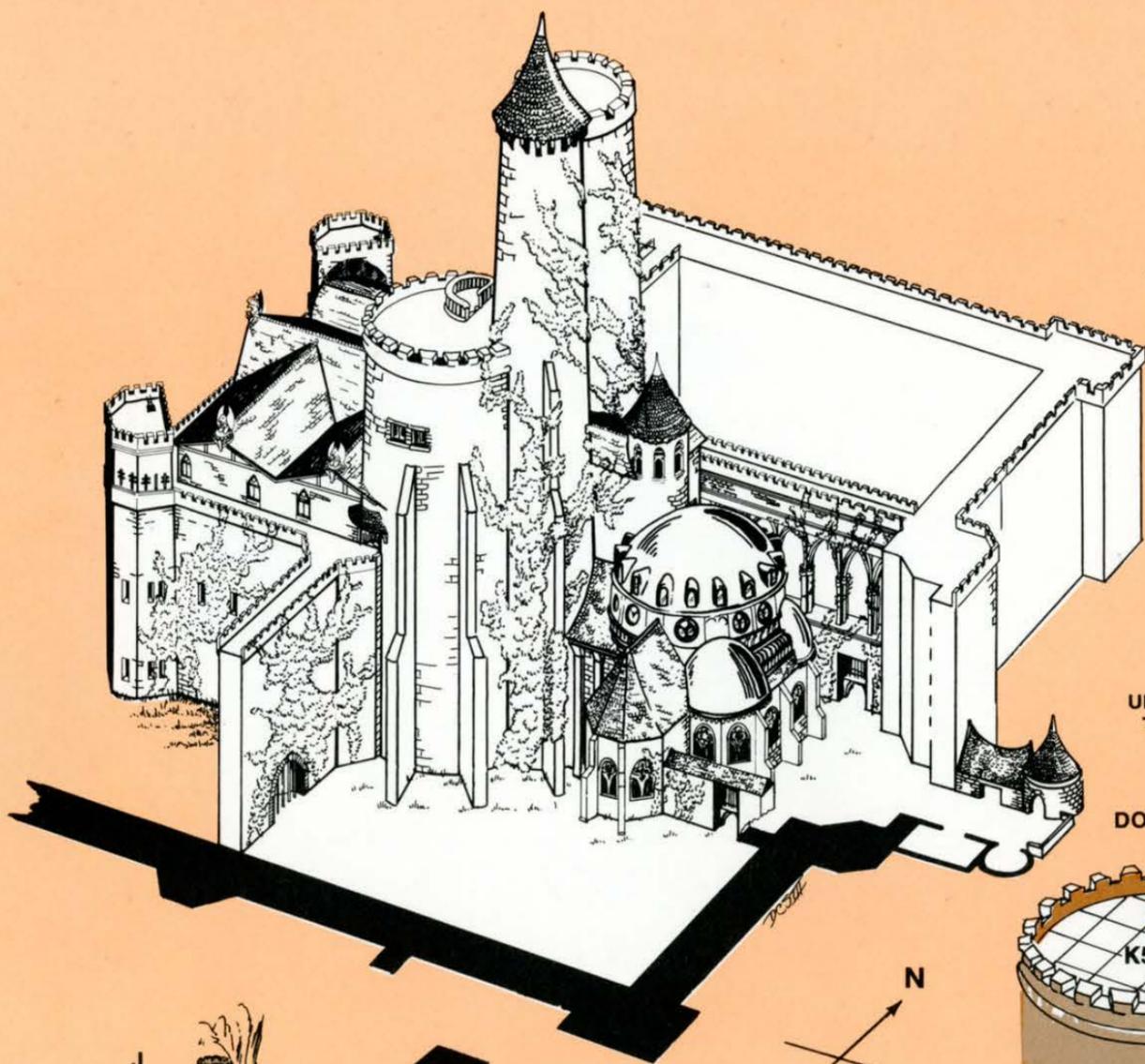


The master of Ravenloft is having guests for dinner — and you are invited. Ravenloft is an adventure for 6 to 8 characters of levels 5 to 7.



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MAP 10.

DROPS 380 FEET TO MAP 12

60'



MAP 9.

50'



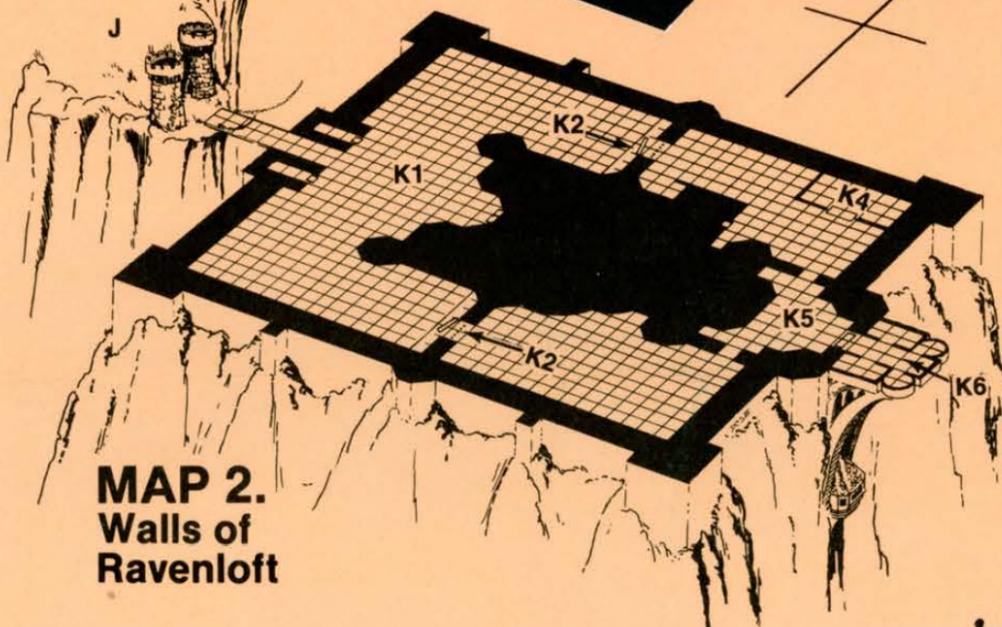
MAP 8.
Spires of Ravenloft

20'



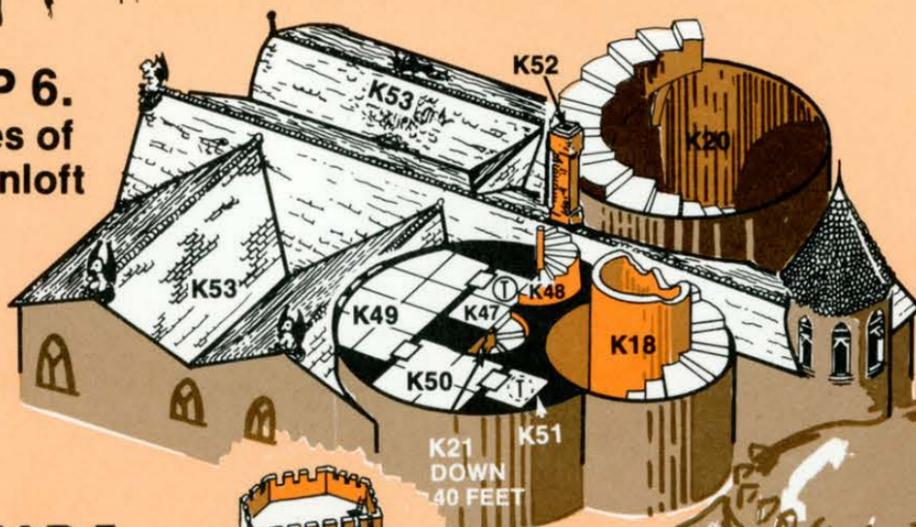
MAP 7.
Spires of Ravenloft

40'

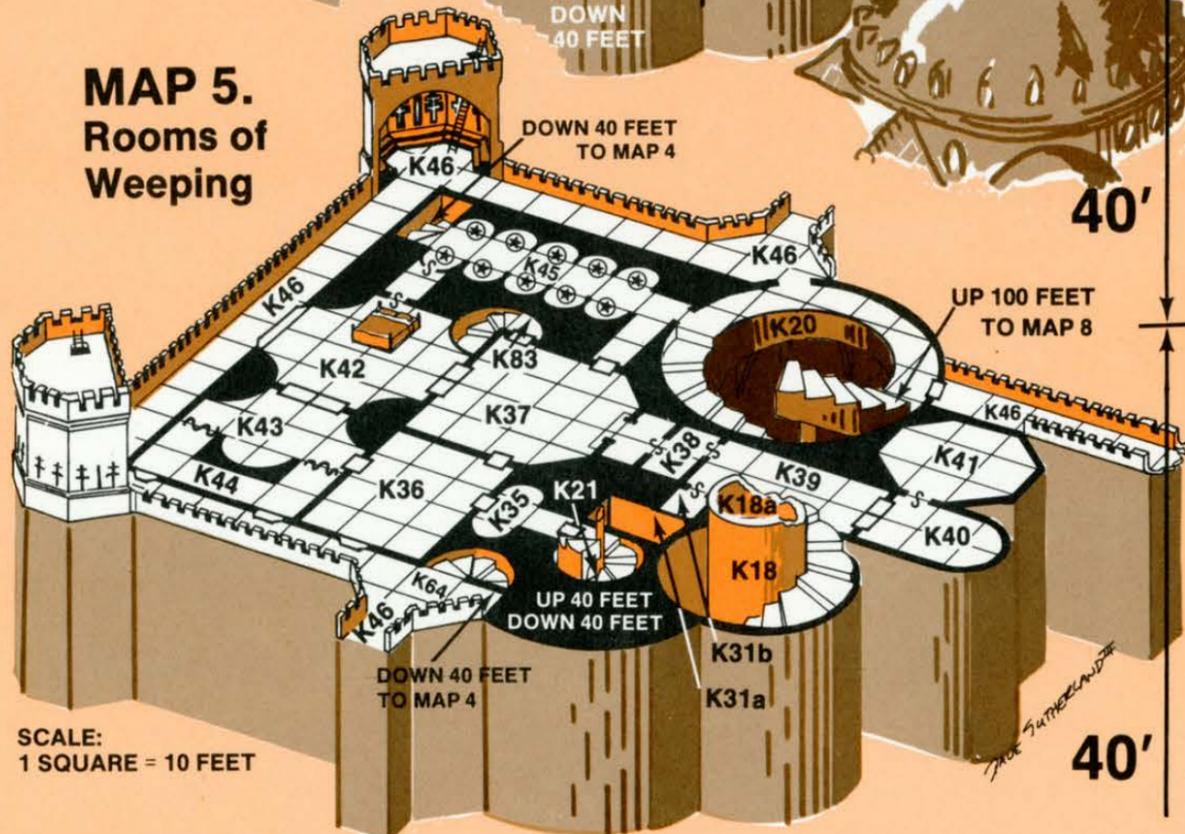


MAP 2.
Walls of Ravenloft

MAP 6.
Spires of Ravenloft

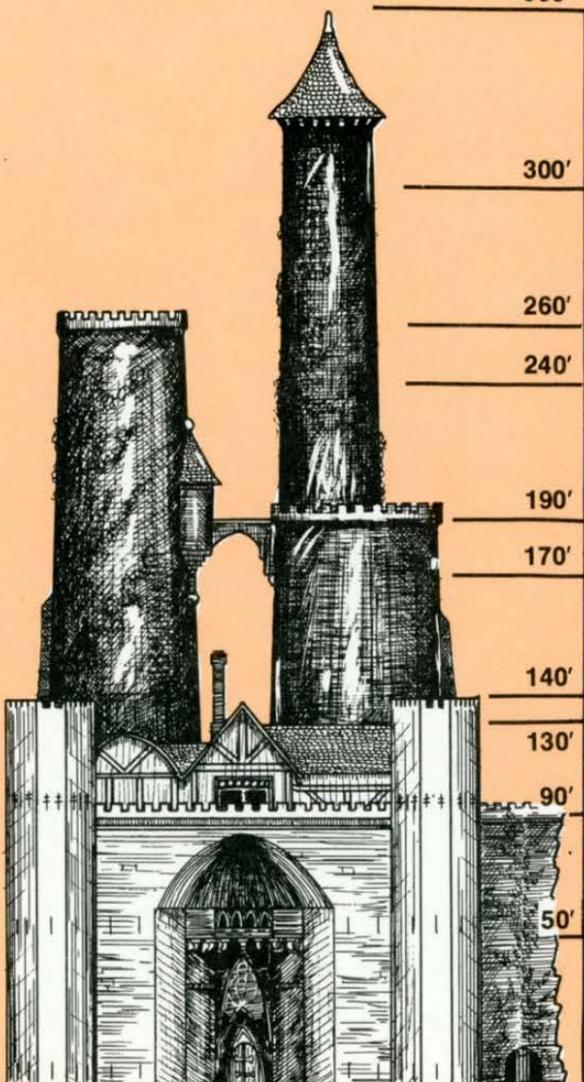


MAP 5.
Rooms of Weeping



40'

40'



SCALE:
1 SQUARE = 10 FEET

ADVANCED DUNGEONS & DRAGONS®

Fantasy Adventure Module

Ravenloft

by Tracy and Laura Hickman
An Adventure for Character Levels 5-7

Ravenloft is a classic gothic horror story. Many mysteries surround Strahd, his castle Ravenloft, and the lands of Barovia. After entering Barovia, the PCs are trapped by a deadly fog. Their adventure can run in any direction, culminating in a fantastic vampire hunt.

The dark forests of Barovia are filled with wolves and other creatures, making travel there quite unsafe.

In a clearing in the Svalich woods, lies a gypsy camp. Only Madam Eva and her troupe pass in and out of Barovia. There are rumors that Strahd gave Madam Eva a potion that neutralizes the fog, but no one has ever actually seen the potion. It is well known that Madam Eva foretells the future with surprising accuracy.

The village of Barovia is a sad place now. Most of the shops have been forced to close. The night, and its creatures, belong to Strahd. When the sun sets, the people of Barovia barricade their homes, trembling in fear. Each night the attacks get worse.

The Burgomaster's mansion is the center of most attacks. For some reason, Strahd is after Ireena Kolyana, the Burgomaster's adopted daughter. Since the Burgomaster was killed, and his mansion's great holy symbol stolen, Ireena is without protection.

On the outskirts of the village sits a church. Only the constant prayers of the priest keep it safe at night.

Far above the village sits Castle Ravenloft, Strahd's home and fortress. Every night thousands of bats fly out of the castle's towers to feed. It is said that sometimes Strahd flies with them. Certainly, Barovia will never be safe until all the evil in his castle is destroyed.

No one knows what hides within the castle. Ancient tales tell of dungeons and catacombs deep under the castle. Other stories recall the great halls, treasures, and glory of Ravenloft centuries ago. Undoubtedly Strahd has installed numerous deadly traps since then.

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Distributed to the book trade in the United States by Random House, Inc. and in Canada by Random House of Canada, Ltd.
Distributed to the toy and hobby trade by regional distributors.
Distributed in the United Kingdom by TSR (UK), Ltd.

ISBN 0-88038-042-X
394-53465-4TSR0600

PRINTED IN USA 2-88

TSR, Inc.
POB 756
Lake Geneva,
WI 53147



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United Kingdom

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ADVANCED DUNGEONS & DRAGONS®



Fantasy Adventure Module

Ravenloft

"I am the ancient. My beginnings are lost in the darkness of the past. I am not dead. Nor am I alive. I am undead, forever."

—Count Strahd von Zarovich

This module is designed for a party of six to eight player characters (PCs) of the 5th to 7th levels of experience. A balance of character classes is helpful since the PCs will face a wide variety of problems. Each character class will certainly have its moment to shine. At least one of the PCs must be a fighter with a longsword.

Read this entire module before playing. This module includes some complicated spells and traps. Pay special attention to these parts before running this module, to make your game flow more smoothly.

Some areas described in this module are exact duplicates of other areas. Areas that are exactly alike have the same number on the maps. There is only one text description to use for each of these areas.

When the vampire, Strahd von Zarovich, is destroyed, the adventure is over. You must use every power available to the vampire to keep him (and the game) going. When the vampire is truly destroyed, you may want to use the optional ending on p. 30 to end this adventure.

Sometimes, characters must make dexterity or constitution checks. To make a dexterity/constitution check, a character must roll his dexterity/constitution or less on 1d20. The effects of the roll are explained in each case.

All indoor and nighttime descriptions are written with the assumption that the PCs are using a torch to see by. A torch normally lights a 40-foot-radius area.

New monsters and types of nonplayer characters (NPCs) are explained in Monsters, Creatures, and Men, on p. 31. Whenever NPCs or monsters appear in the text, their statistics are given as follows:

monster name: armor class; movement; hit dice; hit points; number of attacks per round; damage; alignment; special attacks; special defenses; other attributes and abilities as necessary.

Abbreviations Used in Statistics

AC=Armor Class	C=Cleric	AL=Alignment
MV=Movement	F=Fighter	LG=Lawful Good
HD=Hit Dice	MU=Magic User	NG=Neutral Good
hp=hit points	T=Thief	CG=Chaotic Good
#AT=Attacks/round	S=Strength	CN=Chaotic Neutral
Dmg=Damage	I=Intelligence	LN=Lawful Neutral
SA=Special Attacks	W=Wisdom	N=True Neutral
SD=Special Defense	D=Dexterity	CE=Chaotic Evil
MR=Magic Resistance	Con=Constitution	NE=Neutral Evil
	Ch=Charisma	LE=Lawful Evil



Count Strahd Von Zarovich, Vampire

The entire adventure centers around the vampire. Always keep in mind the motives of the vampire, how he moves about, and what his cunning plot is. You must play Strahd in the same way the players play their characters. Study this NPC as carefully as the players study their characters.

Count Strahd Von Zarovich (The First Vampyr)

FREQUENCY: Unique

NUMBER APPEARING: 1

ARMOR CLASS: -1

MOVE: 12"/18"

HIT DICE: 10 (55 hit points)

% IN LAIR: 90%

TREASURE TYPE: F

NUMBER OF ATTACKS: 1

DAMAGE/ATTACK: 5-10 (1d6+4)

SPECIAL ATTACKS: Energy Drain

SPECIAL DEFENSES: +1 or better weapon to hit

MAGIC RESISTANCE: See below

INTELLIGENCE: Genius

ALIGNMENT: CE

SIZE: M

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil

Although Strahd can be encountered in many places, he is always encountered in the place indicated by your Fortunes of Ravenloft results (see p. 4), unless he has been forced to his tomb.

Strahd is a slightly above-average vampire. He has the normal 18/76 strength and his blows drain 2 life levels from his opponents. Strahd has the usual vampire abilities. He can only be hit by magical weapons and can regenerate 3 hit points per round. He can assume gaseous form at will or shape change into a large bat. He can *charm person* at will by gazing into a character's eyes, causing that character to make a saving throw vs. spells with a penalty of -2.

Strahd is also a 10th level magic user. He learned his magic from studies during his life and from subsequent studies over the centuries. His available spells are:

First level: *comprehend languages*,
hold portal, *protection from good*, *sleep*.

Second level: *invisibility*, *locate objects*,
mirror image, *ESP*.

Third level: *fireball*, *gust of wind*, *suggestion*.

Fourth level: *polymorph other*, *polymorph self*.

Fifth level: *animate dead*, *distance distortion*.

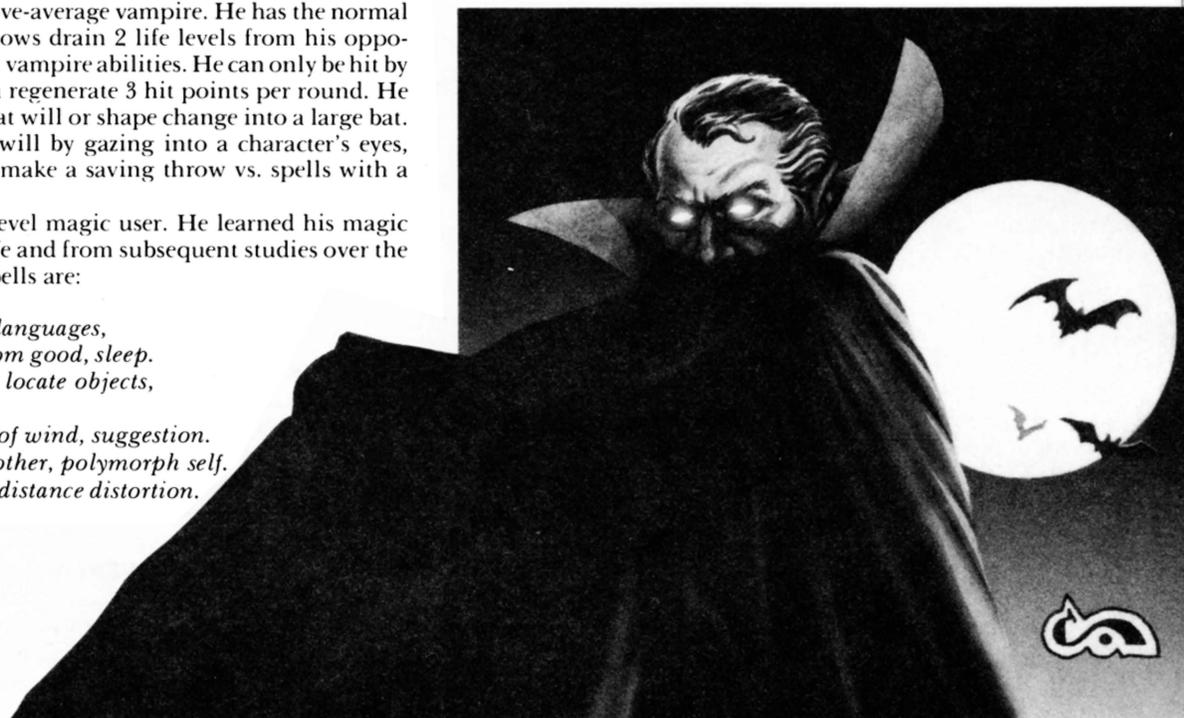
Strahd has a variety of spies and servants. They report to him four times each day (at dawn, noon, dusk, and midnight). There is a 60% chance that Strahd knows the PCs' location at these times. If Strahd knows their location, he attacks the PCs—wherever they are—within two hours. Strahd chooses the time and method of his attacks carefully.

