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Classic Adventure  
Module Conversion



# Ravenloft

Conversion Guide by  
Chris Nolen

For Characters Levels 5-7



## Classic Modules Today

A D&D 5<sup>th</sup> Edition Conversion of the Early Edition Adventure Module

# I6 RAVENLOFT

## *CONVERSION GUIDE*

**Introduction:** In 1983, TSR published the module named “Ravenloft” with the module code “I6”. It was written by Tracy and Laura Hickman and illustrated by Clyde Caldwell. This 32-page booklet had two outer folders containing maps by David Sutherland III. It spawned a 1986 sequel, “I10 Ravenloft II: The House on Gryphon Hill”; together, they formed the basis of AD&D 2nd Edition's Ravenloft campaign setting. In 2004, for the 30th anniversary of the Dungeons & Dragons game, Dungeon magazine ranked this module the 2nd greatest adventure of all time. This conversion guide allows DMs to run the original module with 5<sup>th</sup> Edition rules and provides a reference sheet for encounters.

*A 20+ hour adventure for 5th– 7th level characters*

BY CHRIS NOLEN

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# I6: RAVENLOFT

*"Trespassers! This is my home."*

– Advertisement for I6 Ravenloft, Dragon #78

## Introduction

To use this conversion guide you will need a copy of "I6 Ravenloft", originally available in hard-copy and now for sale in Digital format at [www.dndclassics.com](http://www.dndclassics.com).

This document gives GMs advice to convert the module to the latest 5<sup>th</sup> Edition rules and guidance on preparing the adventure. A list of random encounters provides a quick in-game reference. Most creatures refer to stat blocks in the D&D 5e Monster Manual. Count Strahd von Zarovich, the climactic monster, has a full stat block in the Special Creatures section at the end of this conversion guide.

Page listings may refer to abbreviations: MM (Monster Manual), CR (Challenge rating), and DMG (Dungeon Master's Guide). All other page number refer to the locations in the original "Ravenloft" module. Key text is in **bold** for easy scanning. Magic items are noted in *italics*.

Find more information about this and other early edition conversions at [www.classicmodulestoday.com](http://www.classicmodulestoday.com).

## Reference Sheet

For convenience, there is a Reference Sheet at the end of this document which summarizes the key information you'll need during the game onto one concise sheet. You can print this onto a single, double-sided page (perhaps on colored cardstock) as a handy tool that you can use alongside a hard copy of the module. After reading this document, all you'll need to run the game is the original module, the Monster Manual, the Reference Sheet, and optionally any notes or visuals you've prepared.

## Adventure Summary

For centuries, the mountain village of **Barovia** has been cut off from the rest of the world by its master, **Count Strahd von Zarovich**. This vampire, who claims to be the first vampire, rules the lands from **Castle Ravenloft**. Lured to Barovia under false pretenses, the player characters cannot leave until they kill the Count.

Slaying the PCs is well within his means, but Strahd has other plans for them, as determined by the **Fortunes of Ravenloft** card-reading. Besides, there are far worse things awaiting man than death...

The original "I6 Ravenloft" module (which is set during the autumn) was designed to be set in your usual campaign world, and is not in the "Realm of Terror" demiplane of later Ravenloft campaign setting releases. Placing Barovia in that demiplane, or in the Shadowfell itself, is beyond the scope of this adaptation.

## The Devil Strahd

As the module states, the adventure ends when the Count is destroyed. As he is a genius, on his "home court," with many powers and servants at his disposal, the GM must keep him alive as long as possible. The text includes an optional ending which the GM may use if and when the PCs succeed.

## The Fog

Once Barovia's fog has been breathed, it infuses itself around a character's vital organs as a neutralized poison, which remains inactive until characters try to leave the valley. Characters start to choke, suffering the first level of exhaustion. Unless choking characters return to Barovia, they gain another level exhaustion every 4 hours, until they die after 24 hours outside Barovia. The choking stops as soon as they breathe the fog again.

## Converting to the Realms

This brief guide outlines a few thematic changes and additions to bring "Ravenloft" into the Forgotten Realms world of Faerûn.

"Expedition to Castle Ravenloft" sets the castle and village in the Galena Mountains of Damara, near Ironspur. If the Cold Lands are not your group's usual stomping grounds, you might send them that way in search of one of the module's treasures, such as the *sunsword* or the *Holy Symbol of Ravenloft*. In the former case, the PC carrying the *sunsword's* blade may be aware of its nature already.

Given the Sword Coast-centric nature of current 5e support, it may be easier to place Barovia somewhere closer to home. The Sword Mountains seem like a good fit; the campaign described in the Tome of Strahd becomes his war against the orc horde of Uruth Ukrypt. Though Uruth was defeated by the Duke of Calandor's cunning feint at the Battle of Burning Cliffs at Nimoar's Hold (which later became Waterdeep) in 936 DR, it was Strahd who personally vanquished him in the Battle of the Westwood,

Once the humans of the north finally triumphed in 952 DR, Strahd settled his army in the Sword Mountains village of Barovia and called his family to his side. If Strahd felt any bitterness for standing in the shadows of other heroes of that war, or for being excluded from the founding of the City of Splendors, the arrival of Tatyana in his life kept him from recording it in his Tome...