Strahd can attack in each of the following ways once.

1. Strahd attacks a single PC for 5 melee rounds, then leaves.
2. Strahd calls 10-15 Strahd zombies to attack the party. All of the zombies must attack at the same time in the same place.
3. Strahd calls 3-12 worg wolves to attack the party. All of the wolves must attack at the same time in the same place.

When playing Strahd, above all, keep these three things in mind.

1. Strahd chooses when he attacks. Strahd is supposed to be a genius, play him as one. Whenever he is aware of the PCs' positions, he is allowed to make an attack how and where he wants. His attacks must be timed to be most advantageous to him. To do that, Strahd must move around during the adventure. However, he can always be found in the place determined in Fortunes of Ravenloft. It is your responsibility to see that the vampire uses his abilities to his greatest advantage.
2. Strahd knows when to withdraw. He knows when he is in over his head. If he is losing a battle he becomes gaseous, *polymorphs* into a wolf or bat, and/or summons other creatures to guard his retreat.
3. Strahd's attacks depend upon his goals. There is a reason why Strahd lured the PCs into his little kingdom. This reason is determined in Fortunes of Ravenloft. Strahd's plans for achieving his goal are listed with his goals.





Deal the top five cards face down.

FORTUNES OF Ravenloft

Fortunes of Ravenloft is an imitation ancient gypsy card reading. It does not resemble any real or mystical fortune telling process. Fortunes of Ravenloft determines Strahd's goals and the placement of important treasures. This card reading can add a great deal of flavor to your game, and makes *Ravenloft* different when you play it again.

You must run this card reading before playing this module. If, during the course of the adventure, the PCs have their fortunes read at the gypsy camp, run this card reading again, out loud. Substitute the new results for the old ones. Be sure to write down the results of your card reading, so you have them when you need them.

Find a regular 52-card deck of playing cards. Remove all 2, 4, 6, 8, 9, and joker cards from the deck. Now you have a set of four suits with eight cards in each suit. Shuffle the deck.

If you don't have a regular deck of cards, you can get the same results by rolling 1d8 to determine the type of card and 1d4 to determine its suit. Roll again if you get the same card in any suit twice.

Table 1. Fortunes of Ravenloft: Places

Card Place

3 STUDY (K37)

It is in a place of tranquility, a harbor for the mighty and powerful. It is in a place of wisdom, warmth, and despair. Great secrets are there.

The object is on the mantelpiece, just under the portrait of the woman. If Strahd is there, he is sitting back in the overstuffed chair, staring into the blazing fire.

5 TREASURE ROOM (K41)

You should seek for a carefully hidden place of great worldly wealth. I see a blazing fire protecting the place.

The object is set prominently atop the other treasures in the room. If Strahd is there, he is counting his ill-gotten gains.

7 CHAPEL OF RAVENLOFT (K15)

You may find this amid the ruins of a place of supplication.

The object is on the altar, brightly illuminated by a shaft of light from the ceiling. If Strahd is there, he is standing in the center of the room — a dark shape in the vast hall.

10 HIGH TOWER ROOM (K60)

This is in a place of dizzying heights that all loathe to travel. The road winds ever upward and the rocks themselves live here!

The object is in a locked iron chest. If Strahd is there, he is at the window, looking over his lands.

Jack CRYPT OF SERGEI VON ZAROVICH (K85)

This lies with a fallen prince of old. The brother of dark is light and he rests in this place.

The object is lying across Sergei's chest. If Strahd is there, he is lying across the marble slab, weeping.

Queen CRYPT OF RAVENOVIA (K88)

This is in the mother's place.

The object is lying on top of Ravenovia's coffin. If Strahd is there, he is in a frenzy of rage and despair.



Table 3. Fortunes of Ravenloft: Strahd's Goals

Card Strahd's Goal

3 or 5 Strahd seeks a new identity.

Not yet, but soon, one who appears to be your friend will become your enemy.

Strahd will try to be alone with a charmed PC. When he is alone with a charmed PC, Strahd casts a *polymorph other* spell on the PC, turning the PC into a vampire. The spell operates as detailed in the AD&D™ Players Handbook with the following clarifications. The PC takes the form of a vampire and radiates a magical aura, regardless of whether the PC survives a system shock check or not. A PC that survives a system shock check has all of the abilities of a vampire as detailed in the AD&D™ Monster Manual, regardless of whether that PC passes a mental check or not. Undead cannot drain levels from undead. Thus, if a *polymorphed* PC vampire retains his own mind, he and Strahd can fight, but neither can drain levels from the other. They can both, however, drain levels from non-undead. After turning the PC into a vampire, Strahd casts a *polymorph self* and turns into the likeness of the PC. Strahd puts the new vampire PC into his own coffin and attempts to join the party, masquerading as the PC. Strahd will try to persuade the party that he found a way out of Barovia. Strahd can, after all, open the gates. Strahd wants to move to another country using his new identity. The gypsies will carry dirt from his crypt to his new home.

7 or 10 Strahd wants to make a magical sphere of darkness.

This card tells of a tool of evil. Darkness surrounds and protects this tool, giving comfort to black hearts and protection from good.

Strahd is trying to assemble a magical item that casts a continuous sphere of darkness. Such an item would greatly extend the range of his travels. Over the centuries he gathered the pieces of the sphere one by one, until now he is missing only one piece, a black opal. Strahd mistakenly believes that one of the PCs has a black opal stone. Strahd will use his natural *charm person* abilities to charm lone PCs. Strahd will send those charmed PCs back to the party, asking, "Do you have the black opal?" When Strahd discovers that none of the PCs have a black opal, he will attempt to destroy them.

Jack or Queen Strahd wants to win the love of Ireena Kolyana.

The darkness loves a light and desires it. Great subtle plans are in motion about you; plans that the dead may find warmth from the living.

Strahd will attempt to charm all of the PCs, and make them attack Ireena. When they attack, Strahd will swoop down and save her from the PCs. Strahd hopes that the rescue will turn Ireena's heart to him. He wants Ireena to love him willingly rather than by force.

King or Ace Strahd wants the Sunsword.

Here is a high and noble card. One of you carries a weapon that is stronger than any other against the evil in this land. Only one part is missing from this weapon. That part is found in the evil one's lair.

See Treasures and Tomes on p. 31 for details about the *sunsword*. Strahd wants to destroy the *sunsword*. He believes (correctly) that one of the PCs (a *random fighter*) has been unknowingly carrying the *sunsword* for some time. If the *sunsword* hilt is found and reunited with the blade, Strahd could be in real trouble.



Fourth, determine where the *sunsword* hilt is (see Treasures and Tomes on p. 31 for a description of the *sunsword*). Pick up the fourth card and read the following boxed text.

This card is good for you. It is a card of power and strength, the victor's card. It tells of a weapon with a vengeance.

To determine where the *sunsword* is, find this card in Table 1. To determine the "to hit" and armor class modifiers to use in that place, find this card's suit in Table 2.

Last, determine Strahd's goal. Pick up the fifth, and last, card, and read the following boxed text.

And here is the root card. Out of darkness and chaos, this card finds the reason and foundation for darkness and chaos. This card shows the purpose of all things. It is the key to life and death and else beyond.

To determine Strahd's goal, find this card on Table 3.

King KINGS AUDIENCE HALL (K25)

A king's throne is the place to find this.

The object is lying across the dais behind the throne. If Strahd is there, he is sitting on the throne.

Ace CRYPT OF STRAHD (K86)

This is a very bad sign. This is in the very heart of darkness: his home, his source. It is his center and his life. It is the one place to which he must return.

The object is in a corner of the room. If Strahd is here, he is within his coffin, ready to attack at the first sign of someone opening the lid.

Table 2. Fortunes of Ravenloft: Modifiers

Suit "To Hit" and Armor Class Modifiers



The PCs gain a +1 bonus to hit and a -1 bonus to their AC.

There is a very good influence there. If you are there, the powers of good will aid you.



The PCs gain a +1 bonus to hit, but suffer a +1 penalty to their AC.

The diamond blesses your skill there, but bodes poorly for your protection.



The PCs suffer a -1 penalty to hit, but gain a -1 bonus to their AC.

The club sustains your strength here, but holds you from your victory, taking more time than it otherwise would.



The PCs suffer a -1 penalty and a +1 penalty to their AC.

The spade is a dark shadow of evil cast over that place. You fight under its influence here.

Lands of Barovia

A perpetual rolling blackness of thunderclouds casts a gray pall over the land. The darker silhouette of Castle Ravenloft looks over the valley from its 1,000 foot pillar of rock.

Castle Ravenloft dominates the small village of Barovia. The castle stands high atop a natural pillar of rock against the cliffs to the north of the village. The dark Svalich woods surround the village and cliffs. Use Map 1 to see the relative locations of the town and Castle Ravenloft.

The road to the village and lands of Barovia goes through ancient iron gates, controlled by the will of Count Strahd. There are only two gates, one east of the village and one west of the castle crossroads up the mountain. The gates open when the PCs arrive but close after they enter Barovia. The gates will not open for the PCs again until Strahd is destroyed.

There is a deathly stillness in the dark Barovian woods. Yet the woods are patrolled constantly by the wolves and serving beasts of Count Strahd.

No one has left Barovia for centuries. This is because of the trapping fog that exists everywhere in Barovia. Once it is breathed, it infuses itself around a character's vital organs as a neutralized poison. The fog does not taste or smell any different than normal fog. It does not harm characters as long as they continue to breathe the air in Barovia. However, when they leave Barovia, the poison becomes active. Characters must save vs. poison or start to choke. Unless choking characters reenter Barovia within 24 hours, they die. The choking stops as soon as they breathe the fog again.

The gypsies were given a potion by Strahd that cancels the effects of the fog. This potion is jealously guarded by Madam Eva, who buried it in a secret place. It is impossible for the PCs to discover the potion. The fog is magically produced by Strahd and disappears entirely upon his destruction.

The poor villagers of Barovia have been terrorized for centuries by "the devil" Strahd. Only the town priest and the few survivors of the second ruling house of Barovia have the will to offer more than just personal resistance to Strahd. No villager has left Barovia for centuries. Those who tried never returned, dying from the vile snapping teeth of the Barovian wolves and the choking deadly fog.

Every 3 turns, check for a random encounter. When the PCs are not in Castle Ravenloft, during daytime, use Table 4 at right, during nighttime, use Table 5 at right. When the PCs are in Castle Ravenloft, use Table 6 on p. 12.

Each night the PCs stay anywhere other than in the castle (Area K), Strahd attacks with his wolves and bats. His attacks are intended more to frighten the PCs than to damage them. Strahd just toys with them. After 5 melee rounds, Strahd and his creatures withdraw.

If the PCs are indoors, every turn Strahd attacks, wolves try to break through a window or a door. A roll of 1 or 2 on 1d6 means that a wolf breaks through. Once a wolf gets in, the remainder of the wolves and bats come in. The wolves and Strahd never attack Ireena Kolyana. After 5 melee rounds, all of the creatures flee into the night, leaving only Strahd's hollow laughter in the distance.

4-16 (4d4) worg wolves: AC 6; MV 18"; HD 4+4; #AT 1; Dmg 2-8; AL NE.

10-100 (10d10) bats: AC 6; MV 4"/18"; HD 1d4; #AT 0; Dmg 0; AL N.

The bats fly into the room, getting into the way of spell casting. Characters must make dexterity checks to cast spells with material components.

Strahd may knock at the door, but he cannot enter the building until someone invites him in. Strahd tries to *charm* characters into inviting him in.

Table 4. Barovia Daytime Random Encounters (Sunup to Sundown)

Roll 1d6. If the result is a 1, the PCs encounter something. Roll 1d8 and use the encounter below with the resulting number.

Roll	Encounter
1	2-8 (2d4) worg wolves: AC 6; MV 18"; HD 4+4; #AT 1; Dmg 2-8; AL NE.
2	1-10 gypsies: AC 6; MV 12"; HD 6; #AT 1; Dmg 1-8; AL NE.
3	1-4 villagers: AC 9; MV 12"; HD 2; #AT 1; Dmg 1-6; AL NG.
4	1-4 worg wolves: AC 6; MV 18"; HD 4+4; #AT 1; Dmg 2-8; AL NE.
5	1-4 gypsies: AC 6; MV 12"; HD 6; #AT 1; Dmg 1-8; AL NE.
6	1-4 villagers: AC 9; MV 12"; HD 2; #AT 1; Dmg 1-6; AL NG.

Table 5. Barovia Nighttime Random Encounters (Sundown to Dawn)

Roll 1d6. If the result is a 1 or 2, the PCs encounter something. Roll 1d12 and use the encounter below with the resulting number.

Roll	Encounter
1-2	1-10 worg wolves: AC 6; MV 18"; HD 4+4; #AT 1; Dmg 2-8; AL NE.
3	2-20 (2d10) worg wolves: AC 6; MV 18"; HD 4+4; #AT 1; Dmg 2-8; AL NE.
4-5	3-12 (3d4) zombies: AC 8; MV 6"; HD 2; #AT 1; Dmg 1-8; AL N.
6-7	10-100 (10d10) bats: AC 6; MV 4"/18"; HD 1d4; #AT 0; Dmg 0; AL N.
8	1 ghost: AC 0/8 if corporeal; MV 9"; HD 10; #AT 1; Dmg age 10-40 years; AL LE.
9	3-12 (3d4) ghouls: AC 6; MV 9"; HD 2; #AT 3; Dmg 1-3 / 1-3 / 1-6; AL CE.
10	1-4 wights: AC 5; MV 12"; HD 4+3; #AT 1; Dmg 1-4; AL LE; SA hit drains 1 energy level.
11	1-4 wraiths: AC 4; MV 12"/24"; HD 5+3; #AT 1; Dmg 1-6; AL LE; SA hit drains 1 energy level.
12	1 maiden vampire: AC 1; MV 12"/18"; HD 8+3; #AT 1; Dmg 5-10; AL CE; SA hit drains 2 energy levels, gaze can <i>charm</i> , can become gaseous in same way as Strahd.



Lands of Barovia Planned Encounters

The PCs start their adventure in an old inn, a few hours march east of the gates of Barovia.

To a party of seasoned adventurers such as yourselves, this is but another dull tavern in another dull town in some nameless province. It is but another passage of time between the challenges of true adventuring. Such is the doldrum of existence—waiting for another opportunity.

Outside the Inn, a fog lies over the town this evening, draping everything in its clammy grasp. The damp cobbled street shines as the light of street lanterns dances across the slick stones. The cold fog chills the bones and shivers the soul of anyone outside.

Yet inside these tavern walls the food is hearty and the ale is warm and frothy. A fire blazes in the hearth and the tavern is alive with the tumbling voices of country folk.

Suddenly, a hush falls over the tavern. Even the flagons of ale seem to silence themselves. The tavern door swings open. Framed by the lamp-lit fog, a form strides into the room. His heavy, booted footfalls and the jingle of his coins shatter the silence. His brightly colored clothes are draped in loose folds about him and his hat hangs askew, hiding his eyes in shadows. Without hesitation, he walks directly up to your table and stands proudly in a wide stance with folded arms.

His accented voice speaks, "I have been sent to you to deliver this message! If you be creatures of honor, you will come to my master's aid at first light. It is not advisable to travel the Svalich woods at night!" He pulls from his tunic a sealed letter, addressed to all of you in beautiful flowing script. He drops the letter on the table. "Take the west road from here some five hours march down through the Svalich woods. There you will find my master in Barovia."

Amid the continued silent stares of the patronage, the gypsy strides to the bar and says to the wary barkeeper, "Fill the glasses, one and all. Their throats are obviously parched." He drops a purse heavy with gold on the bar. With that, he leaves.

The babble of tavern voices resumes, although somewhat subdued. The letter is lying before you. Dated yesterday, the ink is still not dry and the parchment is crisp. The seal is of a crest you don't recognize.

If the PCs open the letter, read its contents from the following boxed text.

Hail to thee of might and valor:

I, a lowly servant of the township of Barovia, send honor to thee. We plead for thy so desperately needed assistance within our community.

The love of my life, Ireena Kolyana, has been afflicted by an evil so deadly that even the good people of our town cannot protect her. She languishes from her wound and I would have her saved from this menace.

There is much wealth in this community. I offer all that might be had to thee and thy fellows if thou shalt but answer my desperate plea.

Come quickly for her time is at hand! All that I have shall be thine!

Kolyan Indrirovich,
Burgomaster

Allow the PCs to make whatever preparations they feel are necessary for the adventure. Use Map 1 for areas A-K.

A. The Old Svalich Road

Black pools of water stand like dark mirrors about the muddy roadway. Thick, cold mists spread a pallor over the road. Giant tree trunks stand on both sides of the road, their branches clawing into the mists. In every direction the mists grow thicker and the forest grows more oppressive.

It takes the PCs five hours to get to area B, traveling on the road.

B. The Gates of Barovia

Jutting from the impenetrable woods on both sides of the road, high stone buttresses loom up gray in the fog. Huge iron gates hang on the stonework. Dew clings with cold tenacity to the rusted bars. Two statues of armed guardians silently flank the gate. Their heads, missing from their shoulders, now lie among the weeds at their feet. They greet you only with silence.

If the PCs approach within 50 feet, the gates open, screeching as they move. The gates close behind the PCs after they pass through. The gates will not open for the PCs from this side. Anyone attempting to cross back over the border is choked by the fog. Once the PCs enter, they must destroy the vampire or be trapped in Barovia!

C. The Svalich Woods

Towering trees, whose tops are lost in heavy gray mist, block out all save a death-gray light. The tree trunks almost touch. The thick, damp undergrowth presses in on you, making it impossible even to see one another at all times. The woods have the silence of a forgotten grave, yet exude the feeling of an unsounded scream.

Three turns after all the PCs enter the woods, they find a dead villager in the underbrush. He holds an envelope crumpled in his hand. The remains of his clothes are torn and raked with claw marks. Paw prints of many large wolves are pressed into the clay around the body. The man has obviously been dead for several days.

The letter is dated one week ago. It is sealed with a large "B." The parchment is worn and flimsy. It reads as follows:

Hail thee of might and valor:

I, the Burgomaster of Barovia send you honor — with despair.

My adopted daughter, the fair Ireena, has been these past nights bitten by a creature calling its race "vampyr." For over 400 years he has drained this land of the life-blood of its people. Now, my dear Ireena languishes and dies from an unholy wound caused by this vile beast. Yet I fear, too, that the creature has some more cunning plan in mind. He has become too powerful to be fought any longer.

Letter continues on next page.

So I say to you, give us up for dead and encircle this land with the symbols of good. Let holy men call upon their power that the evil one may be contained within the walls of weeping Barovia. Leave our sorrows to our graves, and save the world from this evil fate of ours.

There is much wealth entrapped in this community. Return for your reward after we are all departed for a better life.

Kolyan Indirovich,
Burgomaster

Roll 1d6 every turn the PCs are in the woods. If the result is 4 or more, the PCs hear a lone wolf cry in the distance. One more wolf cries each round. If the PCs are still in the woods after 5 rounds of howling, the wolves attack. If the PCs are entering Barovia, only 5 wolves attack; if the PCs are attempting to leave Barovia, 25 wolves attack. The wolves stop their attack if the PCs leave the woods by entering the village.

5 or 25 worg wolves: AC 6; MV 18"; HD 4+4; #AT 1; Dmg 2-8; AL NE.

D. The River Ivlis

The river Ivlis flows as clear as a blue winter sky through the valley.

E. The Village of Barovia

Tall shapes loom out of the dense fog that surrounds everything. The muddy ground underfoot gives way to slick, wet cobblestones. The tall shapes become recognizable as the dwellings of the village of Barovia. The windows of each house stare out from pools of black nothingness. No sound cuts the silence except for a single mournful sobbing that echoes through the streets from a distance.

The sobbing comes from location E3. With the exception of buildings E1 and E2, all of the shops are permanently closed. All of the unoccupied stores and shops have been looted and ruined. Claw marks cover most of the walls. There is no treasure to be found in any of the unoccupied stores.

There is a 60% chance that there is someone at home in each house. Characters listening at doors hear low, muffled whispers.

Each occupied house has one man in it. There is a 30% chance that his wife is with him. There is a 10% chance that 1-8 children are also in the house. The Barovians never attack first and always flee if possible. At night they tend to cower and hold lawful good holy symbols before them.

E1. Bildrath's Mercantile

The sparse light from this building spills out from behind drawn heavy curtains. A sign over the door creaks on its hinges, proclaiming this "Bildrath's Mercantile."

The building is about 70 feet long by 40 feet wide. Inside, Bildrath is behind the counter. He will sell the PCs anything on the official AD&D™ shopping list, except items found under "Religious Items," "Livestock," and "Transport." Everything is ten times the normal price. If the PCs give him any trouble, he calls Parriwimple, his stock-boy, to help him straighten out the PCs.

Bidrath, Barovian merchant, F-4: AC 8; MV 12"; hp 30; #AT 1; Dmg 1-8; AL LN; S 15, I 10, W 12, D 14, Con 11, Ch 13.

Bidrath trades with the gypsies when they pass through. He is not, however, above making a profit from anyone else who is unlucky enough to find themselves here. He serves himself. He certainly promises no sanctuary. He never bargains a price since he believes, "If you want it badly enough, you'll pay for it — because you certainly won't be taking your business elsewhere."

Parriwimple, Barovian, F-9: AC 2; MV 12"; hp 50; #AT 1; Dmg 5-12 (1d8+4); AL LN; S 18/80, I 3, W 9, D 17, Con 14, Ch 8.

Parriwimple is Bildrath's stock boy. Parriwimple may occasionally be asked by his uncle, Bildrath, to carry items out for the PCs to look at. Parriwimple's muscles rippling beneath his leather tunic should give ample warning to the PCs of his strength and power. Parriwimple is extremely simple-minded, unlike Bildrath. Parriwimple is dedicated to his uncle and will not follow the PCs. In his own dim way he knows that to cross the master of the castle is death—or worse.

E2. "Blood of the Vine" Tavern

A single shaft of light thrusts into the main square, its brightness like a solid pillar in the heavy fog. Above the gaping doorway, a sign hangs precariously askew proclaiming this the "Blood on the Vine Tavern."

The tavern building is about 60 feet square. Close inspection of the sign reveals that the sign originally read, "Blood of the Vine," but the "F" has been scratched over with an "N." This once finely appointed tavern has grown shoddy over the years. A blazing fire in the hearth gives scant warmth to the few huddled souls within. The silence here is broken only by the occasional sip of watery wine. Arik, the barkeeper, is behind the bar. Three gypsies are at a table on the left. Ismark sits mysteriously in shadows to the right.

Arik, Barovian barkeep, F-0: AC 8; MV 12"; hp 3; #AT 1; Dmg 1-4; AL CN, S 9, I 4, W 7, D 13, Con 8, Ch 10.

Mindlessly, Arik cleans glasses, one after the other. When they are all clean, he starts over. If spoken to, he takes orders for drinks in a dull, hollow voice. After serving drinks, he returns to cleaning glasses. Arik ignores all questions.

3 gypsies, F-4: AC 4; MV 12"; hp 32, 30, 24; #AT 1; Dmg 2-7 (1d6 +1); AL LN.

The gypsies lurk near the door. They own the tavern and see to it that all customers pay their bills. These gypsies are otherwise disinterested in the PCs.

Ismark the Lesser, Barovian, F-2: AC 7; MV 12"; hp 18; #AT 1; Dmg 1-6 (longsword); AL LG; S 15, I 12, W 13, D 10, Con 16, Ch 13.

Ismark sits in the corner sipping his wine. He speaks fair common speech. Ismark is the son of the Burgomaster. To aid his adopted sister, Ireena Kolyana, he greets the PCs and takes them to the Burgomaster's home.

Ismark is as tight-lipped as any of the other Barovian villagers, unless the subject deals with his adopted sister, Ireena Kolyana or Strahd. Ismark knows everything the other villagers know.

Ismark also knows that for some unknown reason, Strahd is attracted to Ismark's sister more than anything else. Ismark's father, the Burgomaster, has been dead for over 10 days. The



great holy symbol that provided their strongest protection from the vampire was stolen. Now, Ireena is unprotected and helpless in the house.

If Ismark is shown the letter the PCs received at the start of the adventure he confirms that the Burgomaster did attempt to send a letter of warning. The PCs' letter, however, was certainly not written by the Burgomaster. Ismark recognizes that the handwriting is not the Burgomaster's.

E3. Mad Mary's Townhouse

A moaning sob floats through the still, gray streets, coloring your thoughts with sadness. The sounds flow from a dark, two-story townhouse.

The house (about 40 feet square) is boarded up and barricaded from the inside. Mad Mary sits in the middle of the floor of an upstairs bedroom. She is lost in her sorrow and despondency. She barely recognizes the presence of anyone in the room.

Mary hid her beloved daughter, Gertruda, in this house for the girl's entire life. Gertruda broke out of the house and has not been seen since. Her mother fears the worst.

Mad Mary, Barovian, F-0: AC 8; MV 9"; hp 1; #AT 1; Dmg 1-4; AL CN; S 4, I 14, W 3, D 12, Con 14, Ch 11.

E4. Burgomaster's Home

A weary-looking mansion squats behind a rusting iron fence. The iron gates are twisted and torn. The right gate lies cast aside while the left swings crazily in the wind. The stuttering squeal and clang of the gate repeats with mindless precision. Weeds choke the grounds and press with menace upon the house itself. Yet, against the walls, the growth has been trodden under to form a path all about the domain. Heavy claw markings have stripped the once-beautiful finish of the walls. Great black blottings tell of the fires that have assailed the walls. Not a pane nor shard of glass stands in any window. All the windows are barred with heavy planking, each plank marked with stains of evil omen.

The mansion is approximately 120 feet long east to west and 50 feet wide north to south. Ireena Kolyana is inside and will not open the heavily barred door to anyone unless absolutely convinced that those outside her door are of no allegiance to the Count. If the PCs convince her (or if Ismark is with them), she will open the door and invite them in. If the PCs enter, use the following boxed text.

The interior of the house is well furnished, although the fixtures show sign of considerable wear. Obvious oddities are the boarded-up windows and the overuse of holy symbols in every room. The Burgomaster is in a side drawing room — dead. He is lying in a room that is dark, despite the candles burning in his honor. The stench in the house is horrible.

Ireena will accompany the PCs. She has been bitten twice by the vampire and can no longer be protected here. The townspeople are afraid of her and avoid her. The PCs are her only hope for protection.

Ireena is a sweet but troubled woman. Although she may at first appear mild, she has a strong will and a good arm. By no means a hapless victim, she will aid the party as best she can in saving herself. Ireena does not remember her early past. She does not know how she came to Barovia nor where she came from.

Ireena will inform the party that each night, wolves and other,

terrible creatures attack the house. The Burgomaster's heart could not stand the constant assault and he died a natural death. Strangely, since his death, the wolves have not attacked the house. The Burgomaster has been dead for nearly 10 days, but no one from the town has been brave enough to help Ismark take him out for burial. As the Burgomaster has been dead for nearly a week, the letter presented to the party in the tavern is certainly forged.

Ireena Kolyana, Barovian, F-4: AC 10; MV 12"; hp 6; #AT 1; Dmg 1-4; AL LG; S 13, I 10, W 14, D 17, Ch 18.

E5. Guest House

The guest house is roughly 50 feet square. It is the guest house of the Burgomaster's house, but it is not fortified against undead as are most of the other buildings in town.

E6. The Church

Atop a slight rise, against the very roots of the castle's pillarstone, stands a gray, sagging edifice of stone and wood. This church has weathered the assaults of evil for centuries on end and is worn and weary. The bell tower hangs to one side, its sweet tone long silenced. Flickering light shines through holes burned through the roof shingles. The rafters strain feebly against their load.

The church is 50 feet wide by 120 feet long. Its interior is a shambles, with overturned and broken benches littering the dusty floor. At a claw-scarred altar toward the far end is the priest.

Donavich, Barovian priest, C-2: AC 10; MV 10"; hp 10; #AT 1; Dmg 1-4; AL LG; clerical spells; S 9, I 13, W 16, D 14, Con 14, Ch 15.

The priest has been praying and chanting throughout the night. His voice is hoarse and weak. His spells today are:

First Level: *protection from evil, sanctuary, detect evil, remove fear*

He spent this night, as every night, warding off evil from his church. The priest knows the following.

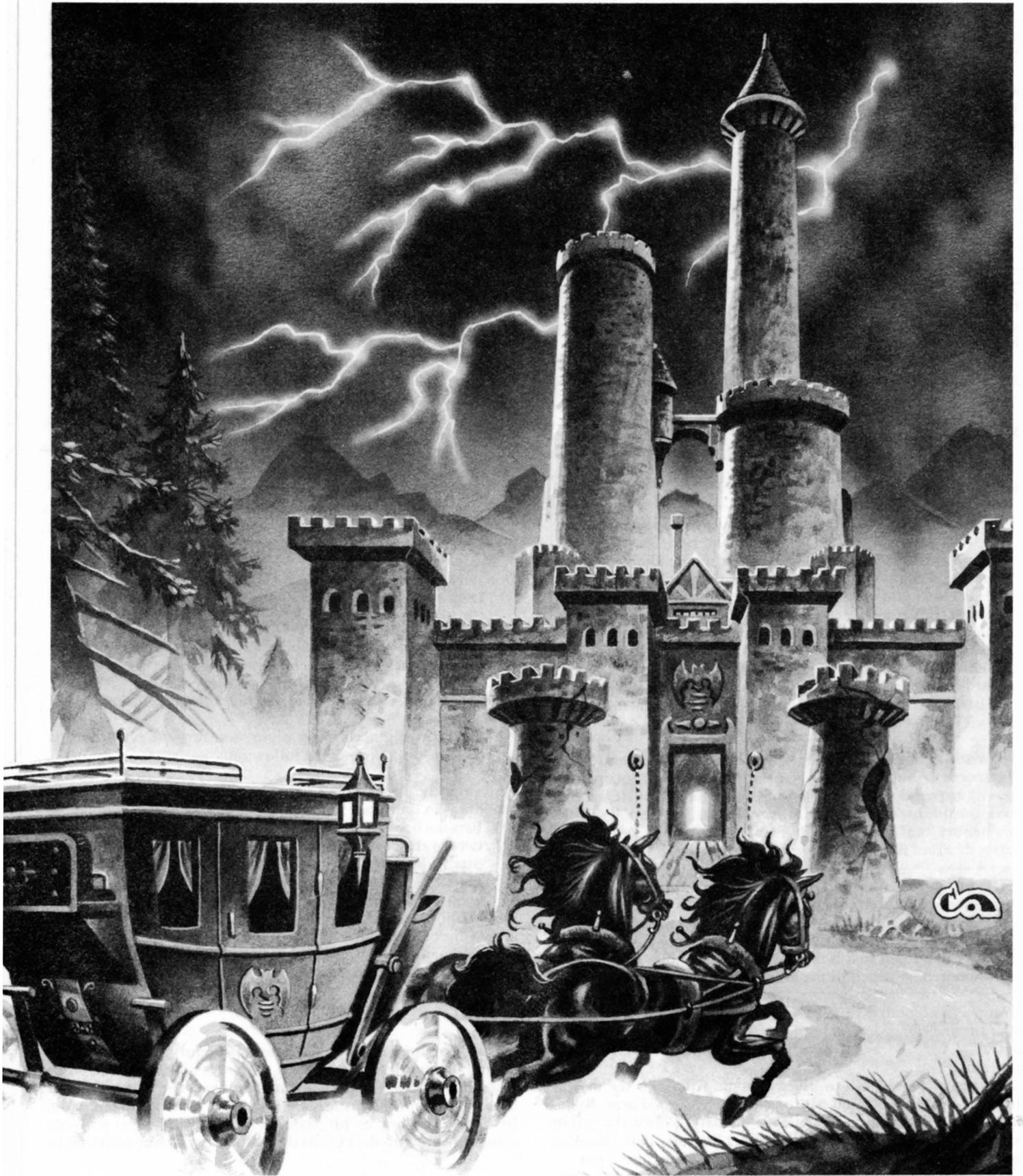
Only nightly prayers have kept the church a place of cleanly sacredness in Barovia.

There is a book in the library of Ravenloft that might be able to help destroy the devil Strahd. It is well known from ancient times that Strahd kept meticulous notes on all that he did or said. Perhaps some weakness of his may be found there.

Ireena Kolyana was not the natural daughter of Kolyan Indirovich. Although Ireena never knew, Old Kolyan found her one day at the edge of the Svalich Woods near the Pillarstone of Ravenloft. She was but a girl then and seemed to have no memory of her past. Old Kolyan adopted her as though she were one of his own and loved her dearly.

E7. Cemetery

During daytime, this is a quiet and peaceful place behind the church. Every night at midnight, however, a ghostly procession takes place. One hundred spirits rise from the graveyard and march up the road to castle Ravenloft. They have no interest in the living and cannot be hit, damaged, or turned. They will not communicate with the PCs. At the castle, the spirits march straight





to the chapel (K15), up the high tower stair (K18) to the top of the tower (K59). There, they throw themselves down the shaft toward the crypts, where they disappear. These are the spirits of previous adventurers who died trying to destroy Strahd. Every night they attempt to complete their quest and each night they fail.

100 spirits: AC 0; MV 6"; HD 0; #AT 0; Dmg 0; AL CN.

F. Road Junction

Suddenly, the road splits into the forbidding Svalich woods. The northern fork slants up slightly to the north while the southern fork slants slightly downward. Dense fog obscures your vision. A cold autumn wind whistles down the northern lane, cutting icily through your clothing. Dead brown leaves rush about. There is no sound other than the wind and leaves.

The northern fork leads to area G. The southern road goes to area I.

G. Tser Pool Encampment

The canopy of mist and branches overhead suddenly gives way to black clouds boiling far above. There is a clearing here. Dry, brittle grass rustles in the biting wind. On the far side of the clearing are several colorful wagons parked on the banks of a pool. The mournful strains of an accordion mix meekly with the moaning of the wind. Several brightly clad figures surround a large, roaring fire. The road seems to pass close by this camp.

There are 10 gypsies standing and sitting around the fire. If the PCs approach the camp, they are asked to join in the singing around the campfire. Whether they join the singing or not, one of the gypsies tells them, "It was fated that you would visit this humble camp. Madam Eva foretold your coming. She awaits you." He leads the PCs into a large tent (area G1). The gypsies attack only if some act of hostility or insult is displayed within the camp.

10 gypsies, F-4: AC 6; MV 12"; hp 43, 34, 32, 31, 29, 27, 25, 18, 16, 13; #AT 1; Dmg 1-8; AL NE.

G1. Madam Eva's Tent

Use the following boxed text only if the PCs enter the tent.

Within, all is dimly illuminated in pools of red light. A small, low table stands across from the doorway, covered in a black velvet cloth. Glints of light seem to flash from a crystal ball on the table as a hunched figure peers into its depths. She speaks. Her voice crackles like dry weeds. Her tone soars and falls like the wind outside. "At last you have arrived!" Her sudden cackling laughter bursts like mad lightning from her withered lips.

This is Madam Eva. She speaks the name of each PC, and makes some reference to a past deed of each PC. She asks the PCs if they wish their fortunes to be read. If they agree she proceeds with the sequence outlined in *Fortunes of Ravenloft* on p. 4. If the PCs don't want a reading of their fates, continue play using the *Fortunes of Ravenloft* results you generated before starting the game.

Madam Eva, gypsy, C-10: AC 10; MV 9"; hp 22; #AT 1; Dmg 1d4; AL CN; clerical spells; S 15, I 10, W 17, D 15, Con 13, Ch 8.

Madam Eva can cast the following spells each day.

First Level: *darkness*, *protection from evil*, *cause fear*, *command*, *cure light wounds* (X2)

Second Level: *augury*, *chant*, *hold person*, *know alignment*, *speak with animals*, *silence 15' radius*

Third Level: *glyph of warding*, *curse* (X2), *locate object*

Fourth Level: *cause serious wounds*, *detect lie*, *divination*

Fifth Level: *true seeing*, *raise dead*

This old woman may seem crazed and mad to the PCs but she is, in fact, quite cunning and sharp of mind. She is never fooled by adventurers (she has seen a good many in her time) and is very neutral. She serves Strahd as long as that benefits her and her troupe. She never gives aid and never needs any.

H. Tser Falls

This is the bottom of the falls. There is nothing of any interest here. A stone bridge can be seen nearly a thousand feet overhead.

I. Carriage

Once again you continue down the fog-shrouded road, dead leaves crackling along your track. The road splits in two. The dirt road continues to the northwest while a wide road leads east into the heart of the dense forest. Patches of cobblestone show up through the east road, telling that it was once a great road. To the right side of the fork stands a large carriage with two horses. Both horses are black as pitch. The horses snort violent puffs of steamy breath into the chill air. The carriage door swings open silently.

2 horses: AC 7; MV 18"; HD 2+2; hp 8, 8; #AT 3; Dmg 1-6/1-6/1-3; AL N.

The two horses pull the carriage. They are under Strahd's control, and wait until the PCs get into the carriage. There is plenty of room in the carriage for all of the PCs. If the PCs get into the carriage, the horses draw it down the road to area J. The horses cannot be discouraged from their course.

J. The Gates of Ravenloft

After passing through the craggy peaks of the Balinoks, the road takes a sudden turn to the east and the startling awesome presence of Ravenloft itself towers before you. The carriage comes to a stop just in front of twin guardhouses of turreted stone, broken from years of use and exposure. Beyond these, a 50-foot-wide precipice gapes between the Balinok cliffs and the walls of Ravenloft, a chasm of dizzying depth that disappears into the fog-shrouded distance far below. The lowered drawbridge of old shorn-up wood beams hangs precariously between you and the arched entrance to the courtyard. The chains of the drawbridge creak in the wind, their rust-eaten iron straining with the weight. From atop the high strong walls, stone gargoyles seem to stare at you from their hollow sockets and grin hideously. A rotting wooden portcullis, green with growth, hangs in the entry tunnel. Beyond this, the main doors of

Ravenloft stand open. A rich warm light spills from them into the courtyard. Torches flutter sadly in sconces on both sides of the open doors.

The drawbridge creaks and groans under any weight but is relatively sturdy. Each time anyone except Strahd crosses the drawbridge, there is a 5% chance of a cross board breaking. If a cross board breaks, the character on it must make a dexterity check or fall to the bottom of the cliffs, 1,000 feet below.

A patch of green slime hangs over the entry tunnel. It turns living flesh into green slime in 1-4 melee rounds and eats through metal within 3 melee rounds. It can be scraped off quickly (if the scraper is discarded), excised, frozen, or burned. A *cure disease* kills green slime. The slime will not fall on characters entering the castle.

1 green slime: AC 9; MV 0"; HD 2; hp 10; #AT 1; Dmg special; AL N.

K. Castle Ravenloft

Use the following Castle Ravenloft section to adventure inside the castle.

Castle Ravenloft

As the PCs enter the castle area, the weather worsens. Dismal rain starts to fall, turning into a torrent within an hour.

Table 6. Castle Ravenloft Random Encounters

Roll 1d6. If the result is a 1 or 2, the PCs encounter something. Roll 1d12 and use the encounter below with the resulting number.

Roll	Encounter
1-2	10-100 (10d10) bats: AC 6; MV 4"/18"; HD,1d4; #AT 0; Dmg 0; AL N.
3	2-12 (2d6) wraiths: AC 4; MV 12"/24"; HD 5+3; #AT 1; Dmg 1-6; AL LE; SA hit drains 1 energy level.
4	1-10 Strahd zombies: AC 8; MV 9"; HD 4; #AT 1 per part; Dmg 1-8; AL N; SA hit of 5 or more points dismembers, dismembered limbs attack; turn as mummies.
5	1-8 giant spiders: AC 4; MV 3"/12"; HD 4+4; #AT 1; Dmg 2-8; AL CE; SA bite is poisonous.
6	1-4 angry villagers: AC 8; MV 12"; HD 2; #AT 1; Dmg 1-6; AL NG. They are brandishing torches and pitchforks in a ridiculous display of force. They are enraged. Everywhere they go, they shout for justice. They follow the PCs unless prevented from doing so. As long as these citizens are with the adventurers, random encounters occur on a roll of 1, 2, 3, or 4.
7	2-16 (2d8) gargoyles: AC 5; MV 9"/15"; HD 4+4; #AT 4; Dmg 1-3 / 1-3 / 1-6 / 1-4; AL N; SD +1 weapon or better required to hit.
8	10-100 (10d10) bats: AC 6; MV 4"/18"; HD 1d4; #AT 0; Dmg 0; AL N.

- 9 1-8 gypsies: AC 6; MV 12"; HD 6; #AT 1; Dmg 1-8; AL NE.
- 10 2-16 (2d8) wights: AC 5; MV 12"; HD 4+3; #AT 1; Dmg 1-4; AL LE; SA hit drains 1 energy level.
- 11 Use Table 7.
- 12 Use Table 7.