Donavich is a priest of Lathander, or possibly Amaunator. Madam Eva's deity is less clear, but Leira seems like a good fit. (She pays lip service to Savras, but is too chaotic to worship him.) The witches are thralls of Graz'zt or your favorite demon prince.

## Adding Flavor

As Barovia is an isolated mountain village, the GM might have something other than Common as the primary language here. Most named NPCs should speak at least some Common, though. The population is entirely human; the villagers may also be as superstitious of outsiders (or arcane spellcasters or nonhumans or whatever) as the people at your table want them to be. Ultimately, they prove to be grateful for any aid against the Count that they can get.

Ireena Kolyana is the only Barovian willing to travel to Castle Ravenloft. Whether she recognizes anyone there who claims to be a villager is up to you.

You should also decide whether Donavich can supply the PCs with holy symbols, holy water, or other equipment.

Names for things from “Expedition to Castle Ravenloft:”

The gypsies are called “Vistani.”

Tatyana's last name was “Federovna.”

Mad Mary (E3) and Gertrude (K42) have the last name “Boguescu.”

The helpful spirit from the Castle Ravenloft Special Encounters table is “Lady Vey Rallen.”

The shadow demon (K72) is named “Lucian.”

The werewolf from K75a is called “Emil.” In “RM4 House of Strahd” he is “Ivan Koreshev.”

“Expedition to Castle Ravenloft” can also be useful if you don't like the joke names on the crypts in K84, or would like to use Tarokka, tarot, or Three-Dragon Ante cards for the Fortunes of Ravenloft reading.

Some drama may be had if a party member falls in love with Ireena Kolyana, forcing her to choose between the PC and a reunion with her beloved Sergei in the optional ending. You could even have one of the PCs *be* the reincarnation of Tatyana, though this would require some tinkering.

## GM Notes

Special rules and tactics to brush up on prior to the game:

- Choose a PC to carry the **sunsword's** blade. (If no PC is proficient with a longsword, change the *sunsword* to a different weapon.)
- Prepare **Fortunes of Ravenloft** results in case the PCs don't visit Madam Eva.
- Become familiar with **Strahd's powers and weaknesses**.
- Study the characteristics of **undead** creatures.
- Add **special features** to the magic items (DMG 142-3).
- Find some **organ music** to play when the PCs arrive at the castle.

## Visuals

Suggested visuals to create:

- **Player-friendly maps** of the castle. (The player maps for “Expedition to Castle Ravenloft” are still available on [archive.wizards.com](http://archive.wizards.com).)
- **Portraits** for named NPCs. (I used the actors from the classic Universal monster films.)
- **Handouts of the module illustrations, the Burgomaster's letters, and the Tome of Strahd** (each should be in a different handwritten font to show that they have different authors).

## Options and Notes

If you want to award experience points for completing **quests**, consider:

- Major Quest: Destroy Count Strahd von Zarovich
- Minor Quest: Return the *Holy Symbol of Ravenkind* to Ismark the Lesser
- Minor Quest: Save Gertruda from Castle Ravenloft
- Minor Quest: Bury the Burgomaster

No mention is made in the text of **Strahd's spellbook**. You might place it wherever he is always found, keep it in his crypt, or decide that the Tome of Strahd doubles as his spellbook.

The way the *polymorph* spell works in 5e makes Strahd's plot in his **“Strahd seeks a new identity”** goal unworkable; consider having him take over a PC using a *magic jar* scroll.

There's some confusion in the text about exactly how long the **Burgomaster** has been dead; I set it at ten days.

K7 and K8 are **deadly encounters**, meant to keep the PCs from leaving the castle. You might have these creatures crumble to dust upon the Count's demise.

K78 is also **deadly**, but clever PCs may not have to fight here. You might have the iron golems ignore targets that have been incapacitated by the trapped chest.

K84, crypt 14 is also **deadly**, especially since a lone PC might appear here. You might have the wights emerge from their coffins one at a time.

**K61** is not indicated on the map; it's the corridor between K62 and K21.

Consider granting the players **inspiration** if they roleplay their characters' fear, especially if it makes things more difficult for them. The competence D&D PCs have achieved by 5<sup>th</sup> or 6<sup>th</sup> level means that they don't fear much from a purely mechanical point of view, so this can help the module's horror atmosphere.

## Random Encounters

The module does not state how often to check for random encounters. Rather than use 1<sup>st</sup> Edition's rule of checking every 10 minutes, I suggest rolling every 6 hours at dawn, noon, dusk, and midnight – the same times Strahd receives reports from his spies and servants. (Also, any time the PCs call undue attention to themselves.) Use the probabilities from “Ravenloft,” or the default 5e check (a roll of 18+ on a d20 indicates a random encounter).

### Lands of Barovia, Day

#### Roll 1d6

- |                  |                  |
|------------------|------------------|
| 1. 2d4 worgs     | 4. 1d4 worgs     |
| 2. 1d10 gypsies  | 5. 1d4 gypsies   |
| 3. 1d4 villagers | 6. 1d4 villagers |

### Lands of Barovia, Night

#### Roll 1d12

- |                |                      |
|----------------|----------------------|
| 1. 1d10 worgs  | 7. 10d10 bats        |
| 2. 1d10 worgs  | 8. 1 ghost           |
| 3. 2d10 worgs  | 9. 3d4 ghouls        |
| 4. 3d4 zombies | 10. 1d4 wights       |
| 5. 3d4 zombies | 11. 1d4 wraiths      |
| 6. 10d10 bats  | 12. 1 maiden vampire |

### Castle Ravenloft

#### Roll 1d12

- |                        |                       |
|------------------------|-----------------------|
| 1. 10d10 bats          | 7. 2d8 gargoyles      |
| 2. 10d10 bats          | 8. 10d10 bats         |
| 3. 2d6 wraiths         | 9. 1d8 gypsies        |
| 4. 1d10 Strahd zombies | 10. 2d8 wights        |
| 5. 1d8 giant spiders   | 11. Special Encounter |
| 6. 1d4 angry villagers | 12. Special Encounter |

### Castle Ravenloft, Special Encounters

#### Roll 1d6

- |                      |                              |
|----------------------|------------------------------|
| 1. 1d4 vampires      | 4. 1d6 spectres              |
| 2. 1 groaning spirit | 5. 1 helpful spirit          |
| 3. 1d2 rust monsters | 6. Count Strahd von Zarovich |

### Further Adventures

“I10 Ravenloft II: The House on Gryphon Hill” (not currently available on dmsguild.com) may be run as a direct sequel to this module. It also includes tips on running both modules concurrently.

If you need to build your PCs up to 5<sup>th</sup> level before they attempt this module, “**Expedition to Castle Ravenloft**” has enough v.3.5 material to turn the story into a full-fledged campaign.

## Magic Items

1. *10 Arrows +1*
2. *Clerical Scroll* with two spells: *dispel evil* and *good, flame strike*
3. *Clerical Scroll* with one spell: *raise dead*
4. *Deck of Many Things* (13 or 22 cards at your discretion, consider removing)
5. *Holy Symbol of Ravenloft* (treat as a *gem of seeing* which, when presented to vampires, flares with the light of the sun for 1d10 rounds and incapacitates them, once per week)
6. *Icon of Ravenloft* (treat as a *figurine of wondrous power (silver raven)* which can, instead of animating, heal 3d8+10 hp when used by a good-aligned character)
7. *3 Maces +3* (consider reducing all to +1, removing some, or removing all 3)
8. *Magic Scroll* with three spells: *charm monster, polymorph other, polymorph self* (remove or replace with *charm person* at 4<sup>th</sup> level, *polymorph*, and 1 more 4<sup>th</sup> level spell)
9. *Magic Scroll* with five spells: *fireball, hold person, haste, lightning bolt, slow*
10. *Plate Mail +2* (consider making *full plate +1* or replacing with adamantite plate armor)
11. *Potion of Clairvoyance*
12. *2 Potions of Healing*
13. *Potion of Invulnerability*
14. *Potion of Poison*
15. *Scroll of Protection from Magic* (replace with a different protection scroll, remove it, or possibly replace with a *Magic Scroll* with one spell: *antimagic field*)
16. *Sunsword* (treat as a *sun blade* once restored)
17. *Sword +1, 1 wish* (use *luck blade* with 1 *wish*)
18. *Sword +2, glowing* (consider reducing to +1)
19. *Sword +2, glowing and intelligent* (consider reducing to +1)

## Traps

- **Elevator Trap (p. 22):** DC 15 Wisdom (Perception) or Intelligence (Investigation) to spot the pressure plate. DC 15 Dexterity check with thieves' tools to disarm it. Triggered by 40 pounds of weight on the pressure plate. If triggered, two steel portcullises drop, closing off the middle 10-foot section of the hall. Characters must make a Dexterity save (DC 10) to avoid being hit by a closing portcullis for 1d10 damage. Two stone blocks slowly descend from the ceiling, and essence of ether (DMG 258) is released. PCs caught between the blocks are taken to K47.
- **Evil Spellbook (p. 22):** DC 15 Intelligence (Religion) or Intelligence (Arcana) to recognize the danger of the book. Wisdom (Perception) 20 to feel its malevolent aura. If touched by a creature of non-evil alignment, it deals 3d10 damage. (The GM might allow PCs to handle the book by throwing a blanket over it.)
- **Sleeping Gas Chest (p. 19, p. 26):** DC 15 Wisdom (Perception) or Intelligence (Investigation) to notice the trap, followed by a DC 15 Dexterity check using thieves'

tools to disarm it. If triggered by opening the chest, the room floods with essence of ether (DMG 258).

- **Slide Trap (p. 26):** DC 15 Wisdom (Perception) or Intelligence (Investigation) to spot the pressure plate, DC 15 Dexterity check with thieves' tools to disarm it. Triggered by weight on the pressure plate. If triggered, the PC slides down K82 to K74e (but takes no damage).
- **Suits of Armor (p. 16):** DC 15 Wisdom (Perception) or Intelligence (Investigation) to notice the trap, followed by a DC 15 Dexterity check using thieves' tools to disable it. Triggered by 40 pounds of weight on the pressure plate. If triggered, the suits of armor attack with +3 to hit, causing 1d10 damage. They attack as long as the plate is depressed, and they reset automatically.
- **Teleport Pits (p. 24):** DC 15 Wisdom (Perception) or Intelligence (Investigation) to spot each pressure plate. DC 15 Dexterity check with thieves' tools to disarm it. Triggered by weight on the pressure plate. If triggered, teleports PC to one of the cells in K74 or K75.
- **Teleport Traps (p. 27):** DC 15 Wisdom (Perception) or Intelligence (Arcana) to notice the teleports. Anyone walking into one is transposed with a wight from Crypt 37.
- **Trapworks (p. 18):** Anyone who attempts to activate that mechanism succeeds. Anyone riding on top of the compartment when it reaches the top of the shaft will be crushed for 3d10 damage; you may allow a Dexterity save (DC 15) to dive through the trap door at the last minute.