Table 7. Castle Ravenloft Special Encounters

Roll 1d6. Use the encounter below with the resulting number.

- 1 1-4 vampires: AC 1; MV 12"/18"; HD 8+3; #AT 1; Dmg 5-10; AL CE; SA hit drains 2 energy levels. These are old, hapless victims of the Count.
- 2 1 groaning spirit: AC 0; MV 15"; HD 7; #AT 1; Dmg 1-8; AL CE. If the PCs have already defeated this spirit, roll again on this table. During darkness, this spirit may keene. If she does, everyone within hearing must save vs. deathray or die on the spot. If the PCs have encountered her before, and she keened, she cannot keene again.
- 3 1-2 rust monsters: AC 2; MV 18"; HD 5; #AT 2; Dmg Nil; AL N; SA hit rusts metal to dust. These monsters cannot damage the *sun sword*.
- 4 1-6 spectres: AC 2; MV 15"/30"; HD 7+3; #AT 1; Dmg 1-8; AL LE; SA drains 2 life levels.
- 5 1 helpful spirit: AC 0; MV 15"/30"; HD 9+2; #AT 1; Dmg 1-6; AL LG. Unless attacked, this spirit honestly answers one question from the PCs. The answer must be 25 words or less. After answering one question, or if it is attacked before answering, this spirit disappears.
- 6 Strahd von Zarovich: AC -1; MV 12"/18"; HD 10; hp 55; #AT 1; Dmg 5-10 (1d6+4); AL CE; SA hit drains 2 life levels, see p. 3 for other abilities.

Castle Ravenloft Planned Encounters

Ravenloft Courtyard Use Map 2 for K1-K6.

K1. Front Courtyard

If the party has not entered the keep (any room, K7-K88) read the following boxed description aloud to the players. The draw bridge is down and the portcullis open. If the party has already entered the keep, the drawbridge is up and the portcullis down.

Thick cold fog swirls around in this darkened courtyard. Sporadic flashes of lightning lance the angry clouds overhead. Thunder pounds the courtyard. A light drizzle begins to fall. Ahead, torch flames flutter in the wind on each side of the keep's open main doors. Warm light spills from those open doors into the courtyard. Doors in the gate towers on each side of the tunnel entrance are shut against the rain. A howling wind rushes through the courtyard. The dark towers of the keep loom above in the mists. Flickering lights shine from a short round tower on the south east side of the keep.



The open main doors to the keep lead to room K7. Tall stone walls surround the courtyard.

The gate tower doors are locked. Characters who enter one of the gate towers find themselves on a rock floor with a hollow tower stretching skyward above them. The mechanism for raising and lowering the drawbridge and portcullis fills both gate towers. The latch mechanism in each gate tower is magically activated by a word that only Strahd knows. Neither the drawbridge nor the portcullis will move until both latches are activated (either by the secret word, or by a *dispell magic*).

K2. Center Court Gate

A massive wall here joins the outer walls of the castle to the keep. A single gate, 20 feet wide, leads through the joining wall. The gate is blocked by a rusting portcullis.

The portcullis is unlocked and can be lifted open if characters whose combined strength exceeds 10 points lift for 1 round. It is easily held open, but falls back into place once let go.

K3. Servants Court

The small door into the keep can be opened as a normal dungeon door. It leads to room K23.

K4. Carriage House

The double doors swing open to reveal a sleek, black carriage fitted with glass walls and a polished wood roof.

K5. Chapel Garden

Behind the towering boarded windows at the back of the keep, a small garden struggles to survive. Small flowers press sadly skyward against the gloom.

A large iron gate leads to K6.

K6. Overlook

Dead leaves turn spirals about your feet, wheeling and careening over the stone railing. Dark, surging clouds overhead drizzle constantly. By looking over the edge of a low stone wall, you see that you are on a construction jutting out at least 20 feet from the cliff face. The gray dismal town of Barovia is 1,000 feet below. A set of dirt-caked windows are set into the cliff face, 110 feet below the platform.

Characters who wish to try entering the windows must first reach them. Getting to the windows requires finding some way to safely drop 110 feet down and move 20 feet back under the platform. Characters that fall plunge 1,000 feet to the rocky base of the Pillarstone of Ravenloft.

Main Floor

 Use Map 3 for K7-K24.

K7. Entry

The ornate massive doors hang open. Fluttering torches cast dim yellow flickers of light from the entry way. Twenty feet into the castle, a second set of doors suddenly swings open effortlessly and the sounds of organ music flow out. Overhead, in the entryway, four statues of dragons glare down, their eyes flickering in the torchlight.

If the PCs enter this room through the west doors, the dragons will not attack. If anyone except Strahd enters this room through the east doors, the dragons come alive, drop to the floor hissing and spitting, and attack. These small dragons allow adventurers into the castle, but not out of it. Whenever this room is empty, the dragons return to their perches and turn to stone. The dragons never leave this room.

4 red dragons: AC -1; MV 9"/24"; HD 9; hp 18, 18, 18, 18; #AT 3; Dmg 1-8 / 1-8 / 3-30; AL CE.

K8. Great Entry

Use the following boxed description if the PCs are entering this room for the first time.

Cobwebs hang from dust-covered columns of this great hall, illuminated by torches fluttering in iron sconces. The dust and webs cast strange, moving shadows across the faces of stone gargoyles squatting motionlessly on the rim of the domed ceiling. Cracked and faded ceiling frescoes are covered by centuries of decay. Two doors of bronze stand closed to the east. To the north, a wide staircase climbs into darkness. All the while, sad and majestic organ tones float about you from a lit hallway to the south.

After all the PCs leave this room, the gargoyles attack any PC that returns to this room. The gargoyles also swoop down to fight if they are attacked. When the gargoyles attack, the air turbulence from their wings extinguishes the torches in the sconces.

8 gargoyles: AC 5; MV 9"/15"; HD 4+4; hp 31, 27, 26, 23, 22, 18, 12, 10; #AT 4; Dmg 1-3 / 1-3 / 1-6 / 1-4; AL CE.

K9. Guests' Hall

If the PCs are entering this hall for the first time, use the first boxed description. If they have been here before, use the second boxed description.

Torchlight flutters against the walls of this vaulted hall. To the east, a dark and forbidding hallway runs into darkness. Beside that opening, a suit of armor, oiled and glistening, stands at attention in a shallow alcove. To the west, large double doors hang slightly open, a steady bright light escaping through the opening. Swells of organ music come from behind the doors, spilling their melody of power and defeat into the hall.

The hallway lies in darkness. Double doors open to the west. To the east, a single arched corridor of stone masonry is lit by light from the circular stairs now visible some 20 feet away. The light is coming from up the staircase. The staircase also descends into a terrible darkness. Standing beside the archway to the stairs, a suit of armor stands in a shallow alcove, a dark shadow falling across its faceplate.

The armor described is just a normal suit of plate mail that is well cared for. There is a 40% chance that it will fit any human party member.

K10. Dining Hall

If this is the first time the party has been here, use the first boxed description. If the party has been here before, use the second boxed description.



This is a magnificent 40-foot-square room, brilliantly lit by three massive crystal chandeliers. Pillars of stone stand against dull white marble walls, supporting the ceiling. In the center of the room, a long, heavy table stands covered with a fine white satin cloth. The table is laden with delectable foods of every type: roasted beast basted in a savory sauce, roots and herbs of every taste, and sweet fruits and vegetables. Places are set for each of you with fine delicate china and silver. At each place there is a crystal goblet filled with an amber liquid whose delicate fragrance tantalizes your senses. At the center of the far west wall, between floor-to-ceiling length mirrors, stands a massive organ. Its pipes blare out a thunderous melody that offers in its tone greatness and despair. Seated before the keys, its back toward you, a single caped figure pounds the keys in raptured ecstasy. The figure suddenly stops and a deep silence falls over the dining hall. The figure slowly turns toward you.

The first time the PCs enter this room, the figure at the organ welcomes them and invites them to dine. The figure is an illusion of Strahd, created with the mirrors in the room. Strahd himself is elsewhere. *The figure can be seen in the mirrors.* The figure converses with the PCs for 3 rounds, never moving from the organ bench. When the 3 rounds are over, or if the illusion is attacked, it simply disappears with a mocking laugh.

The moment the figure disappears, a fierce, bone-chilling wind rises up and roars through the hall, putting out all non-magical lights. The PCs hear the screech of ancient hinges and the solid thud of many heavy doors slamming shut, one after another, into the distance. They also hear the portcullis clang shut, and the tired groan of the aged drawbridge pulling up. After you describe those sounds, use the following boxed description.

The vast room is dark. A wind whistles through its confines. Crystal sings in the darkness as the great chandeliers rustle in the wind. The fragrance of food wafts its way through the darkened hall.

Behind the organ is a secret door to K11.

K11. South Ground Archers' Post

A single arched corridor leads to the south. There are several mirrors in this room. A tall, dark figure in a flowing cape floats in the middle of the room. Old archers' slits in the north and west walls are bricked up.

This is the room from where the illusionary figure of Strahd in K10 is worked. The floating figure is actually a mannequin suspended by black cords from the ceiling.

K12. Turret Post

A high domed ceiling caps the 30-foot-diameter room before you. Frescos, faded with age adorn the ceiling, but are impossible to make out. Tall, thin arrow slits look out over the courtyard.

The arrow slits are 2 ½ feet tall and 4 inches wide.

K13. Turret Post Access Hall

This long, narrow corridor runs east and west. Cobwebs fill the hall and obstruct sight beyond a few feet.

K14. Hall of Faith

This long, dusty hall leads eastward into the dark heart of Ravenloft. Statues line the hallway on both sides, their eyes seeming to watch you as you pass.

The statues are harmless. Their following eyes are a simple optical illusion.

K15. Chapel of Ravenloft

Dim, colored light filters through broken and boarded up stain glass windows, illuminating the ancient chapel of Ravenloft. Pews and benches lie about the floor in jumbled disarray, coated with centuries of dust. Beyond this debris, lit by a single, piercing shaft of light, an altar stands upon the platform. The light falls directly on a small statue. A figure is draped over the altar. This room seems as though nothing has disturbed it in centuries, and that nothing ever could.

The small statue is the *Icon of Ravenloft*. The figure is all that remains of a mighty evil cleric who attempted to obtain the *Icon of Ravenloft*. Check your Fortunes of Ravenloft results for a possible encounter and other treasure in this room.

The *Icon of Ravenloft* is a holy artifact of tremendous lawful good power. The artifact adds a +4 bonus to turn any undead and heals 6-21 (3d6+3) hit points once per day when used by a cleric of good alignment. The *icon* is a small carving of the purest silver. It is 12 inches tall and 6 inches across.

The ceiling in this room and the balcony over the west wall cannot be seen from the floor without extra torches. If the PCs brighten the room, they see the figures sitting on the balcony in room K28.

K16. North Chapel Alcoves

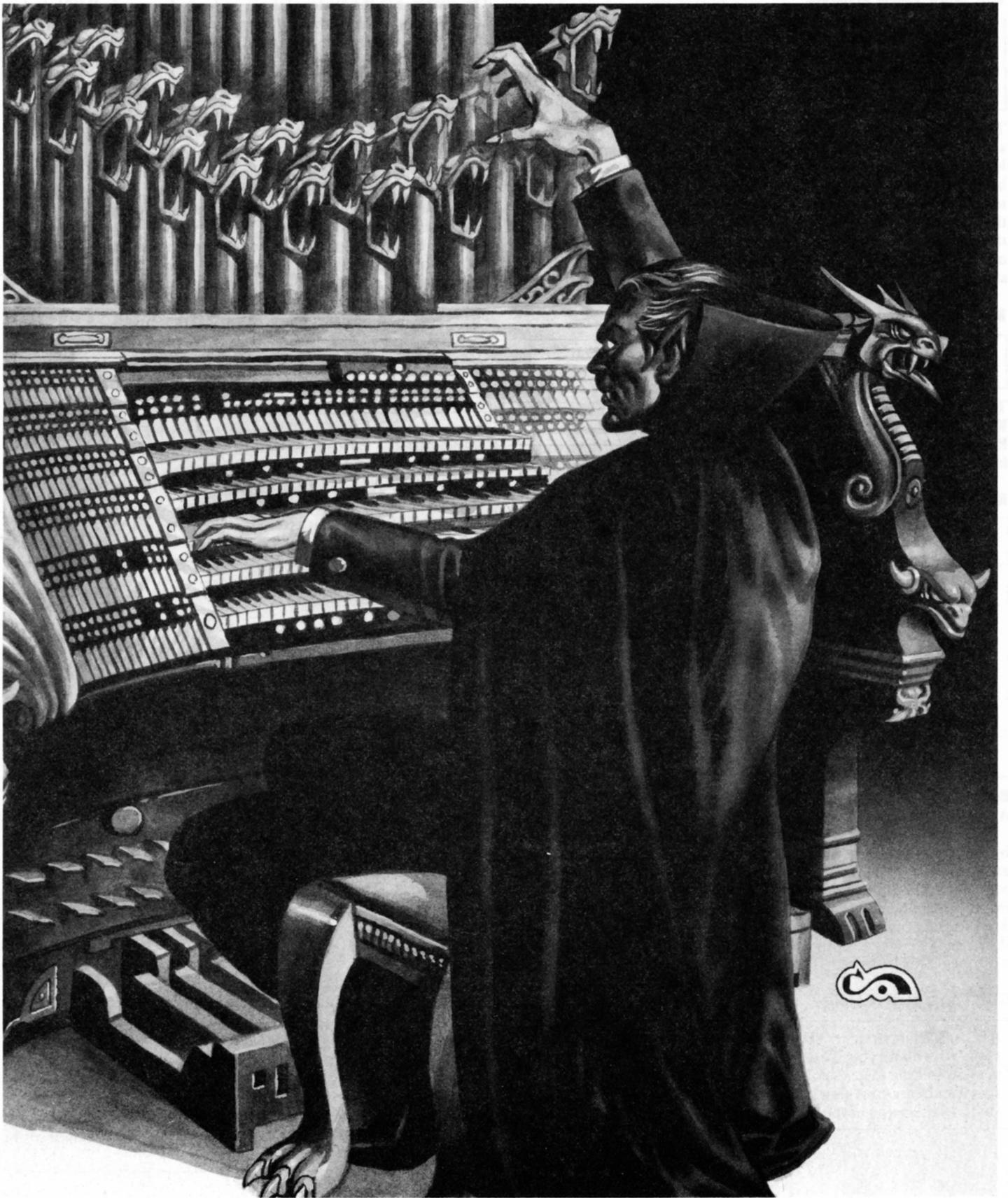
This arched room opens into a vast chamber to the east, and a rising staircase to the west. Alcoves in the north and south walls open into this room. Within the dark confines of the alcoves lurk 8-foot-tall shadowy figures. Their stone forms show mighty muscled arms and legs. A black shadow falls across the features of their faces.

The statues are harmless. The stairway is K29 and the vast chamber is the chapel, K15.

K17. South Chapel Alcoves

This arched room opens into a vast chamber to the east, and a huge circular staircase to the west. There are alcoves in the north and south walls of this room. Eight-foot-tall shadowy figures lurk in the cold, dark confines of both alcoves. The figures' muscular stone arms hold bright blades. Black shadows fall across the features of their face.

The statues are harmless. The staircase is K18.



K18. High Tower Staircase

The large gray flagstones of this spiraling staircase lead up and down around a 20-foot-wide stone core. Cobwebs fill the staircase, making it difficult to see even the ceiling. Heavy beams sag overhead from centuries of weight.

The staircase starts at K84 and spirals upward around a central shaft to just below K17. A small crack in the outer stairway wall leads to K63. Just below K17, a solid masonry wall completely blocks the staircase. A small chink in the masonry wall allows gas to pass from one side of this wall to the other. Once past this wall, the staircase continues up past K17 300 feet to K59. The shaft that these stairs surround, K18a, runs vertically from K84 to K59 without any holes or obstructions. There is a solid wall between the staircase and the shaft.

K18a. High Tower Shaft

A dark stone shaft stretches out before you farther than you can see. Rushing wind sways the cobwebs that fill the shaft.

This shaft starts at K84 and rises straight up through the keep to K59. A solid wall separates this shaft from the staircase around it, K18. The shaft is 390 feet tall. Wind blows up the shaft. Anyone falling down the shaft from K59 takes 20d6 points of damage.

K19. Grand Landing

Massive stairs rise to a landing 20 feet wide by 40 feet long. Stone arches support a ceiling covered with frescos, 20 feet overhead. The frescos faded lines depict the stone mountain atop which Ravenloft stands, being taken by armored forces on horseback. The faces of the characters in the fresco are scratched beyond recognition. Dust floats in the air here, making it difficult to see details. There is a staircase on each side of the 20-foot-wide south wall. There are two alcoves between the staircases. Light filtering through the dust shows two suits of armor covered with dark stains, one standing in each alcove. Each suit of armor holds a mace designed like a curved dragon head. Engraved words on the arches above the alcoves are scratched out.

Both staircases lead to K25. The massive stairs lead down to K8. Anyone crossing in front of the alcoves activates the suits of armor.

The suits of armor are rigged to a mechanical device activated by pressure plates in front of the alcoves. There is a 60% chance that any weight over 400 gp (40 pounds) activates the trap. When activated, one of the suits springs forward, flailing its arms and mace. It hits and does 1-4 points of damage if it rolls 16+ on 1d20. After leaping out it retracts, only to leap again if weight is still on the plate. The device is purely mechanical and acts very much like a puppet. This little joke is intended to spook more than damage.

K20. Tower Hall of Honor

A mosaic floor stretches about into the darkness. A vast, empty tower rises above you. You cannot see more than a few yards up, yet you feel the tower's cold expanse pressing down on you. A spiral staircase rises slowly into the darkness circling the open shaft. In the center of the room, another set of stairs leads down.

The staircase in the center of the floor leads down to hall K71. If the characters step onto the spiral staircase, they awaken the Guardian of Sorrow who will be active for 12 hours. The spiral staircase starts on Map 3, goes up past K13 on Map 4, past K46 on Map 5 to K60 on Map 9.

The Guardian of Sorrow is this tower; this tower, including the spiral staircase, is alive! The Guardian's heart hangs at the top of the tower. There are 10 halberds mounted on the tower walls along the spiral staircase. The Guardian uses the halberds to attack the characters. The tower itself shakes and pitches, causing all characters on the stairs to make a dexterity check every round or fall from the staircase to the floor below. Characters may crawl up the stairs at $\frac{1}{4}$ their movement rate without having to make dexterity checks. Only blows to the pulsing heart overhead can damage the Guardian.

The Guardian of Sorrow: AC 8; MV 0"; HD 3; hp 10; #AT 6; Dmg 1-10; AL NE.

Use the following boxed description if the PCs awaken the Guardian of Sorrow.

As you step onto the huge staircase, a reddish light flares to life high overhead, settling into a dull, pulsing red glow. You now see the full immensity of this tower. The spiral staircase circles up the tower's full height of 240 feet. At the domed pinnacle of the hollow tower, a pulsing red glass heart beats with light. The 10-foot-wide stairs that circle up the tower end at a door far overhead. The hollow tower is about 60 feet in diameter at its base, narrowing toward the top. Fallen boulders and arrows are strewn across the floor.

K20a. Tower Hall Stair

This stairway leads from K71 to K20.

K21. South Tower Stair

This stairway is lit by fluttering torches in iron sconces. A chilly wind rushes down the circling stairway, seeming to kill the very heat of the torches.

These stairs start at K73 and go up through K61, K9, K30, and K35 to K47.

K22. Archers' Post

This is where archers used to defend the keep. The castle courtyard is visible through narrow archers' slits that line the walls.

The slits are 2½ feet tall and 4 inches wide.

K23. Servants' Entrance

Dim light filters in through dust-caked windows in the east wall. A large, heavy table sits in the center of the room coated with dust. A thick book lies open on the desk top with an inkwell and quill next to it. There is a broken door in the north wall. A staircase drops into total darkness in the south wall. On each side of the staircase, a skeleton in bright armor stands sagging at attention holding a rusty halberd. There is a door in the east wall next to the windows.



The skeletons are hanging on pegs and pose no threat to the party. The staircase drops to K62.

The ancient book is weathered and brittle, but the ink in the well is fresh. At the top of each page is scribed, "Please register for your own convenience and that of your next of kin." The book is over half-filled with names. All of the names are illegible.

K24. Servants' Quarters

Broken furniture and torn cloth are strewn about this 20-by-40-foot room. Dim illumination comes from the dirt-caked windows in the east and north walls. A rickety staircase climbs up to a second level.

The stairs climb to K34.

Court of the Count Use Map 4 for K25-K34.

K25. Audience Hall

Dim light from the courtyard falls into this room in jagged shafts through the broken glass and iron frames of a large window in the west wall. This immense room stands in chilly, brooding darkness. Hundreds of dust-thick cobwebs drape the room, hiding the ceiling from view. Directly across from the window are double doors in the east wall. Ornate door carvings are obscured by a thick layer of dust. Further south, a single door also leads from the east wall. At the far southern end of the hall, a huge throne stands atop a raised platform. The back of the throne is turned to the room. Staircases at both ends of the north wall lead down.