## Monsters

1. **Angry Villager:** Treat as Commoner (MM 345, CR 0 (10 XP)) with hostile attitude
2. **Arik:** Treat as Commoner (MM 345, CR 0 (10 XP))
3. **Banshee:** Banshee (MM 23, CR 4 (1,100 XP))
4. **Bat:** Use Swarm of Bats (MM 337, CR 0.25 (50 XP))
5. **Bildrath:** Treat as Spy (MM 349, CR 1 (200 XP))
6. **Black Cat Familiars:** Cat (MM 320, CR 0 (10 XP))
7. **Cyrus Belview:** Treat as Commoner (MM 345, CR 0 (10 XP))
8. **Donavich:** Treat as Acolyte (MM 342, CR 0.25 (50 XP))
9. **Gargoyle:** Gargoyle (MM 140, CR 2 (450 XP))
10. **Gertruda:** Treat as Commoner (MM 345, CR 0 (10 XP))
11. **Ghost:** Ghost (MM 147, CR 4 (1,100 XP))
12. **Ghoul:** Ghoul (MM 148, CR 1 (200 XP))
13. **Giant Spider:** Giant Spider (MM 328, CR 1 (200 XP))
14. **Green Slime:** DMG 105
15. **Groaning Spirit:** Banshee (MM 23, CR 4 (1,100 XP))
16. **Guardian of Sorrow:** Treat as ten flying swords (MM 20, but doing 6 (1d10+1) slashing damage) and a glass heart with AC 12 and 10 hp.
17. **Guardian Portrait:** Treat as Mage (MM 347, CR 6 (2,300 XP)) with Speed 0
18. **Gypsy:** Treat 4 HD as Spy (MM 349, CR 1 (200 XP)), 6 HD as Thug (MM 350, CR 0.5 (100 XP))
19. **Hellhound:** Hell Hound (MM 182, CR 3 (700 XP))
20. **Helpful spirit:** Treat as Ghost (MM 147, CR 4 (1,100 XP)) with LG alignment and friendly attitude
21. **Horse:** Riding Horse (MM 336, CR 0.25 (50 XP))

22. **Huge Spider:** Treat as Giant Wolf Spider (MM 330, CR 0.25 (50 XP))
23. **Ireena Kolyana:** Treat as Scout (MM 349, CR 0.5 (100 XP))
24. **Iron Golem:** Iron Golem (MM 170, CR 16 (15,000 XP))
25. **Ismark the Lesser:** Treat as Guard (MM 347; CR 0.125 (25 XP))
26. **Lief Lipsiege:** Treat as Commoner (MM 345, CR 0 (10 XP))
27. **Mad Mary:** Treat as Commoner (MM 345, CR 0 (10 XP))
28. **Madam Eva:** Treat as Priest (MM 348; CR 2 (450 XP))
29. **Nightmare:** Nightmare (MM 235, CR 3 (700 XP))
30. **Parriwimple:** Treat as Veteran (MM 350; CR 3 (700 XP))
31. **Red Dragon:** Treat as Red Dragon Wyrmling MM 98, CR 4 (1,100 XP))
32. **Rust Monster:** Rust Monster (MM 262; CR 0.5 (100 XP))
33. **Shadow Demon:** Shadow Demon (MM 64, CR 4 (1,100 XP))
34. **Skeleton:** Skeleton (MM 272, CR 0.25 (50 XP))
35. **Spectre:** Specter MM 279, CR 1 (200 XP))
36. **Spirit:** Cannot interact with PCs
37. **Strahd von Zarovich:** See Special Creatures section
38. **Strahd Zombie:** Treat as Zombie (MM 316, CR 0.25 (50 XP)) with the Loathsome Limbs troll variant trait (MM 291) triggered by 5 slashing damage
39. **Trapper:** Treat as rug of smothering MM 20, CR 2 (450 XP))
40. **Vampire:** Treat every vampire but Strahd as Vampire Spawn (MM 298, CR 5 (1,800 XP))
41. **Villager:** Treat as Commoner (MM 345, CR 0 (10 XP))
42. **Werewolf:** Werewolf (MM 211, CR 3 (700 XP))
43. **Wight:** Wight (MM 300, XP 3 (700 XP))
44. **Witch:** Treat as Cult Fanatic (MM 345, CR 2 (450 XP))
45. **Worg:** Worg (MM 341, CR 0.5 (100 XP))
46. **Wraith:** Wraith (MM 302, CR 5 (1800 XP))
47. **Zombie:** Zombie (MM 316, CR 0.25 (50 XP))

## Special Creatures

### Count Strahd von Zarovich

*Medium undead (shapechanger), chaotic evil*

**Armor Class** 16 (natural armor)

**Hit Points** 157 (21d8+63)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	16 (+3)	16 (+3)	18 (+4)	17 (+3)	16 (+3)

**Saving Throws** Dex +6, Wis +6

**Skills** Perception +7, Stealth +7

**Damage Resistance** necrotic; bludgeoning, piercing, and slashing from nonmagical weapons

**Senses** darkvision 120 ft., passive Perception 15

**Languages** Common (and the native language of Barovia if you're using one)

**Challenge** 9 (5,000 XP)

**Shapechanger.** If Strahd isn't in sunlight or running water, he can use his action to polymorph into a Tiny bat, a Medium wolf, a Large dire wolf, or a Medium cloud of mist, or back into his true form. (Standard vampires can't polymorph into wolves.)

While in bat form, Strahd can't speak, his walking speed is 5 feet, and he has a flying speed of 30 feet. His statistics, other than his size and speed, are unchanged. Anything he is wearing transforms with him, but nothing he is carrying does. He reverts to his true form if he dies.

While in mist form, Strahd can't take any actions, speak, or manipulate objects. He is weightless, has a flying speed of 20 feet, can hover, and can enter a hostile creature's space and stop there. In addition, if air can pass through a space, the mist can do so without squeezing, and he can't pass through water. He has advantage on Strength, Dexterity, and Constitution saving throws, and he is immune to all nonmagical damage, except the damage he takes from sunlight.

**Misty Escape.** When he drops to 0 hit points outside his resting place, Strahd transforms into a cloud of mist (as in the Shapechanger trait) instead of falling unconscious, provided that he isn't in sunlight or running water. If he can't transform, he is destroyed.

While he has 0 hit points in mist form, he can't revert to his vampire form, and he must reach its resting place within 2 hours or be destroyed. Once in his resting place, he reverts to his vampire form. He is then paralyzed until he regains at least 1 hit point. After spending 1 hour in his resting place with 0 hit points, he regains 1 hit point.

**Regeneration.** Strahd regains 10 hit points at the start of his turn if he has at least 1 hit point and isn't in sunlight or running water. If Strahd takes radiant damage or damage from holy water, this trait doesn't function at the start of Strahd's next turn.

**Spider Climb.** Strahd can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

**Vampire Weaknesses.** Strahd has the following flaws:

*Forbiddance.* Strahd can't enter a residence without an invitation from one of the occupants.

*Harmed by Running Water.* Strahd takes 20 acid damage when he ends his turn in running water. He will not cross over running water, though he can be carried over it.

*Stake to the Heart.* If a piercing weapon made of wood is driven into Strahd's heart while he is incapacitated in his resting place, he is paralyzed until the stake is removed. A popular tactic is to cut off the creature's head and fill its mouth with holy wafers (or their equivalent).

*Sunlight Hypersensitivity.* Strahd takes 20 radiant damage when he starts his turn in sunlight. While in sunlight, he has disadvantage on attack rolls and ability checks.

*Repulsion.* Vampires cannot tolerate the strong odor of garlic and will not enter an area laced with it. Similarly, they recoil from a mirror or a strongly presented holy symbol.

These things don't harm the vampire – they merely keep it at bay. A recoiling vampire must stay at least 5 feet away from a creature holding the mirror or holy symbol and cannot touch or make melee attacks against the creature holding the item for the rest of the encounter. Holding a vampire at bay takes an action. (This is a weakness of 1st Edition vampires, meant to reinforce the module's "old school" flavor.)

## Actions

**Multiattack.** Strahd makes two attacks, only one of which can be a bite attack.

**Claws.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (2d4 + 5) slashing damage. Instead of dealing damage, Strahd can grapple the target (escape DC 16).

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one willing target, or a creature that is grappled by Strahd, incapacitated, or restrained. *Hit:* 8 (1d6 + 5) piercing damage plus 10 (3d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and Strahd regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

**Charm.** Strahd targets one humanoid he can see within 30 feet of it. If the target can see Strahd, the target must succeed on a DC 16 Wisdom saving throw against this magic or be charmed by Strahd. The charmed target regards Strahd as a trusted friend to be heeded and protected. Although the target isn't under Strahd's control, it takes Strahd's requests or actions in the most favorable way it can, and it is a willing target for Strahd's bite attack. Each time Strahd or Strahd's companions do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until Strahd is destroyed, is on a different plane of existence than the target, or takes a bonus action to end the effect.

**Children of the Night (1/Day).** Strahd magically calls 2d4 swarms of bats or rats, provided that the sun isn't up. While outdoors, Strahd can call 3d6 wolves instead. The called creatures arrive in 1d4 rounds, acting as allies of Strahd and obeying his spoken commands. The beasts remain for 1 hour, until Strahd dies, or until Strahd dismisses them as a bonus action.