A small dais stands south of the throne. A secret door in the south wall leads to K13. The staircases in the north wall go down to K19. Check your Fortunes of Ravenloft results for possible treasure or encounters here.

K26. Guard's Post

Massive double doors open into this quiet 10-foot-wide section of dark corridor from the east and west. From both sides of the corridor, deep alcoves of darkness face each other with death-like silence. Almost beyond sight, seeming to float within the alcoves' blackness, human figures can be made out.

The two figures are skeletons that were hung here long ago, each held up by a spear stuck through it into the wall behind it. The skeletons are harmless, even though they are both holding spears. A secret door in the back of the north alcove leads to K33.

K27. Hall of Grace

This 20-foot-wide hall has a dark vaulted ceiling. Shadows seem to dance across the distant ceiling. A low moan rises and falls the length of the corridor, intoning sadness and despair.

The shadows are from the characters' flickering torches. The moaning is only the wind. Halfway down the hall on the south side there is a secret door that leads to room K31.

K28. King's Worship Place

This long balcony overlooks a vast rubble-strewn room. Two large, ornate thrones stand in the middle of the balcony that is covered with dust. The thrones face away from the brass-banded double doors that lead to the balcony. The thrones could easily shield someone sitting in them from anyone behind them.

Two Strahd zombies are sitting in the thrones. They attack if any member of the party looks around the edge of the thrones. Otherwise, they remain still.

2 Strahd zombies: AC 8; MV 6"; HD 4; hp 12, 10; #AT variable; Dmg 1-6; AL NE; single hit of 5 points or more dismembers, dismembered limbs attack; turn as mummies.

K29. Creaking Landing

A staircase of old wood climbs shakily up a stonework shaft. With each step upon it, the wood strains underfoot, creaking and groaning.

This staircase climbs from K16 to K28. It may seem unstable but is, in fact, quite sturdy.

K30. Office of the King's Accountant

Dusty scrolls and tomes line the walls of this room and are scattered across the floor. In the center of all this clutter stands a huge accountant's desk. A figure crouches atop a tall stool, scratching a seemingly endless scroll of paper with a dry quill pen. A rope hangs next to the creature from a hole in the ceiling.

The figure is Lief Lipsiege, an accountant. He is chained to the desk and has no interest in the PCs or their concerns. Under no circumstances will he voluntarily leave this room. Lief will pull the rope whenever he feels threatened.

Lief Lipsiege, human accountant, F-0: AC 10; MV 9"; HD 2; hp 5; #AT 1; Dmg 1-4; AL CE.

Lief was pressed into service by Strahd ages ago. Lief keeps all the books for Strahd, recording his riches and conquests. Lief has been here longer than he can remember. He is grumpy because the Count does not allow him to know about all of the treasures. Still, Lief found out where one of the treasures lies. Lief will, if treated with kindness, tell the PCs the exact location of the *Holy Symbol of Ravenkind* (See Treasures and Tomes for a description of this symbol. Then check your Fortunes of Ravenloft results for where the symbol is.) Lipsiege will draw a crude map of how to get to the symbol. His map should be geographically accurate, but must not avoid any of the traps or other dangers that may lie in the way. Lief will not necessarily know the most direct route to the symbol.

If the rope is pulled, a tremendously loud gong sounds. Within 1-10 minutes, a monster from Table 6 appears and attacks the PCs. Treat the monster as a normal random encounter.

Scattered about the room under the papers are 20,000 cp; 1000 gp; 500 pp; and 100 reference books on accounting procedures worth 10 gp each.



K31. Trapworks

The aroma of grease and well-oiled wood fills your nostrils as you enter the room. The entire room is filled with intricate machinery. There are small passages between the gears and pulleys. Behind all the machinery, a cold shaft rises up from the darkness and continues past the room.

This machinery raises a stone compartment from K61 past this room, K31, and K31b, to K47. The stone compartment moves up and down in a shaft, K31a. The bottom of the shaft is 90 feet from here.

There is a 40% chance that any character who tries to activate the mechanism can do so. If activated, all of the gears, ropes and pulleys move at once. Well cared for, the device operates relatively quietly. When the trap is moving, a 10-foot-wide stone compartment rises past K31. There is a secret door in the top of the compartment. Anyone riding on the roof of the compartment while it goes up the shaft will be crushed against the top of the shaft within one round, taking 3-30 (3d10) points of damage.

K31a. Trap Shaft

This deep shaft smells of well-oiled wood. There is a large wooden screw along the east wall, and another along the west wall.

The shaft is 230 feet from top to bottom. When the trap is in motion, the screws turn, raising a stone compartment from K61 past K31 and 31b through a trap door to K47.

K31b. Trap Access

This is a narrow, 10-foot-long corridor between the shaft, K31a, and a secret door leading to K39. The bottom of the shaft is 130 feet from here.

K32. Maid's Hall

Stained, yellowed lace hangs neatly from eight canopied beds. The single lithe figure of a woman moves about the room, dusting the furniture.

The maid, Helga, is a vampire who will attack the PCs only when an opportunity to do so without having to fight the entire party presents itself. She also attacks if commanded to do so by Strahd.

Helga, vampire: AC 1; MV 12"/18"; HD 8+3; hp 36; #AT 1; Dmg 5-10 (1d6+4) + drain 2 levels; AL CE; SD +1 weapons or better needed to hit her.

Helga will join the party, if asked to. She claims to be the daughter of a villager, cruelly forced into service of the Strahd. She will plead on her hands and knees, if necessary, to be saved from this awful place. She will play the part of the innocent female to the last, only revealing her ferocity as a vampire when she attacks. She is, in fact, the daughter of one of the townspeople but she chose a life of evil with Strahd.

K33. King's Apartment Stair

This hall and staircase lead up to K45 from K26 and K32.

K34. Servants' Upper Floor

The floor sags in the middle of this room. Dirt-caked windows allow little light through from outside. Broken bedframes litter the floor.

A secret door on the west end of the south wall leads to a ladder. The ladder leads up 20 feet to secret door into the stairway, K20. The stairway guardian activates as soon as the PCs step through the secret door onto the staircase.

Rooms of Weeping

 Use Map 5 for K35 - K46.

K35. Facing Guardians

A door of delicately engraved steel stands at the west end of this dark hallway. Intricate details still stand out clearly on the door's surface. The door seems to almost shine with a light of its own, untouched by time. Yet, on each side of this door there is an alcove filled with a darkness that shames the night. A figure stands like a shadow within each alcove, still as the cliffs of Balinok.

The figures are wraiths that attack anyone attempting to move through this hall.

2 wraiths: AC 4; MV 12"/24"; HD 5+3; hp 22, 20; #AT 1; Dmg 1-8 + drain 1 level; AL LE.

K36. Dining Hall of the Count

Dust fills your lungs. The musty smell of death and decay swirls around you. Before you, a long table of polished oak lies beneath a blanket of dust. The rotting table cloth lies tattered beneath dusty china plates and stained silverware. In the center of the table, a large, tiered cake leans heavily to one side. The once white frosting has turned green with age. Cobwebs drape like dusty lace down every side. A single doll figure of a well-dressed woman adorns the crest of the cake under thick layers of dust. A window in the south wall is draped with heavy curtains.

This room has wooden doors in the north and west walls, and an ornate steel door in the east wall. The toy figure of the groom from the top of the cake was cast on the floor; the PCs can find it if they search through the dust on the floor.

K37. Study

A blazing hearth fire fills this room with rolling waves of red and amber light. The walls are lined with ancient books and tomes, their leather covers well oiled and preserved through careful use. All is in order here. The stone floor is hidden beneath a luxurious rug of a deep-patterned weave. A large, low table sits in the center of the room, waxed and polished to a mirrored finish. Even the poker next to the blazing fireplace is polished. Large, overstuffed divans and couches stand in order about the room. Two luxurious chairs face the hearth. A huge painting hangs over the mantelpiece in a heavy, gilded frame. The rolling light of the fire illuminates the carefully rendered painting. It is an exact likeness of the Burgomaster's daughter, Ireena Kolyana. Though the painting is obviously centuries old, the likeness is unmistakable.



There are two separate doors in the north wall. Another door is in the south wall and a set of double doors in the west wall. A secret door behind the fireplace is opened by lifting the poker from its stand. Remember that characters must put the fire out before passing through the fireplace, or take 1-6 points of damage for each round that they stand within the blazing hearth. Check your Fortunes of Ravenloft results for possible treasure and encounters here.

K38. False Treasury

This smoky room lies behind the fireplace. Glinting through the smoke, gold, silver, and copper coins lie scattered around a closed chest. The fittings on the chest tell of great workmanship. Attached to the east wall are two torch sconces. The southernmost sconce holds a torch with an intricate metal base. The other is empty. A skeleton of a man lies against the wall in broken plate armor. His right hand is on his throat while his left hand holds the matching torch from the empty sconce.

There are 50 gp, 100 sp, and 2,000 cp scattered around the trap-rigged chest. The chest is unlocked. It opens easily, sending out a sleeping gas that makes characters unconscious for 1-4 hours. To avoid the sleeping gas, characters must make a saving throw vs. poison with a penalty of -4. If all the characters fall asleep, they all awaken unharmed in room K50, 4 hours later. If any of the characters remain awake, nothing further takes place as a result of this trap.

If the torch is taken from the dead man's hand and placed back into the empty sconce, the secret door on the north side of the east wall opens, leading to room K39. Taking the torch from the sconce at any time reverses the process. A good tactic for any wandering monster that encounters the characters in K39 is to remove the torch here in K38, effectively trapping the characters in K39.

K39. Hall of Riches

This ancient hall is choked with spider webs. Their dusty forms hide the very walls and ceiling. The webs are broken by a single cleared path down the center of the room.

This hall ends at a pair of bronze doors of highly ornate design. These doors lead to K40. Remember that the mechanism for opening the secret door to K38 can only be actuated from K38. Behind the cobwebs against the south wall, a secret door leads to K31b.

K40. Belfry

Dusty cobwebs fill the area, their musty smell assaulting your senses and obscuring sight. Deep pools of darkness lie all about you as you attempt in vain to penetrate the spidery veils. A single path leads to the center of the room where a rope dangles from high above.

The rope is attached to a bell 50 feet overhead. Pulling or attempting to climb the rope sounds a loud, long "GONG." That sound causes five giant spiders to drop from their webs and attack. The spiders only attack if they are attacked or if the gong is sounded. Behind the cobwebs on the west side of the north wall there is a secret door that leads to K41.

5 giant spiders: AC 4; MV 3"/*12"; HD 4+4; hp 24, 22, 22, 17, 12; #AT 1; Dmg 2-8 (2d4) + poison; AL CE.

K41. Treasury

The plundered riches of Strahd's secret horde lie before you.

The following treasures are in this room: 50,000 cp; 10,000 sp; 10,000 gp; 1,000 pp; 15 100 gp gems; 10 1,000 gp jewels; a magical (glowing) sword (+2); and three maces (each +3). Check your Fortunes of Ravenloft results for possible treasure and encounters here.

K42. Bedchamber

Sweet smells waft from this delicately lit room. Windows on the west wall are covered by heavy red draperies, hanging stiffly from the high ceiling 20 feet overhead. Their tassels of golden fiber glint in the light of three candelabras sitting atop small tables about the room. Tall white candles burn with bright, steady light. A large bed, canopied by silken curtains, sits with its headboard against the north wall. Lying amid the velvet and satin sheets and bedclothes is a woman in a nightcoat. One of her dainty slippers has fallen to the floor at the foot of the bed. Carved into the headboard with great skill and care is a large "Z."

Double doors lead from this room to the south and east. The figure in the bed is Gertruda, the daughter of Mad Mary. Gertruda is oblivious to any danger to herself—especially from Strahd. Sheltered by her mother all of her life, Gertruda is innocent and believes only in a rather fairytale view of life. When faced with a decision, Gertruda almost always makes the most simplistic choice. She is naive to the point of being a danger to herself and others. Fortunately, Strahd has not yet bitten her. He is intent on his current plot and is saving her for later.

Gertruda, Barovian, F-0; AC 10; MV 12"; hp 4; #AT 1; Dmg 1-4; AL NG, S 8, I 8, W 4, D 16, Con 13, Ch 16.

K43. Bath Chamber

In the center of this room stands a large, ornate iron tub.

K44. Closet

Within this room hang 28 capes and an assortment of black formal wear. Two windows in the south wall are covered with heavy curtains.

K45. Hall of Heroes

Long, low moans drift down from alcoves that line both walls of this long hall. The ceiling has fallen here, leaving rubble strewn across the floor. Overhead, the beams of Ravenloft's roof are exposed. Sporadic lightning from the clouds above flashes into this hall. A graven statue stands within each of the 10 alcoves. Shafts of light cross the statues' faces at obscure angles. Another sudden flash and crack of lightning reveals their faces formed in the shapes of terrified men and women.

The statues are imbued with the spirits of long-lost ancestors of Ravenloft who grieve at the loss of Ravenloft's former glory. Each spirit (one in each of the 10 statues) will answer one question for the PCs if asked directly. The spirits' answers should be short and vague. There is a 20% chance that each spirit's answer is wrong.



K46. Courtyard Overlook

This is a wide walkway around most of the keep. The drizzle of rain continues. Far below these parapets are the shining wet cobblestones of the courtyard.

This walkway runs around the front of the upper portion of the keep. To the north and south, a walkway runs along the top of a wall (over K2) to the outer wall of the castle. See Map 2 for the length and location of the castle walls. All of the windows leading from K46 into the keep are shut and locked, but can easily be broken.

Spires of Ravenloft Use Map 6 for K47-K53.

K47. The Landing

A landing of flagstone 10 feet wide by 20 feet long wobbles slightly underfoot. The chill draft of wind whistles mournfully through the room, rushing down from the circular stairs on the north end of the east wall. Pausing only for a single round through the landing, the wind continues down the stairs on the south. A single doorway with a heavy plank and metal-banded door opens to the west. Beside this door, an ancient portrait stands watch over the area, its still eyes staring defiantly back at your own.

There is a base 10% chance that each member of the party sees the eyes in the portrait shift to look at him. The portrait attacks the PCs only if they attack it or if they try to enter this room through the door in the west wall. A trap door in the floor leads to K31a.

The portrait attacks with its spells. The portrait's material spell components are built into its frame. The portrait tries to hold characters in front of it until Strahd commands it to release them. When the frame is destroyed the painting loses all its power.

The Guardian Portrait: AC 8; MV 0"; HD 5; hp 15; #AT 1; Dmg 1-6 + *levitate* and *hypnotic pattern*; AL CE.

K48. Offstair

This dusty spiraling staircase climbs up into the tower.

This stairway rises from K47, past K54, to K57.

K49. Lounge

A low ceiling, supported by heavy beams, seems to press down on this room. The west wall curves with the tower and is fitted with three windows of leaded glass in steel latticework. Plush overstuffed chairs and couches are placed about the room. Their fabric has faded with age until the prints are nearly gone. A bookcase lines the east wall between two doors.

The books are of no real help to the party. Some of the titles found on the bookshelf are: "Embalming, The Lost Art," "Life Among the Undead: Learning to Cope," "Identifying Blood Types: A Beginners' Handbook," and "Masonry and Woodworking."

K50. Guestroom

A huge bed sits in the center of this room, its four corner posts rising to a black canopy trimmed with gold tassels. Several comfortable divans are placed about the room. There is a

banded door in the west wall and a smaller unbanded door in the east wall.

There is no danger in this area during the day. However, during the night, the witches from K56 come through the east door (after attacking with a *sleep spell*) and take a member of the party, an NPC if possible, back to their lair at K56.

K51. Closet

This small, empty 10-foot-square room is lined with pegs to hang of cloaks and clothes on.

There is a secret trap door in the ceiling through which the witches come to attack the party at night.

K52. Smokestack

Jutting from the steeply sloping rooftop of the castle, a spindly smokestack, 5 feet wide at the top, rises 30 feet from the peak of the roof, belching smoke from its iron-pronged capstone.

The chimney leads down 60 feet to the blazing fireplace in K37. The smoke and fire in the chimney causes 1-6 points of damage per round spent in the chimney. Characters take normal fire damage of 1-6 within the blaze below.

K53. Rooftop

The sagging rooftop of the keep slopes precipitously toward the courtyard some 100 feet below. The ancient roof tiles slide easily underfoot, gladly giving up their burden and dropping into the fog shrouded distance below. Each falling tile resounds with a hollow click as it hits the flagstones of the courtyard.

There is a base 30% chance per round that anyone attempting to traverse this roof will start to fall toward the edge. Characters must make dexterity checks to catch themselves. Normal damage from the fall is 10-60 (10d6) points for those who fall and fail their dexterity check. Thieves can use their climb walls ability here, but with a 10% penalty. The roof hangs out over K46.

K54. Familiar Room Use Map 7 for K54-K56.

As you enter this room, an evil essence embraces you. Torn and broken couches lie in heaps, haphazardly strewn about the 20-foot-square room. The low ceiling seems to press down upon you. Deep claw marks cover the hardwood furniture. Claw marks have also sliced the once lush upholstery to shreds. From the dark shadows amid the rubble, three pairs of green eyes stare back at you.

3 black cat familiars: AC 7; MV 12"; HD 1; hp 4, 2, 1; #AT 2; Dmg 1-4; AL CE.

These are the cat familiars of the witches in K56. If the familiars see the PCs here, the witches are alerted to their presence.

K55. Element Room

This is a large oppressive room with a low ceiling of heavy beams. This room is lit only by the dim light of two leaded glass

windows in the south wall. Steel lattice work covers both windows. Several tables stand throughout the room, their legs seeming to barely support the glass jars and bottles that sit atop them.

There is a secret trap door in the floor at the northeast corner of the room. Perceptive characters might notice a disturbance in the dust on the floor leading to the eastern door on the north wall. The dust appears as though something was dragged across the floor from the trap door to the doorway. The bottles contain clearly marked elements of magical use such as "Eye of Newt," "Hair of Bat," "Snail hearts," and "Maresweat." There are, however, no completed potions among the bottles.

K56. Caldron

Through the darkness of this room you can just barely see green-glowing wisps bubbling up from a huge black kettle. Electric sounds of cackling suddenly strike, sending a shudder through you.

7 witches, human: AC 8; MV 9"; HD 2; hp 13, 12, 8, 8, 7, 6, 2; #AT 1; Dmg 1-4; AL CE; SA see spells below.

The witches attack immediately. They are incanting in this room. Each witch can cast two spells.

Witch #1: *burning hands, charm person.*

Witch #2: *dancing lights, detect magic.*

Witch #3: *feather fall, friends.*

Witch #4: *hold portal, dark.*

Witch #5: *magic missile, protection from good.*

Witch #6: *push, read magic.*

Witch #7: *shield, shocking grasp.*

The witches' spellbook sits open beside the far side of the kettle. The book is evil and does 3-30 (3d10) points of damage to anyone of non-evil alignment who even touches it. The book can be handled by evil characters. It contains all of the spells the witches know (see above) plus *fear*, *curse* and *cloudkill* spells and is worth 42,750 gp. The spellbook cannot be found until after all the witches are destroyed.

Use Map 8 for K57-K58.

K57. Parapet Pentagram

This is the top of the tower. A turmoil of black, boiling clouds rolls unceasingly over the dark towers of Ravenloft. The 60-foot-diameter tower roof is rimmed with broken parapets that drop into the swirling mists of fog below. A slender stone bridge spans the gap between this tower and the tower to the north, some 20 feet away. To the east, the high tower of Ravenloft thrusts skyward with no apparent opening at this point.

The courtyard is 190 feet below. Anyone falling off the south or east edge takes 19-114 (19d6) points of damage. The roof of the keep is 80 feet from this point, so anyone falling off the north or west edge of the tower first takes 8-48 (8d6) points of damage, then must make a dexterity check or fall to the courtyard for an additional 10-60 (10d6) points of damage.

K58. Bridge

This slender stone and masonry bridge hangs in the swirling fog. The stones are wet and slippery. The old iron handrailings rusted away years ago, leaving the bridge without hand holds.

The bridge connects K57 and K20. See K57 for falling damage.

K59. Hightower Peak Use Map 10 for K59.

The spiraling staircase finally ends at a 5-foot-wide walkway that circles the shaft. In the center of the tower's highest floor, a 15-foot-diameter hole drops into the cold heart of Ravenloft itself. Cold air rushes up from the shaft sending a chill through your every bone. Archers' slits line the walls. Aging beams support a steep roof. One beam and part of the roof have fallen away, leaving a gaping hole to the sky.

The hole is K18a.

K60. Northtower Peak Use Map 9 for K60.

The stairs emerge into a brightly lit room with manacles attached to the walls and a wooden frame bed.

Check your Fortunes of Ravenloft results for possible treasure here.

Larders of Ill Omen Use Map 11 for K61-K72.

K61. Hallway

A web-filled stairway spirals down into the south end of this 10-foot-wide arched hallway. The stairs continue to wind down further into the unholy depths of Ravenloft. A door leads out from the north end of this hallway.