**Spellcasting.** Strahd is a 9th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 16, +7 to hit with spell attacks). Strahd has the following wizard spells prepared:

Cantrips (at will) : *mage hand, prestidigitation, ray of frost*

1st level (4 slots): *comprehend languages, fog cloud, sleep*

2nd level (3 slots): *detect thoughts, gust of wind, mirror image*

3rd level (3 slots): *animate dead, bestow curse, nondetection*

4th level (3 slots): *blight, greater invisibility*

5th level (1 slot): *dominate person*

# 16 Ravenloft Reference Sheet

## Random Encounters

### Lands of Barovia, Day

#### Roll 1d6

- |                     |                  |
|---------------------|------------------|
| 1. Centipede, Giant | 4. Ferret, Giant |
| 2. Cave Locust      | 5. Gnome         |
| 3. Cynidicean       | 6. Goblin        |

### Lands of Barovia, Night

#### Roll 1d8

- |                             |                                   |
|-----------------------------|-----------------------------------|
| 1. Bat, Giant               | 5. Hobgoblin                      |
| 2. Brotherhood of Gorm      | 6. Rock Baboon (semi-intelligent) |
| 3. Magic User of Usamigaras | 7. Snake, Spitting Cobra          |
| 4. Cynidicean               | 8. Warrior Maidens of Madarusa    |

### Castle Ravenloft

#### Roll 1d8

- |  |  |
|--|--|
| 1. Cynidicean  | 5. Cynidicean  |
| 2. Beetle, Giant: Tiger Beetle (4' long, striped carapaces, look like tiger skins) | 6. Lizard, Giant: Tuatara (8' long cross between iguana and a toad)                  |
| 3. Cynidicean  | 7. Rust Monster  |
| 4. Driver Ant (6' long giant ant)  | 8. Thoul (Hobgoblin, looks like magical combination of ghoul, hobgoblin and a troll) |

### Castle Ravenloft Special Encounters

See great 1d12 encounters on page 26.

## Magic Items

- 10 Arrows +1
- Clerical Scroll with two spells: *dispel evil and good, flame strike*
- Clerical Scroll with one spell: *raise dead*
- Deck of Many Things (13 or 22 cards at your discretion, consider removing)
- Holy Symbol of Ravenloft (treat as a gem of seeing which, when presented to vampires, flares with the light of the sun for 1d10 rounds and incapacitates them, once per week)
- Icon of Ravenloft (treat as a figurine of wondrous power (silver raven) which can, instead of animating, heal 3d8+10 hp when used by a good-aligned character)
- 3 Maces +3 (consider reducing all to +1, removing some, or removing all 3)
- Magic Scroll with three spells: *charm monster, polymorph other, polymorph self* (remove or replace with *charm person* at 4<sup>th</sup> level, *polymorph*, and 1 more 4<sup>th</sup> level spell)
- Magic Scroll with five spells: *fireball, hold person, haste, lightning bolt, slow*
- Plate Mail +2 (consider making full plate +1 or replacing with adamantite plate armor)
- Potion of Clairvoyance
- 2 Potions of Healing
- Potion of Invulnerability
- Potion of Poison
- Scroll of Protection from Magic (replace with a different protection scroll, remove it, or possibly replace with a Magic Scroll with one spell: *antimagic field*)
- Sunsword (treat as a sun blade once restored)
- Sword +1, 1 wish (use *luck blade* with 1 wish)
- Sword +2, glowing (consider reducing to +1)
- Sword +2, glowing and intelligent

(consider reducing to +1)

## Traps

- **Elevator Trap (p. 22):** DC 15 Wisdom (Perception) or Intelligence (Investigation) to spot the pressure plate. DC 15 Dexterity check with thieves' tools to disarm it. Triggered by 40 pounds of weight on the pressure plate. If triggered, two steel portcullises drop, closing off the middle 10-foot section of the hall. Characters must make a Dexterity save (DC 10) to avoid being hit by a closing portcullis for 1d10 damage. Two stone blocks slowly descend from the ceiling, and essence of ether (DMG 258) is released. PCs caught between the blocks are taken to K47.
- **Evil Spellbook (p. 22):** DC 15 Intelligence (Religion) or Intelligence (Arcana) to recognize the danger of the book. Wisdom (Perception) 20 to feel its malevolent aura. If touched by a creature of non-evil alignment, it deals 3d10 damage. (The GM might allow PCs to handle the book by throwing a blanket over it.)
- **Sleeping Gas Chest (p. 19, p. 26):** DC 15 Wisdom (Perception) or Intelligence (Investigation) to notice the trap, followed by a DC 15 Dexterity check using thieves' tools to disarm it. If triggered by opening the chest, the room floods with essence of ether (DMG 258).
- **Slide Trap (p. 26):** DC 15 Wisdom (Perception) or Intelligence (Investigation) to spot the pressure plate, DC 15 Dexterity check with thieves' tools to disarm it. Triggered by weight on the pressure plate. If triggered, the PC slides down K82 to K74e (but takes no damage).
- **Suits of Armor (p. 16):** DC 15 Wisdom (Perception) or Intelligence (Investigation) to notice the trap, followed by a DC 15 Dexterity check using thieves' tools to disable it. Triggered by 40 pounds of weight on the pressure plate. If triggered, the suits of armor attack with +3 to hit, causing 1d10 damage. They attack as long as the plate is depressed, and they reset automatically.
- **Teleport Pits (p. 24):** DC 15 Wisdom (Perception) or Intelligence (Investigation) to spot each pressure plate. DC 15 Dexterity check with thieves' tools to disarm it. Triggered by weight on the pressure plate. If triggered, teleports PC to one of the cells in K74 or K75.
- **Teleport Traps (p. 27):** DC 15 Wisdom (Perception) or Intelligence (Arcana) to notice the teleports. Anyone walking into one is transposed with a wight from Crypt 37.
- **Trapworks (p. 18):** Anyone who attempts to activate that mechanism succeeds. Anyone riding on top of the compartment when it reaches the top of the shaft will be crushed for 3d10 damage; you may allow a Dexterity save (DC 15) to dive through the trap door at the last minute.

## Monsters

1. **Angry Villager:** Treat as Commoner (MM 345, CR 0 (10 XP)) with hostile attitude
2. **Arik:** Treat as Commoner (MM 345, CR 0 (10 XP))
3. **Banshee:** Banshee (MM 23, CR 4 (1,100 XP))
4. **Bat:** Use Swarm of Bats (MM 337, CR 0.25 (50 XP))
5. **Bildrath:** Treat as Spy (MM 349, CR 1 (200 XP))
6. **Black Cat Familiars:** Cat (MM 320, CR 0 (10 XP))
7. **Cyrus Belview:** Treat as Commoner (MM

- 345, CR 0 (10 XP))
8. **Donavich:** Treat as Acolyte (MM 342, CR 0.25 (50 XP))
9. **Gargoyle:** Gargoyle (MM 140, CR 2 (450 XP))
10. **Gertruda:** Treat as Commoner (MM 345, CR 0 (10 XP))
11. **Ghost:** Ghost (MM 147, CR 4 (1,100 XP))
12. **Ghoul:** Ghoul (MM 148, CR 1 (200 XP))
13. **Giant Spider:** Giant Spider (MM 328, CR 1 (200 XP))
14. **Green Slime:** DMG 105
15. **Groaning Spirit:** Banshee (MM 23, CR 4 (1,100 XP))
16. **Guardian of Sorrow:** Treat as ten flying swords (MM 20, but doing 6 (1d10+1) slashing damage) and a glass heart with AC 12 and 10 hp.
17. **Guardian Portrait:** Treat as Mage (MM 347, CR 6 (2,300 XP)) with Speed 0
18. **Gypsy:** Treat 4 HD as Spy (MM 349, CR 1 (200 XP)), 6 HD as Thug (MM 350, CR 0.5 (100 XP))
19. **Hellhound:** Hell Hound (MM 182, CR 3 (700 XP))
20. **Helpful spirit:** Treat as Ghost (MM 147, CR 4 (1,100 XP)) with LG alignment and friendly attitude
21. **Horse:** Riding Horse (MM 336, CR 0.25 (50 XP))
22. **Huge Spider:** Treat as Giant Wolf Spider (MM 330, CR 0.25 (50 XP))
23. **Ireena Kolyana:** Treat as Scout (MM 349, CR 0.5 (100 XP))
24. **Iron Golem:** Iron Golem (MM 170, CR 16 (15,000 XP))
25. **Ismark the Lesser:** Treat as Guard (MM 347; CR 0.125 (25 XP))
26. **Lief Lipsiege:** Treat as Commoner (MM 345, CR 0 (10 XP))
27. **Mad Mary:** Treat as Commoner (MM 345, CR 0 (10 XP))
28. **Madam Eva:** Treat as Priest (MM 348; CR 2 (450 XP))
29. **Nightmare:** Nightmare (MM 235, CR 3 (700 XP))
30. **Parriwimple:** Treat as Veteran (MM 350; CR 3 (700 XP))
31. **Red Dragon:** Treat as Red Dragon Wyrmling (MM 98, CR 4 (1,100 XP))
32. **Rust Monster:** Rust Monster (MM 262; CR 0.5 (100 XP))
33. **Shadow Demon:** Shadow Demon (MM 64, CR 4 (1,100 XP))
34. **Skeleton:** Skeleton (MM 272, CR 0.25 (50 XP))
35. **Spectre:** Specter (MM 279, CR 1 (200 XP))
36. **Spirit:** Cannot interact with PCs
37. **Strahd von Zarovich:** See Special Creatures section
38. **Strahd Zombie:** Treat as Zombie (MM 316, CR 0.25 (50 XP)) with the Loathsome Limbs troll variant trait (MM 291) triggered by 5 slashing damage
39. **Trapper:** Treat as rug of smothering (MM 20, CR 2 (450 XP))
40. **Vampire:** Treat every vampire but Strahd as Vampire Spawn (MM 298, CR 5 (1,800 XP))
41. **Villager:** Treat as Commoner (MM 345, CR 0 (10 XP))
42. **Werewolf:** Werewolf (MM 211, CR 3 (700 XP))
43. **Wight:** Wight (MM 300, XP 3 (700 XP))
44. **Witch:** Treat as Cult Fanatic (MM 345, CR 2 (450 XP))
45. **Worg:** Worg (MM 341, CR 0.5 (100 XP))
46. **Wraith:** Wraith (MM 302, CR 5 (1800 XP))
47. **Zombie:** Zombie (MM 316, CR 0.25 (50 XP))



# Special Creatures

## Count Strahd von Zarovich

*Medium undead (shapechanger), chaotic evil*

**Armor Class** 16 (natural armor)

**Hit Points** 157 (21d8+63)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	16 (+3)	16 (+3)	18 (+4)	17 (+3)	16 (+3)

**Saving Throws** Dexterity +6, Wisdom +6

**Skills** Perception +7, Stealth +7

**Damage Resistance** necrotic; bludgeoning, piercing, and slashing damage from nonmagical weapons

**Senses** darkvision 120 ft., passive Perception 15

**Languages** Common (and Barovian native)

**Challenge** 9 (5,000 XP)

**Shapechanger.** If Strahd isn't in sunlight or running water, he can use his action to polymorph into a Tiny bat, a Medium wolf, a Large dire wolf, or a Medium cloud of mist, or back into his true form. (Standard vampires can't polymorph into wolves.)