There is an elevator trap in this hallway triggered by pressure on a panel in the floor. There is a secret door in the ceiling over the floor panel. The secret door can be opened; it leads to K31a.

Anything weighing 400 gp (40 pounds) or more has a 30% chance of triggering the trap. Roll for each character as he crosses the floor plate. When the trap is sprung, two steel portcullises drop with lightning speed, closing off the middle 10-foot section of the hallway. Characters must make a dexterity check with a +5 bonus to avoid being hit by the closing portcullis for 1-8 points of damage.

As soon as the steel portcullises close, two stone blocks, 10 feet wide by 2 feet deep, slowly descend from the ceiling. The stone blocks take 1 full round (60 seconds) to drop to the floor, closing just behind the steel portcullises. The blocks weigh 40 tons apiece and are an irresistible force. Characters trapped between the stones must make a saving throw vs. poison (sleeping gas) with a -4 penalty or fall asleep. Those who remain awake inside the trap feel the floor suddenly rush upward. The stone compartment they are in takes them to K47. The trapped and sleeping characters present an excellent opportunity for Strahd to attack.

Characters who are not trapped between the falling portcullises see the stone walls fall around their fellow adventurers, hear several terrible grinding noises from within for 1 melee round, and then watch the stones and portcullises rise—revealing a clear corridor.



K62. Servants' Hall

This hall stands in deadly silence. The low ceiling sags from heavy beams. A fog clings to the floor in thick patches, obscuring everything less than 3 feet above the floor. A giant shadow is cast across the ceiling as a dark figure shuffles purposefully down the corridor toward you.

At the east end of the hall is a rusted but sound portcullis leading to K63. The double doors to the west are made of heavy planks, banded with steel. Stairs on the east end of the north wall lead up to K23. The figure approaching is Cyrus Belview who will not attack first. The light in the room comes from a lantern on the floor behind Cyrus.

Cyrus Belview, human, F-0; AC 8; MV 12"; HD 2; hp 8; #AT 1; Dmg 1-4; AL CN.

Poor old Cyrus is obviously crazy. He has served the master for uncounted years and is totally devoted to him. Cyrus tries to get the PCs to retire "to your room in the tower" (K49). If the PCs do not go to K49, Cyrus returns to his work of preparing his dinner in K65. Cyrus tends to giggle to himself from time to time for no apparent reason. He also likes to tell poor jokes at the most inopportune moments.

K63. Wine Cellar

Arched frames of stone form a low wet ceiling over this wine cellar. Great casks of wine line the walls, their bands rusting and their contents long since spilled onto the ground.

At the far south end of the west wall, a crack, ½ inch wide by 5 inches long, leads to K18.

K64. Guards' Stair

This is a spiral staircase of gray, dusty stones.

This stairway starts at K68 and goes up past K13 to K46.

K65. Kitchen

A horrible odor of decay assaults your senses as you enter this steaming room. A huge pot bubbles over a blazing fire in the center of the floor, its green, muddy contents rolling over and over.

Any characters that look into the pot encounter the zombies that are in the pot. If Cyrus Belview is present (see area K62 above) when the zombies attack, he grabs a large club near the door and tries to beat them back into the pot. Cyrus explains that he just isn't the cook he used to be and his meals tend to get out of hand these days.

3 (normal) zombies: AC 8; MV 6"; HD 2; hp 5, 4, 2; #AT 1; Dmg 1-8; AL N.

K66. Butler's Quarters

This 20-foot-square room is cramped by numerous items filling it from wall to wall. A small sagging bed sits to one side under a huge faded tapestry of Ravenloft castle. Dusty lanterns sit in various places. Huge, rich curtains are draped haphazardly about the room. Thousands of pieces of junk cover the floor. Broken swords, crumpled shields and helmets lie in piles all about.

There is nothing of value in this room. If Cyrus Belview is with the party, the PCs should notice that he is fingering their equipment and chuckling to himself. Cyrus has been picking up equipment from dead adventurers for years. He looks forward to adding to his collection after Strahd gets through with the PCs.

K67. Guards' Hall

Darkness, cold as a winter sweat, wraps around you. Large oak tables, scarred and beaten, lay scattered like toys about this room, their wood crushed and splintered. Dark stains cover the floor and the wall.

The room is 30 feet wide east to west and 60 feet long north to south. There is a door in the center of the north wall and a door in the center of the south wall. A set of double doors lead from the east wall.

K68. Guards' Run

This 10-foot-wide arched corridor starts at a heavy wooden door on the north. Cool, moist air blows out from an archway in the west wall.

The archway leads to K69. The north door leads to K67. The hallway ends at K64 to the south.

K69. Guards' Quarters

Sickly yellow lichen covers the ceiling of this 10-foot-wide passage running east and west. Opening off to both sides of this passage are 10-foot-square alcoves. Rotting cots and rags are in the shadows of the alcoves. A deathly silence fills the hall.

When the characters enter the hall half way, 10 skeletons leap from the alcoves and attack.

10 skeletons: AC 7; MV 12"; HD 1; hp 7, 7, 7, 6, 5, 3, 3, 1, 1; #AT 1; Dmg 1-6; AL N.

K70. Kingsman Hall

This 30-foot-square room lies in chaos. Shattered furniture lies in heaps near the walls. Broken bones lie scattered amid crumpled and crushed plate armor. Shields and swords jut from the walls as if driven there by some tremendous force. There is a door in the center of the north wall, and a door in the center of the south wall. A dark archway leads out through the east wall.

K71. Kingsmen Quarters

A dark, low passage leads to an ascending staircase. Sickly yellow lichen covers the ceiling. There is a small room on each side of the passage.

K72. Office of Vengeance

This shadowy room is in perfect order. An old cot stands to one side, its heavy blanket made taut and straight. A great table stands with its chair, inkwell, and quill lying carefully in place. Lances and swords are carefully hung on the walls.

A shadow demon lives in this room. After the party enters the room, the demon will leap out and attack. A secret door in the north end of the west wall leads to K79.

1 shadow demon: AC 1; MV 12"; HD 7+3; hp 35; #AT 3; Dmg 1-8/1-6/1-6; AL CE; SA +2 to hit, can cast *darkness 10' radius, fear* once per day; SD takes half damage in darkness or torchlight, immune to fire, cold, and lightning, turn as "special" undead, 50% chance of going undetected.

If illuminated by a torch, the demon becomes AC 5, only +1 to hit, and takes normal damage. If a *light* spell is cast upon it, the demon takes 1-6 points of damage per level of the caster, as if struck by a fireball. The demon appears as a shadowy humanoid form with dim red eye slits.

Dungeon and Catacomb

Use Map 12 for K73-K88.

K73. Dungeon Hall

The stairs descend into black, still water that fills an arched hallway before you. The water's surface is like dark mirrored glass, disturbed only occasionally by the "thwick" of a drop falling from the ceiling. Twenty feet down the hallway, arched doorways lead downward 2 feet from each side of the hallway. In each arched doorway, an iron door stands closed and partially submerged. All is still except for a weak cry for help coming through the south door.

The floor beneath the water is not as solid as it may seem. There is a safe path (see Diagram A), but the rest of the floor is covered with special weight-sensitive trap doors. There is a 5% chance per 100 gp (10 lbs.) weight that a person standing on the false floor will cause the trap to open. The pit under each trap door is a *teleport* that is activated by the opening door.

The numbers on the floor in Diagram A are the cells the traps teleport to. If a character sets off a trap, other characters in the hall see an explosion of air and water fly up around the trapped character (air that was trapped in the pit is released suddenly when the trap door opens). The trapped character suddenly falls from sight. The trap doors automatically reset themselves, leaving only a slowly dissipating swirl in the water. Trapped characters are teleported into dungeon cells, closed with iron bars, the floor 5 feet under water (see areas K74 and K75). Strahd attacks lone characters here if he can.

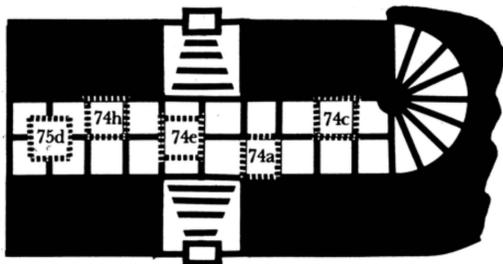


Diagram A. Traps in K73

K74. North Dungeon

The fungus-laden ceiling hangs 3 feet above still, black water that fills this dungeon corridor. The water is 5 feet deep. Small cells, their entrances blocked by iron bars, are on both sides of this arched central hall. Liquid drips from the hanging growth on the ceiling.

The corridor is 40 feet long. There is a secret door 5 feet up the north wall of cell "e" that leads to a polished marble slide (K82). The secret door can only be opened from K82.

In each cell listed below, many previous adventurers gave up their gold. All the items are lying under water.

Cell a	6100 ep
Cell b	5600 ep
Cell c	600 pp
Cell g	6900 ep
Cell h	magical (glowing) +2 sword, LG; I 11; EGO 9

K75. South Dungeon

Use the boxed description from K74. A werewolf lurks in the water in cell a, waiting. There are 650 pp in cell b.

1 werewolf: AC 5; MV 15"; HD 4+3; hp 17; #AT 1; Dmg 2-8 (2d4); AL CE; SD can only be hit by silver or +1 or better weapons.

The werewolf appears as a villager. He begs the PCs to rescue him. He was locked in here by Strahd because he disobeyed Strahd. The werewolf is anxious to prove his worth to Strahd, so he will try to join the party and attack the PCs at the first good chance.

K76. Torture Room

Dark, low shapes thrust up out of the still, brackish water that fills this room.

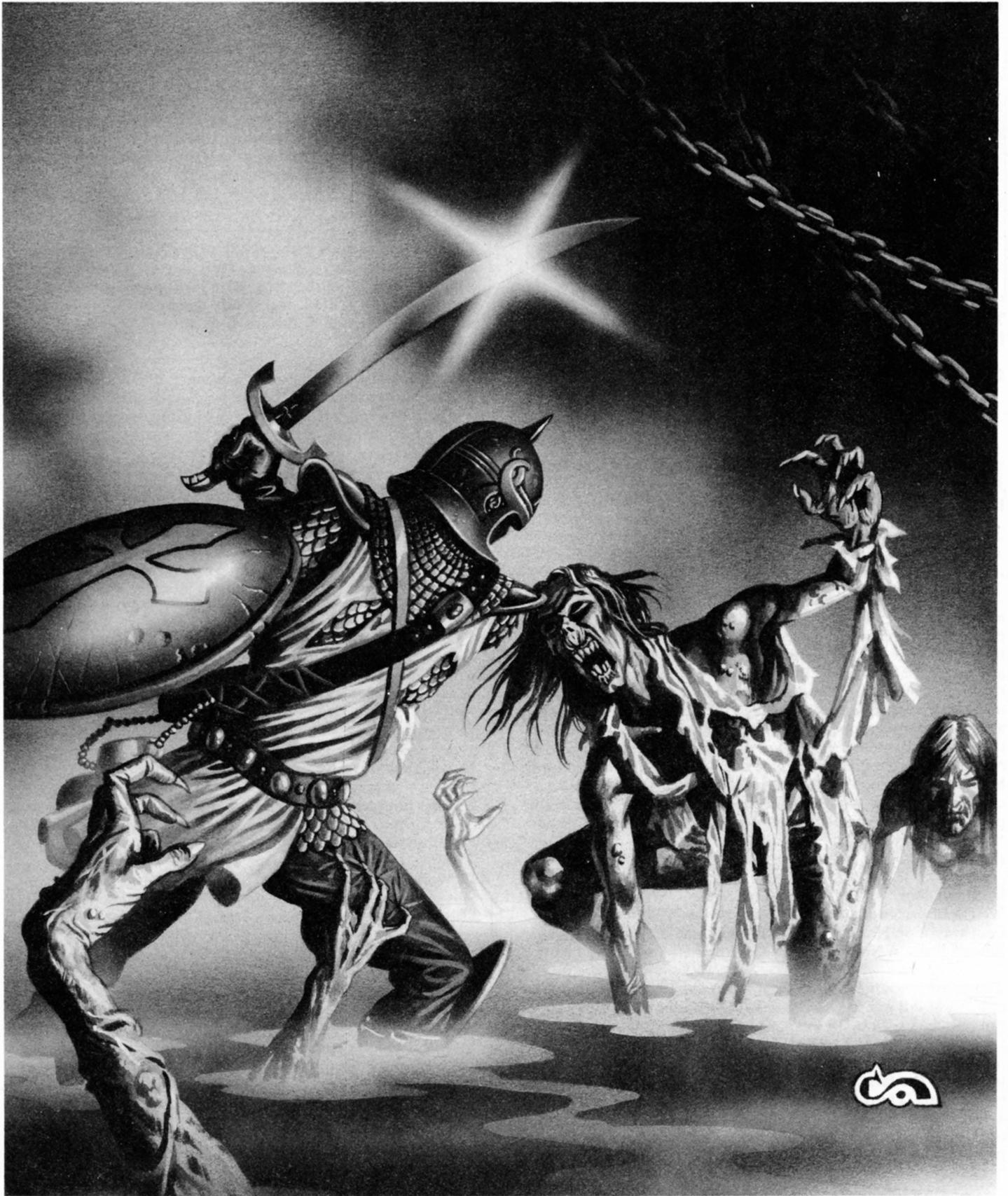
This room is 50 feet square. The ceiling is 17 feet above the water, which is 3 feet deep. There is an arched exit in the center of the east wall. To the north, a large balcony (K77) stands 7 feet above the level of the water in the room. Close examination reveals that the dark shapes in the room are racks, iron maidens, stocks, and other torture apparatus. The skeletons of their last victims seem frozen in silent screams. The lower portions of them are underwater. They are Strahd Zombies who attack after the party is in the room. The zombies rise slowly out of the water, their slime-gray arms clawing upward through the water as they attack.

6 Strahd zombies: AC 8; MV 9"; HD 4; hp 18, 16, 15, 13, 12, 10; #AT 1; Dmg 1-8; AL N; single hit of 5 or more points dismembers, dismembered limbs attack; turn as mummies.

K77. Observation Balcony

There are two large thrones on this balcony. Behind the throne is a large red velvet curtain running 30 feet from the east wall to the west wall. The ceiling here is 10 feet high.

This room continues behind the curtain an additional 10 feet to a wall with a door in the center of it. The door leads to K78. A bag containing 600 pp is hidden beneath the western-most throne.





K78. Brazier Room

This room is 30 feet square, rising to a 20-foot-tall flat ceiling. Gargoyle carvings smile, revealing their teeth, from high upon the walls, well lit by a brazier that burns fiercely in the center of the room. From their alcoves in the center of the east and west walls, two iron statues stand saluting with their weapons bared. Each statue has four arms, one with a shield, one with a sword, and the remaining two with their palms toward the ceiling over their heads. Their eyes seem to watch you as you walk about the room. High overhead, an hourglass with writing on its base hangs suspended above the brazier. All of its sand is in the upper portion, somehow refusing to run down into the bottom. In the center of the room next to the brazier is a golden chest. A single door stands in the south wall while three doors line the north wall.

The statues are iron golems. Each golem holds a stone in each hand.

2 iron golems: AC 3; MV 6"; HD 10; hp 80, 80; #AT 1; Dmg 4d10; AL N; SD immune to all spells except electrical attacks, which slow them to 50% movement; magical fire-based attacks repair instead of damage.

The writing on the base of the hour glass reads:

In the palm of my hand
 Is the time left to thee
 When it's consumed
 Will the flame set you free!

All the doors in this room are spring-loaded and shut on their own if not prevented from doing so. When all the doors are shut, the sands in the hourglass start falling and run for 5 rounds. All of the doors lock shut. After the sands run out, the golems activate and attack for 5 rounds. They then return to their original positions, at which time the door the party entered the room by unlocks. The opening of any door resets the hourglass sands. Only a single door can be opened at any one time. To open a door other than the one they entered the room by, the characters must get one of the stones from the statues' hands and place it into the flaming brazier in the center of the room. If they do, the fire seems to consume the stone, but the stone magically appears again in the palm of the statue's hand. The stones activate the doors as follows:

DOOR	STONE	GOLEM	HAND
Southern door	Red Stone	West	Right
West door on North wall	Blue Stone	West	Left
Center door on North wall	Black Stone	East	Right
Eastern door on North Wall	Opal Stone	East	Left

The golems remain inanimate until the sands of the hourglass run out. They will not use their natural poisonous gas ability. They can only be struck by +3 weapons or better.

The chest appears locked. Opening the chest from the front releases a cloud of *sleeping gas* from the false compartment in the top. Once the false top has been opened, an *illusion* shows an empty trunk. The trunk actually opens from the back and contains a *deck of many things*; a scroll of *protection from magic*; a scroll containing the two clerical spells *dispel evil* and *flamestrike*; and two *potions of healing*.

K79. Western Stair

This staircase of ancient stone is worn smooth through use in ages long forgotten. Dust lies upon the floor and dry cobwebs choke its passage.

The stairs rise at a 45 degree angle for a distance of 40 horizontal feet where they come up to a landing 10 feet square. A second set of stairs continues upward to the east at a similar angle a distance of 30 horizontal feet ending at a door to K72.

K80. Center Stair

The door creaks open to reveal a stone staircase between rough masonry walls. The hall is relatively free of obstruction and there is little dust on the steps. A cool dampness seems to flow from within as a thick fog slowly forms in the room. The staircase is obscured in the swirling mists. The wind within howls mournfully.

The stairs rise at a 45 degree angle a distance of 20 horizontal feet to a 10-foot-square landing. The masonry walls then abruptly end opening into a roughly hewn tunnel heading east (K81).

K81. Tunnel

This is a long, low tunnel. Its rough damp walls are barely discernible through thick fog. This tunnel passes through the rock-pillar of Ravenloft itself.

Dwarves can tell that this is a relatively new construction compared to that which has been seen thus far. The tunnel is 80 feet long and ends in a stone door. There is a trap door in the floor, 25 feet east of the top of the stairs.

The trap is activated by weight. There is a 5% chance for every 100 gp weight (10 pounds) on the trap door that the door suddenly opens. When the trap door opens, everyone who is standing on it falls onto the marble chute in K82.

K82. Marble Slide

This is a smooth dark shaft of polished black marble.

The shaft plunges from the trap door in K81 through a one-way secret door into cell e in K74. Thieves have a penalty of -35% on their climb walls ability here.

K83. Western Stair

This is a dark spiral staircase of rough-hewn stone.

The staircase starts at K78, goes up to K83a, then continues up to K37.

K83a. Western Stair Landing

This 40-foot-long corridor connects two spiral stairways. The stairway on the north end of the west wall leads down further under castle Ravenloft. The stairway on the south end of the west wall leads up out of sight. All the stones in the walls and stairways are rough-hewn.

The north stairway leads down to K78. The southern stairway leads up to K37.

K84. The Catacombs

Buried deep beneath the keep of Ravenloft, this arched ceiling sags over squat crypts, forming these catacombs. A thick fog clings to the floor at knee height. Cobwebs hang limp in the musty air. Thick dust has settled over everything, filling the crypts' engravings, making it difficult to make out the names of those buried here. The black ceiling is moving.

PLEASE READ THIS SECTION WITH CARE. MUCH ACTIVITY CAN TAKE PLACE HERE. The catacombs fill an area roughly 110 feet east to west by 180 feet north to south. The catacombs are made up of 10-foot-wide arched walkways running between 10-foot-square crypts. The arched walkways and the crypts support the ceiling. There are five exits.

1. The crypt 1 door to the tunnel, K81.
2. The barred doorway north to room K85.
3. The barred doorway east to room K87.
4. The teleport in crypt 32 to room K86.
5. Up the high tower stair (K18) or shaft (K18a) to the west.

Each crypt houses the remains of the person (or persons) listed on the crypt's stone door with an epitaph. The percent chance of opening a crypt door is equal to twice the total number of strength points applied. Super-strength characters add their percentages bonuses directly to the total chance. Each crypt is described below. Unless noted otherwise, each crypt contains a 3-by-5-foot rectangular slab of marble, 3 feet high, with a skeleton draped in rags lying atop it.

3,000 bats: AC 6; MV 4"/18"; HD 1d4; #AT 0; Dmg 0; AL N.

The bats hang here during daytime hours and fly out in the evening through K18a to hunt at night. They will not attack humans unless specifically commanded to by Strahd or unless provoked. These bats do no damage but do get in the way of spell casting. While these bats are attacking, any character attempting to cast a spell with a material component must make a dexterity check for the spell to work. Make it obvious to the players that killing the bats is more trouble than it is worth.

There are transpositional teleports between crypts 37 and 38, between crypt 37 and the wall south of it, and between crypt 38 and the wall south of it. These teleports form a protective ring around the obvious entrance to Strahd's coffin. These teleports exchange a living body passing through them for the undead body of a wight from crypt 14. Since the transfer is practically instantaneous, and since only living and undead matter is teleported, the teleported character's armor, clothing, etc., becomes suddenly occupied by a wight. The teleport puts the wight into the same pose the character it is replacing had. The teleport exchange appears to others as though the character who was walking through the crypt passage suddenly turned into a wight. The wight turns and attacks the party with the original character's weapons. A wight appearing in a PC's clothing and armor is not damaged by any holy symbols that PC had (because the symbols are not forcefully presented).

The teleported character finds himself lying in a dark, confined space (the interior of the wight's coffin) wearing ragged, rotting cloth. The coffin lid requires a lift gates throw to be made with a penalty of -5% to open it because of the confined space. If Strahd

attacks at this time, he may want to help open the coffin lid and attack the character in it.

Once out of their crypts, the creatures in K84 will pursue the PCs anywhere, except into rooms K85, K86, and K87.

Each crypt is listed below. The epitaph on each stone door is written in quotes.

Crypt 1. "Spectre Ab-Centee. She now walks that path of pain and torment. A gift to all who look upon her still."

The stone door leads not to a crypt, but to a hewn tunnel of stone (K81).

Crypt 2. "Artista DeSlop — Court Ceiling Painter"

Crypt 3. "The Lady Isolde Yunk (Isolde the Incredible). Purveyor of Antiques and Imports."

Crypt 4. "Prince Aerial Du Plumette (Aerial the Heavy)"

1 ghost: AC 0/8; MV 9"; HD 10; hp 40; #AT 1; Dmg age 10-40 years; AL LE.

The stone door is on the south side of this crypt. Ariel was a terrible man, who sacrificed more than himself in his quest for wings. Characters that see this ghost age 10-40 years and flee in panic for for 2-12 (2d6) turns unless they make a saving throw vs. spells. Clerics above 6th level are immune to this attack, and other classes above 8th level gain a +2 bonus on their rolls. The ghost attacks with a *magic jar* spell while ethereal, or by touch if materialized as noted. Spells do not work against a ghost unless they are cast on the ethereal plane. Any human, dwarf, elf, gnome or halfling that is killed by a ghost is dead forever.

Crypt 5. "Artank Swilovich: Here interred and with great mourning courtesy of the Barovian Wine Distillers Brotherhood."

Crypt 6.

The name and epitaph on this crypt have been clawed off as if by some mad tormented beast. The stone once read, "Marya Markovia: Great was her beauty, undone by a jealous hand."

Crypt 7.

The stone door lies on the floor, obscured by the fog. The crypt gapes open. Rags of white linen lie flat on the slab. A spectre waits within.

1 spectre: AC 2; MV 15"/30"; HD 7+3; hp 40; #AT 1; Dmg 1d8 + drain 2 energy levels; AL LE; SD +1 or better weapon to hit.

This spectre is not affected by *sleep*, *charm*, *hold*, or *cold* based spells. Anyone totally drained of levels by the spectre becomes a half-strength spectre in the control of the monster that drained him.

Rotting leather bags under the linen cloth contain a total of 3,400 gp.

The epitaph reads: "Endorovich (Endorovich the Terrible): What the blood of an thousand slaves did not do, the spurn of a woman accomplished." This man loved Marya (see crypt 6) and found that she loved someone else in his court. As Marya and her lover were dining, Endorovich put poison into the man's wine



glass. The glasses were mixed up and the girl drank it instead. The lover was hanged for the deed and buried in the cemetery behind the church in Barovia township. Endorovich never did get over his guilt and, in his madness, killed many in his lifetime.

Crypt 8. "Duchess Dorfniya Dilisnya"

Crypt 9. "Pidlwik (Fool of Dorfniya)"

Four earthen jars in a corner of the crypt each contain 1,550 ep.

Crypt 10. "Sir Leanne Triksy (Sir Lee the Crusher). What sword did not, time's passage did."

Three pieces of jewelry are draped over the skeleton, each valued at 5,000 gp.

Crypt 11. "Tasha Petrovna, Healer of Kings. Light unto the West. Servant. Companion."

Crypt 12. "King Toisky"

Crypt 13. "King Intree Katsky (Katsky the Bright. King, Ruler, and Inventor)."

Five-hundred pp are in a hole under the skeleton.

Crypt 14. "Stahbal Indi-Bhak: Advisor to Endorovich from eastern lands. A truer friend no ruler ever had. Here lies his family in honor."

Inside, the vault appears to be three times the size indicated by its walls. In the vault there are 15 stone coffins with heavy lids. There is a wight in each coffin. Characters are teleported into these coffins (as the wights are teleported out) from the traps around the entrance to K86. The remaining wights assist anyone inside a coffin trying to remove its lids, thus making the feat relatively easy. The wights can only be hit by magical weapons.

15 wights: AC 5; MV 12"; HD 4+3; #AT 1; Dmg 1d4 + drain 1 energy level; AL LE.

Crypt 15. "KHAZAN: His word was power."

Crypt 16. "Elsa Fallona"

Crypt 17. "Sir Sedrik Spinwitovich (Admiral Spinwitovich). Confused though he was, he built the greatest naval force ever assembled in a land locked country."

Crypt 18.

The opening stone has been carefully laid to one side. Through the swirly mists of the perpetual fog newly engraved letters can be read, "Ireena Kolyana: Wife."

The crypt is empty. This is where Strahd intends to keep Ireena after she is "converted."

Crypt 19. "Artimus (Builder of the Keep). Thou standeth amidst the monument to his life."

Crypt 20. "Sasha Ivlskova: Wife."

1 vampire: AC 2; MV 12"/18"; HD 8+3; hp 47; #AT 2; Dmg 1d6+4 + drain 2 energy levels; AL CE.

This vampire is an old wife of Strahd's, a towns person now under his control.

Crypt 21. "Patrina Velikovna: Bride."

1 banshee: AC 0; MV 15"; HD 7; hp 47; #AT 2; Dmg 1d6 +2 with 2 levels energy drain; AL CE; SA keening, save vs. spells or die.

Dwarves notice that the engraving on this stone door is newer than most of those found so far. The Banshee inside attacks as soon as the crypt is opened. Her treasure is behind her in the crypt.

She may only cry her deadly keening once per day, and then only in total darkness. The very sight of her acts as a *fear* spell unless a saving throw is made.

Patrina was a gypsy elf maiden who, having learned in early life a great deal of the black arts, was nearly a match for Strahd's powers. She felt a great bond with Strahd and desired to become one of his wives. Strahd, ever willing, agreed, but before the final draining of spirit from her soul could take place, her own people stoned her to death in mercy. Strahd demanded, and got, the body. She then became the banshee spirit found here.

Heaped in mounds about the crypt is Patrina's treasure: 500pp, 3,300 gp; and 5,300 ep.

Crypt 22. "Sir Erik Vonderbucks"

Crypt 23.

The opening stone is unmarked. The crypt is empty.

Crypt 24. "Ivan DeRose, Champion of Winter Dog Racing. The race may go to the swift, but vengeance is for the loser's relatives."

Crypt 25. "Stephan Gregorovich, First Counselor to Baron von Zarovich"

Crypt 26. "Intree Sik-Valoo: He spurned wealth for the knowledge he could take to heaven."

Crypt 27.

There are three huge spiders in this crypt.

3 huge spiders: AC 6; MV 18"; HD 2+2; hp 16, 16, 11; #AT 1; Dmg 1-6 + poison; AL N.

Crypt 28. "Ardent Palette, Chef Delux"

A body in white cloth with a high chef's hat atop the skull rots naturally. Inside the hat are three pieces of jewelry worth 1,200 gp each.

Crypt 29. "Ivan Ivanovich, Beloved of Anna Petrovna."

Crypt 30. "Prefect Ciril Romulich (Beloved of King Barov and Queen Raven) High Priest of the Most Holy Order."



A body in white clothing rots naturally, its skull resting atop a small chest. Within the chest are 10+1 *arrows*; 1 scroll of *raise dead*; and 3 bottles containing potions of *poison*, *clairvoyance*, and *invulnerability*.

Crypt 31. "\$\$We knew him only by his wealth"

There is a large, bulging chest in the center of the crypt. The floor is a trapper who attacks anyone that steps up to the apparent chest.

1 trapper: AC 3; MV 3"; HD 12; hp 62; #AT 4+; Dmg 4 + victim's AC; AL N.

Crypt 32. "St. Finderway, Saint of Lost Travellers"

The crypt is featureless except for two alcoves in the back wall. Over the alcoves is written "Pass not these portals ye foolish mortals!"

These alcoves are transmitting and receiving teleports. The alcove on the east sends those who enter it to the eastern most alcove in K86. Stepping into the western alcove has no effect; it receives persons teleporting from the western alcove in K86.

Crypt 33.

The stone door is blank. This crypt has never been used.

Crypt 34. "King Dostron"

Crypt 35.

The stone door is blank. This crypt has never been used.

Crypt 36.

The stone door is clawed and marked so that no name is readable. The tomb is empty.

Crypt 37. "Gralmore Nimblenobs"

The stone door only gives the name above. A body in red robes lies within, rotting naturally. About the corpse are one +1 *sword* with one *wish*; a scroll with *charm monster*, *polymorph other*, and *polymorph self* spells; and a scroll with *fireball*, *hold person*, *haste*, *lightning bolt*, and *slow* spells.

Crypt 38. "Americo Standardski (Inventor)"

When this crypt is opened, three pairs of red glowing eyes stare out. Three hellhounds attack. These hellhounds do 5 points of damage at up to 10 feet from their scorching firebreath; or only 4 points if the character saves vs. dragonbreath. They can use their breath once per round for as many rounds as they wish.

3 hellhounds: AC 4; MV 12"; HD 5; hp 29, 23, 23; #AT 1; Dmg 1-10 + breath weapon; AL LE.

Crypt 39. "Beucephalus, The Wonder Horse. May the flowers grow ever greener where he trods."

This crypt has a larger door than all the rest. A nightmare inside rears up when the door is opened. The nightmare's smoking breath obscures vision, blinds opponents, and chokes them tem-



porarily, causing them to attack with a -2 penalty (to hit and damage) unless a saving throw is made. This is Strahd's steed. The steed usually leaves by flying up the shaft in the spiral staircase, K18a.

1 nightmare: AC -4; MV 15"/36"; HD 6+6; hp 29; #AT 3; Dmg 2d4 (fangs) /2d4+2 / 2d4+2 (burning hooves); AL NE; SA breath weapon of smoke.

Crypt 40. "Tatsaul Eris: Last of the line"

K85. Tomb of Sergei Von Zarovich

A peaceful stillness, a calm amid the storm, is felt here. In the center of the tomb, a white marble slab holds the coffin of Sergei Von Zarovich. This quiet room is 50 feet long north to south and 30 feet across. To the north, behind the intricately inlaid coffin, there are three alcoves. Beautifully carved statues stand in each alcove, just as the day they were placed there.

The coffin opens easily to the touch of any lawful good character. The body is clothed in shining +2 *plate mail* armor. Check your Fortunes of Ravenloft results for possible treasure and encounters here.

K86. Tomb of Strahd Von Zarovich

A darkness clouds this room and the essence of evil permeates the very air. The smell of freshly turned earth is here. This room appears to be 50 feet long from east to west and 30 feet across. There are three empty alcoves in the south wall. Settled into the dirt on the floor, lies a shining black coffin of finely waxed wood. The coffin's fittings are of brilliant brass. The lid is closed.

Check your Fortunes of Ravenloft results for possible treasure and encounters here. If Strahd has been reduced to 0 hit points within the previous 8 game hours, his body is in this coffin.

Two of the three alcoves on the south wall are teleports. The center alcove is non-magical. The east alcove is the entry point for a teleport from crypt 32. Entering the east alcove does nothing. The west alcove teleports whoever enters it to the west alcove in crypt 32.

K87. Guardians

Wide steps descend to a landing flanked by two alcoves. Within each alcove, standing the full 30-foot height of the ceiling, is a bronze statue holding a spear. A soft blue curtain of light flows between the two alcoves. Dimly visible on the other side of the light curtain are more descending stairs.

Anyone of lawful good alignment can pass through the curtain without difficulty. All other alignments are teleported back to the top of the stairs behind them.

K88. Tomb of Barov and Ravenovia

This tomb rests in hushed silence. Great stained windows filtering the eastern walls filter dim light into this room. A closed coffin stands on each side of this roughly 40-foot-square room.

Check your Fortunes of Ravenloft results for possible treasure and encounters here.

Optional Ending

After Strahd is destroyed forever, you may want to provide an ending for the players to wrap things up. The following scenario is provided as an optional ending to this module. The scenario is set at dawn on the overlook (K6). Ireena Kolyana must be with the PCs.

Thick clouds are overhead. Through the chilly morning mists, the lands of Barovia are visible far below. There is a peacefulness here. Rest has come to the valley for the first time anyone can remember. There is sleep without fear.

A light flashes brilliantly behind you. Wheeling around, you see a shining stately man in white armor and cape. His rugged features show great strength of will, yet the forcefulness of his presence is tempered by his calm, sad eyes. His features are those of Strahd, yet subtly different.

His voice is calm and peaceful. "My name is Sergei von Zarovich." He turns to Ireena, "Tatyana, the time is at hand to rest. Come, my love and wife." He stretches forth his hand.

Ireena Kolyana's questioning eyes suddenly open with recognition and knowledge. Forgotten memories rush upon her. "Sergei!" she cries, springing to him with the grace of a doe. They embrace.

Ireena turns to you. "I am Ireena Kolyana, but in my past I was Sergei's beloved Tatyana. Through these many centuries we have played out the tragedy of our lives. Now, with our deepest gratitude to you, that tragedy is over. It is time for joy to begin again."

Shimmering light surrounds Ireena and Sergei. Hand in hand, they walk east toward the edge of the overlook. Their feet do not touch the ground, they tread a path beyond this mortal world. Their invisible road takes them beyond the eastern precipice, their glow illuminating and thinning the clouds above Barovia. The clouds suddenly break open, letting glorious shafts of sunlight flood through. In the valley below, the strange fog dissolves, losing its power. Barovia is free once more.

Appendices

Treasures and Tomes

Holy Symbol of Ravenkind

The Holy Symbol of Ravenkind is an ancient platinum medallion that was once worn by the High Priest of Ravenloft. It is a powerful lawful good symbol.

The holy symbol is shaped like the sun, with a large crystal embedded in its center. Around the crystal are many holy symbols of light and truth. When presented forcefully toward any undead creature, the medallion adds +2 to the cleric's "turn undead" roll. When presented against vampires, however, it flares with the light of the sun for 1-10 rounds. Remember that vampires are destroyed by exposure to direct sunlight for 10 rounds. Vampires cannot move or attack while the medallion flares. Other creatures are not affected by the medallion. The medallion can only be used once per week.

Sunsword

The *sunsword* is a magical longsword. Its blade is a form of crystal glassteel, held by a platinum hilt and guard. It glows with dim blue light most of the time.

The *sunsword* is a +2 *sword* against all creatures except undead. When within 30 feet of any undead, the blade suddenly glows brilliant blue. The blade is +3 vs. undead (to hit and damage). When used against vampires, the blade flares and sparks when it hits, inflicting 10 additional points of damage per hit.

Ages ago, Strahd employed a powerful magician to destroy the sword. The first part of the process required that the hilt and blade be separated, then destroyed simultaneously. However, before the hilt and blade were destroyed, the magician's assistant stole the blade and attempted to flee from Barovia. Though his body was later found in the woods, the blade was not with him. When it was separated from the hilt, the blade took on the appearance of a normal longsword.

Though the hilt remained in Castle Ravenloft, the blade was never found. Strahd has always lived in fear that the blade may be reunited with the hilt. It so happens that one of the PCs has been using the blade with a normal hilt (since without the hilt it cannot be discerned from a normal blade). If the PCs find the hilt, it will magically leap onto the blade, replacing the PC's hilt, becoming the *sunsword*.

Tome of Strahd

The Tome of Strahd is an ancient work penned by Strahd himself. It is a tragic tale of how Strahd came to his fallen state. The book is bound in a thick black leather cover with brass hinges and fastenings. The pages are of parchment and very brittle. Most of the book is written in the curious shorthand that only Strahd himself employs. Stains and age have made most of the work illegible. There is a base 30% chance to read any paragraph in the book. Read the paragraphs in order from the text below.

I am The Ancient, I am The Land. My beginnings are lost in the darkness of the past. I was the warrior, I was good and just. I thundered across the land like the wrath of a just god, but the war years and the killing years wore down my soul as the wind wears stone into sand.

All goodness slipped from my life; I found my youth and strength gone and all I had left was death. My army settled in the valley of Barovia and took power over the people in the name of a just god, but with none of a god's grace or justice.

I called for my family, long unseated from their ancient thrones, and brought them here to settle in the castle Ravenloft. They came with a younger brother of mine, Sergei. He was handsome and youthful. I hated him for both.

From the families of the valley, one spirit shone above all others. A rare beauty, who was called "perfection," "joy," and "treasure." Her name was Tatyana and I longed for her to be mine.

I loved her with all my heart. I loved her for her youth. I loved her for her joy. But she spurned me! "Old One" was my name to her — "elder" and "brother" also. Her heart went to Sergei. They were betrothed. The date was set.

With words she called me "brother," but when I looked into her eyes they reflected another name — "death." It was the death of the aged that she saw in me. She loved her youth and enjoyed it. But I had squandered mine.

The death she saw in me turned her from me. And so I came to hate death, my death. My hate is very strong; I would not be called "death" so soon.

I made a pact with death, a pact of blood. On the day of the wedding, I killed Sergei, my brother. My pact was sealed with his blood.

I found Tatyana weeping in the garden east of the Chapel. She fled from me. She would not let me explain, and a great anger swelled within me. She had to understand the pact I made for her. I pursued her. Finally, in despair, she flung herself from the walls of Ravenloft and I watched everything I ever wanted fall from my grasp forever.

It was a thousand feet through the mists. No trace of her was ever found. Not even I know her final fate.

Arrows from the castle guards pierced me to my soul, but I did not die. Nor did I live. I became undead, forever.

I have studied much since then. "Vampyr" is my new name. I still lust for life and youth, and I curse the living that took them from me. Even the sun is against me. It is the sun and light I fear the most. But little else can harm me now. Even a stake through my heart does not kill me, though it holds me from movement. But the sword, that cursed sword that Sergei brought! I must dispose of that awful tool! I fear and hate it as much as the sun.

I have often hunted for Tatyana. I have even felt her within my grasp, but she escapes. She taunts me! She taunts me! What will it take to bend her love to me?

I now reside far below Ravenloft. I live among the dead and sleep beneath the very stones of this hollow castle of despair. I shall seal shut the walls of the stairs that none may disturb me.

Monsters, Creatures, and Men

Barovian Villagers

FREQUENCY: Rare

NUMBER APPEARING: 3-10

ARMOR CLASS: 10

MOVE: 12"

HIT DICE: 2

% IN LAIR: 90%

TREASURE TYPE: Individuals M, B in lair

NUMBER OF ATTACKS: 1

DAMAGE/ATTACK: 1-6

SPECIAL ATTACKS: Nil

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Normal

INTELLIGENCE: Normal

ALIGNMENT: NG

SIZE: M

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil

The Barovians and their ancestors have lived in this valley for as long as anyone can remember. Their lives are deeply imbedded in their homes and their traditions. They are, by nature, very wary of



strange peoples and customs, almost to the point of paranoia. The way Barovians deal with strangers is somewhat unsettling. They have a tendency to stare openly, in silence, venting their disapproval of everything that is not familiar to them. Barovians are not talkative with strangers to the extent of being pointedly rude. Most Barovians have violent tempers that boil through their customary silence when they are provoked. They also have a social cohesiveness (thrust upon them by their weird circumstances) that can make them rise up together against outsiders if one Barovian is mistreated.

Barovians are, by tradition, a happy people, though their history and current conditions are not happy. If one manages to win the trust of a Barovian, one has a friend for life and an ally that will never fail.

The Barovians know the following:

1. When they attempt to leave the land of Barovia, they begin to choke. Those who do not turn back perish.
2. The Master of Ravenloft is "The Devil Strahd." Barovians believe that Strahd is a curse placed over the land because of some forgotten sin of their ancestors.
3. Vampires can be destroyed, but no one has ever succeeded. Barovians know all the tricks for destroying vampires outlined in the *Monster Manual*.

Gypsies

FREQUENCY: Common

NUMBER APPEARING: 3-30

ARMOR CLASS: 6

MOVE: 12"

HIT DICE: 5

% IN LAIR: 10%

TREASURE TYPE: Individual M, A in lair

NUMBER OF ATTACKS: 1

DAMAGE/ATTACK: 1-8

SPECIAL ATTACKS: Nil

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Normal

INTELLIGENCE: High

ALIGNMENT: NE

SIZE: M

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil

Gypsies' traditions, humor, and language are dark and mysterious. Only the gypsies can pass through Barovia at will. Their leader, Madam Eva, foreshadows the events that befall adventurers. Gypsies may be found anywhere.

The gypsies speak in long flowing riddles of often useless information. They tell tales of their forefathers that are almost certainly untrue. Their riddles and stories are a front, for the gypsies are a most serious people. They are quick to act when their lives or traditions are threatened. They are merciless when they feel they must be.

Gypsies readily tell adventurers that they have a potion that protects them from the vampire. Although this is a lie, they attempt to sell their fake potion for as much money as they can get. The gypsies always try to appear as though they are helpful. In truth, the only information that they ever give away is misleading at best and often a lie. The gypsies are in the service of Strahd von Zarovich and fear the consequences of disobedience.