While in bat form, Strahd can't speak, his walking speed is 5 feet, and he has a flying speed of 30 feet. His statistics, other than his size and speed, are unchanged. Anything he is wearing transforms with him, but nothing he is carrying does. He reverts to his true form if he dies.

While in mist form, Strahd can't take any actions, speak, or manipulate objects. He is weightless, has a flying speed of 20 feet, can hover, and can enter a hostile creature's space and stop there. In addition, if air can pass through a space, the mist can do so without squeezing, and he can't pass through water. He has advantage on Strength, Dexterity, and Constitution saving throws, and he is immune to all nonmagical damage, except the damage he takes from sunlight.

**Misty Escape.** When he drops to 0 hit points outside his resting place, Strahd transforms into a cloud of mist (as in the Shapechanger trait) instead of falling unconscious, provided that he isn't in sunlight or running water. If he can't transform, he is destroyed.

While he has 0 hit points in mist form, he can't revert to his vampire form, and he must reach its resting place within 2 hours or be destroyed. Once in his resting place, he reverts to his vampire form. He is then paralyzed until he regains at least 1 hit point. After spending 1 hour in his resting place with 0 hit points, he regains 1 hit point.

**Regeneration.** Strahd regains 10 hit points at the start of his turn if he has at least 1 hit point and isn't in sunlight or running water. If Strahd takes radiant damage or damage from holy water, this trait doesn't function at the start of Strahd's next turn.

**Spider Climb.** Strahd can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

**Vampire Weaknesses.** Strahd has the following flaws:

**Forbiddance.** Strahd can't enter a residence without an invitation from one of the occupants.

**Harmed by Running Water.** Strahd takes 20 acid damage when he ends his turn in running water. He will not cross over running water,

though he can be carried over it.

**Stake to the Heart.** If a piercing weapon made of wood is driven into Strahd's heart while he is incapacitated in his resting place, he is paralyzed until the stake is removed. A popular tactic is to cut off the creature's head and fill its mouth with holy wafers (or their equivalent).

**Sunlight Hypersensitivity.** Strahd takes 20 radiant damage when he starts his turn in sunlight. While in sunlight, he has disadvantage on attack rolls and ability checks.

**Repulsion.** Vampires cannot tolerate the strong odor of garlic and will not enter an area laced with it. Similarly, they recoil from a mirror or a strongly presented holy symbol. These things don't harm the vampire – they merely keep it at bay. A recoiling vampire must stay at least 5 feet away from a creature holding the mirror or holy symbol and cannot touch or make melee attacks against the creature holding the item for the rest of the encounter. Holding a vampire at bay takes an action. (This is a weakness of 1st Edition vampires, meant to reinforce the module's "old school" flavor.)

### Actions

**Multiattack.** Strahd makes two attacks, only one of which can be a bite attack.

**Claws.** Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. Hit: 10 (2d4 + 5) slashing damage. Instead of dealing damage, Strahd can grapple the target (escape DC 16).

**Bite.** Melee Weapon Attack: +7 to hit, reach 5 ft., one willing creature, or a creature that is grappled by Strahd, incapacitated, or restrained. Hit: 8 (1d6 + 5) piercing damage plus 10 (3d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and Strahd regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

**Charm.** Strahd targets one humanoid he can see within 30 feet of it. If the target can see Strahd, the target must succeed on a DC 16 Wisdom saving throw against this magic or be charmed by Strahd. The charmed target regards Strahd as a trusted friend to be heeded and protected. Although the target isn't under Strahd's control, it takes Strahd's requests or actions in the most favorable way it can, and it is a willing target for Strahd's bite attack. Each time Strahd or Strahd's companions do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until Strahd is destroyed, is on a different plane of existence than the target, or takes a bonus action to end the effect.

**Children of the Night (1/Day).** Strahd magically calls 2d4 swarms of bats or rats, provided that the sun isn't up. While outdoors, Strahd can call 3d6 wolves instead. The called creatures arrive in 1d4 rounds, acting as allies of Strahd and obeying his spoken commands. The beasts remain for 1 hour, until Strahd dies, or until Strahd dismisses them as a bonus action.

**Spellcasting.** Strahd is a 9th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 16, +7 to hit with spell attacks). Strahd has the following wizard spells prepared:  
Cantrips (at will): *mage hand*, *prestidigitation*, *ray of frost*

1st level (4 slots): *comprehend languages*, *fog cloud*, *sleep*

2nd level (3 slots): *detect thoughts*, *gust of wind*, *mirror image*

3rd level (3 slots): *animate dead*, *bestow curse*, *nondetection*

4th level (3 slots): *blight*, *greater invisibility*

5th level (1 slot): *dominate person*