Strahd Zombies

FREQUENCY: Very rare

NUMBER APPEARING: 1-10

ARMOR CLASS: 8

MOVE: 9"

HIT DICE: 4

% IN LAIR: 80%

TREASURE TYPE: Nil

NUMBER OF ATTACKS: See below

DAMAGE/ATTACK: 1-8

SPECIAL ATTACKS: Severed members also attack

SPECIAL DEFENSES: Turn as Mummies

MAGIC RESISTANCE: Normal

INTELLIGENCE: Non-

ALIGNMENT: N

SIZE: M

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil

Strahd zombies are a form of undead that serve the vampire Strahd von Zarovich. They were called into being through a dark magic, now forgotten even by Strahd himself. Strahd zombies were created from the long-dead guards of Castle Ravenloft.

Strahd zombies appear fragile. Their gray green flesh looks soft and their bones seem brittle. Any single hit of 5 points or more severs parts of their bodies.

Despite their appearance, however, the life forces of Strahd zombies are very great. Severed limbs continue to attack.

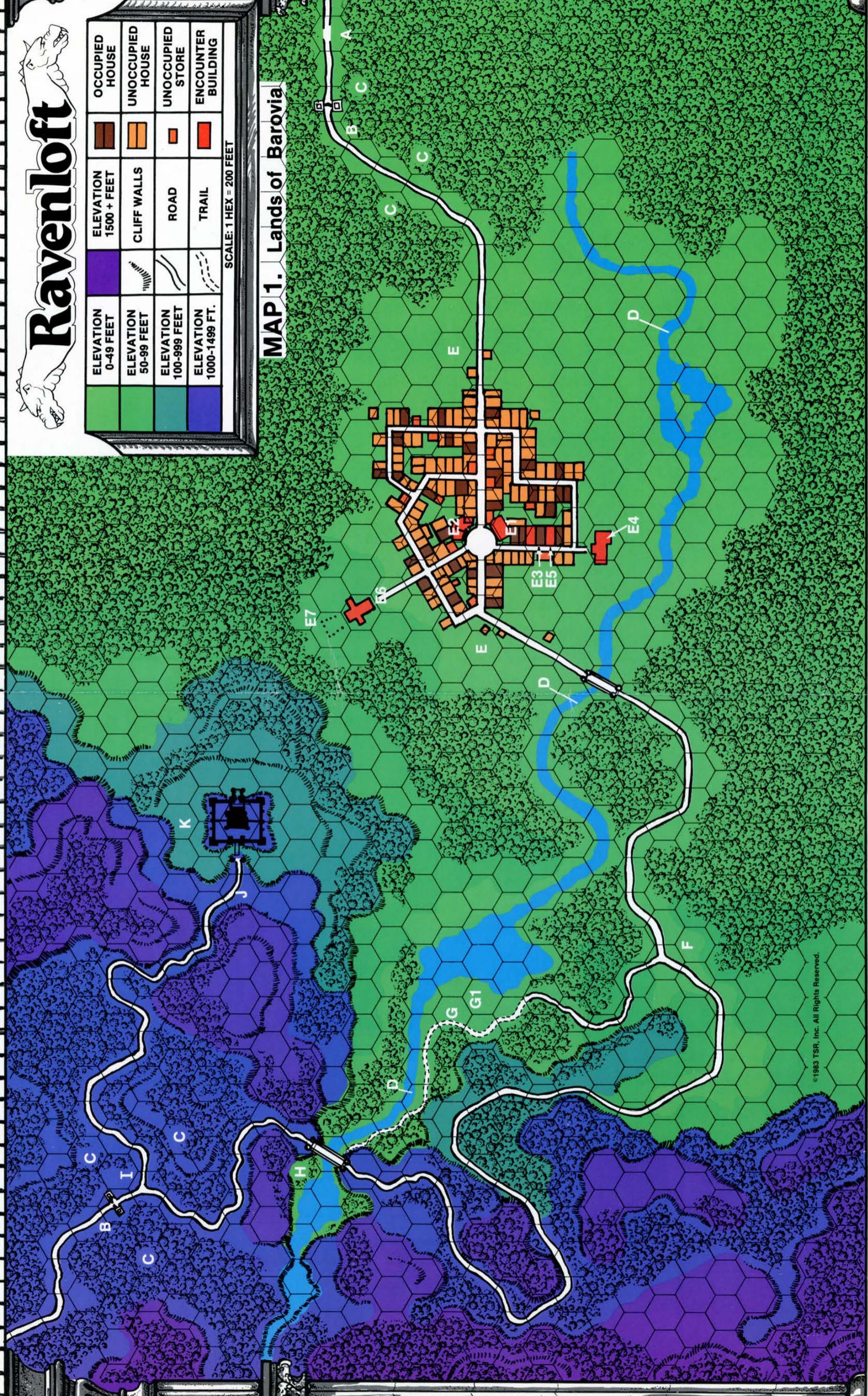
Each Strahd zombie's life force lies in its total being. So, damage to any part damages the whole creature. Damage to any one part in excess of a Strahd zombie's total hit points destroys all of that zombie's parts.

Strahd zombies are turned as mummies.

ELEVATION 0-49 FEET	ELEVATION 1500 + FEET	OCCUPIED HOUSE
ELEVATION 50-99 FEET	CLIFF WALLS	UNOCCUPIED HOUSE
ELEVATION 100-999 FEET	ROAD	UNOCCUPIED STORE
ELEVATION 1000-1499 FT.	TRAIL	ENCOUNTER BUILDING

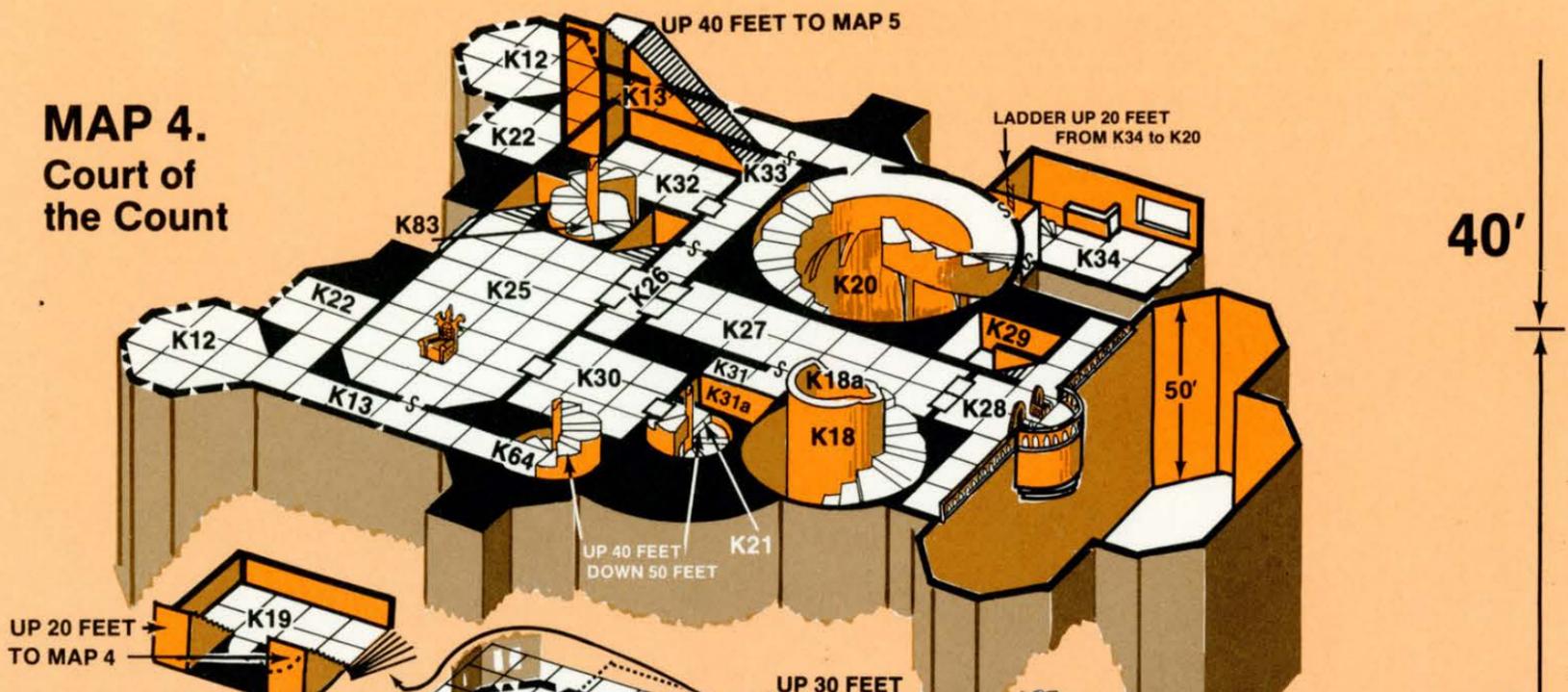
SCALE: 1 HEX = 200 FEET

MAP 1. Lands of Barovia

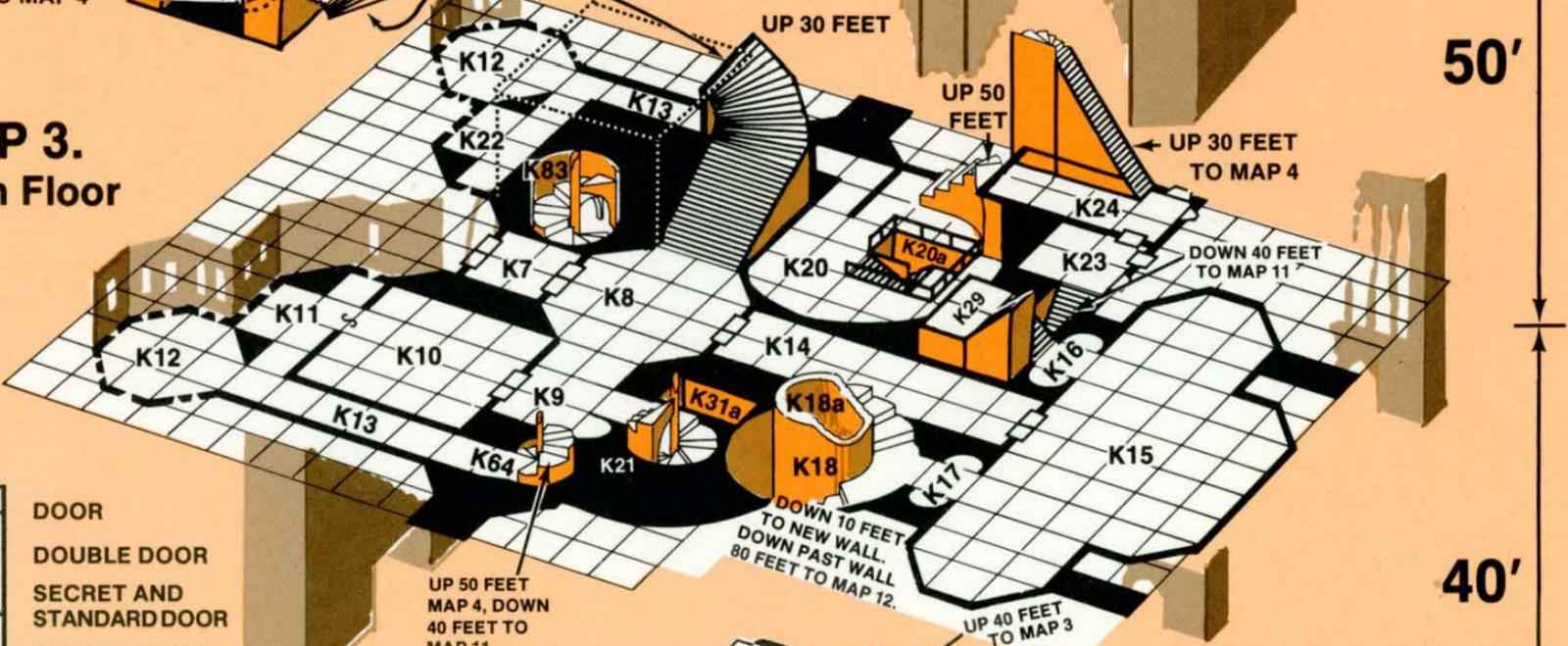


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MAP 4.
Court of the Count



MAP 3.
Main Floor

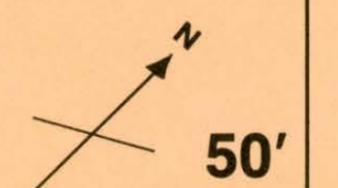
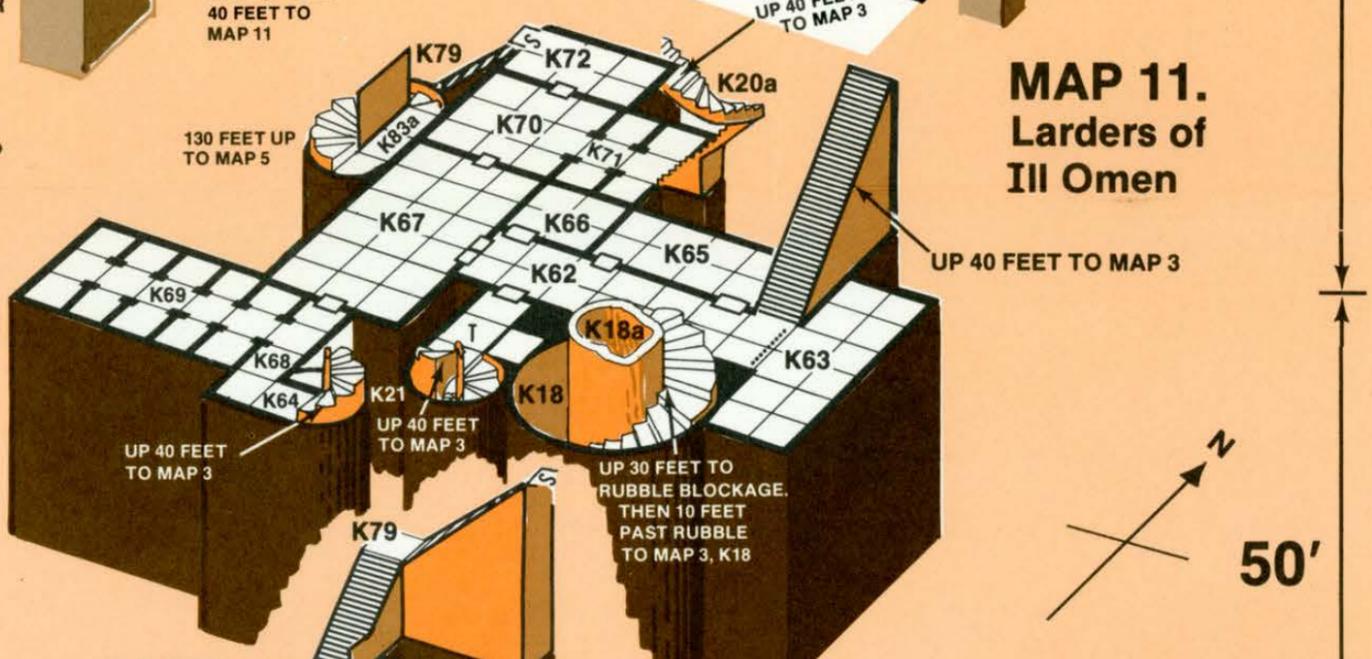


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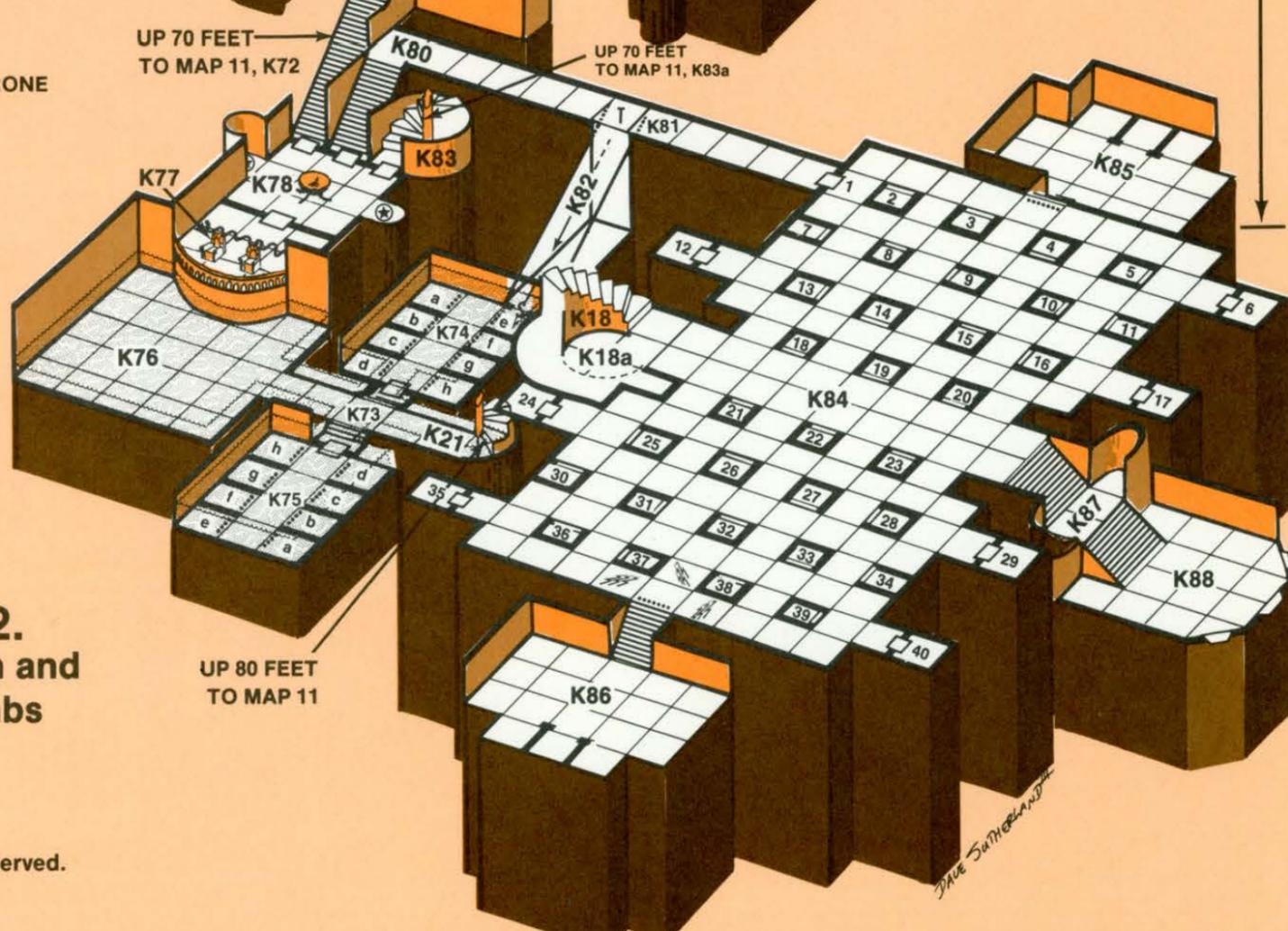
	DOOR
	DOUBLE DOOR
	SECRET AND STANDARD DOOR
	SECRET DOOR
	ONE WAY SECRET DOOR
	TELEPORT TRAP
	TRAP DOOR IN FLOOR
	TRAP DOOR IN CEILING
	WINDOW
	ARROW SLIT
	BARS, PORTCULLIS
	BRAZIER
	LADDER
	STAIRS
	SPIRAL STAIRS
	BED
	CHAIR, THRONE
	RAILING
	STATUE
	CURTAIN
	WATER

SCALE: 1 SQUARE = 10 FEET

MAP 11.
Larders of Ill Omen



MAP 12.
Dungeon and Catacombs



DAVE SUTHERLAND

Advanced Dungeons & Dragons®

Official Game Adventure

Ravenloft

by Tracy and Laura Hickman

Under raging stormclouds, a lone figure stands silhouetted against the ancient walls of castle Ravenloft. Count Strahd von Zarovich stares down a sheer cliff at the village below. A cold, bitter wind spins dead leaves about him, billowing his cape in the darkness.

Lightning splits the clouds overhead, casting stark white light across him. Strahd turns to the sky, revealing the angular muscles of his face and hands. He has a look of power — and of madness. His once-handsome face is contorted by a tragedy darker than the night itself.

Rumbling thunder pounds the castle spires. The wind's howling increases as Strahd turns his gaze back to the village. Far below, yet not beyond his keen eyesight, a party of adventurers has just entered his domain. Strahd's face forms a twisted smile as his dark plan unfolds. He knew they were coming, and he knows why they came, all according to his plan. He, the master of Ravenloft, will attend to them.

Another lightning flash rips through the darkness, its thunder echoing through the castle's towers. But Strahd is gone. Only the howling of the wind — or perhaps a lone wolf — fills the midnight air. The master of Ravenloft is having guests for dinner. And you are invited.

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