# CASTLE RAVENLOFT

Hi! Thank you very much for choosing to use the battle maps I've made for the 5E D&D module *Curse of Strahd*. Castle Ravenloft took over 18 months for me to make and I received an incredible amount of assistance and feedback from my supporters on Patreon. Please consider visiting our patreon page if you enjoy using these maps.

Please use the following sections to help contextualize the choices I've made while making these top-down battle maps and how you might best use them at your own table. If after reading and using you still have any questions or feedback you'd like to send my way you can reach me at: info@venatusmaps.com or on twitter, tumblr, and reddit.

## *Missing Rooms*

As you skim through the available maps you may notice some gaps in the numbers as they're organized by their room marker in the module. Those rooms are either omitted for the sake of practicality or combined as a part of an adjacent larger room. Those 'missing rooms' are as follows:

**K1** - **K6 (The Courtyard)**: These are the major sections surrounding the exterior of the castle. They generally have no major elements present, are quite large, and have no specific encounters listed. Anything that might happen here is more easily enacted through theater of the mind and for the sake of ease they have been omitted.
**K9 (Guests' Hall)**: This room exists as part of room K8 (Great Entry).
**K13 (Turret Post Access Hall)**: This room exists as a part of room K12 (Turret Post).
**K17 (South Chapel Access)**: This room exists as a part of room K18 (High Tower Staircase).
**K44 (Closet)**: This room exists as a part of room K43 (Bath Chamber).
**K46 (Parapets)**: Like the courtyard, the parapets run alongside the castle and outside to the walls. Any means of egress between the parapets and interior rooms are marked on the interior rooms and aside from the Animated Armor players may encounter, there is not enough information in this 'room' to justify its cumbersome size.
**K51 (Closet)**: This room exists as a part of room K50 (Guest Room).

**K52 (Smokestack)**: This room designates a means of egress to K37 (Study) but is otherwise not important enough to render a map necessary.
**K53 (Rooftop)**: Like the large expanses of areas throughout the exterior of the castle that have already been mentioned, I believe the rooftop (should your players access it) to be better played out in theater of the mind.
**K63 (Wine Cellar)**: This room exists as a part of room K62 (Servants' Hall).
**K64 (Guards' Stair)**: This room, due to it being a staircase, appears multiple times across different maps and exists a part of the rooms it is attached to.
**K71 (Kingsmen Quarters)**: This room exists as a part of room K70 (Kingsmen Hall).
**K79 (Western Stair)**: These stairs have a secret entrance in room K72 and their visible door is marked in room K78. It is a lengthy staircase with no notable interest (aside from a humorous Strahd glyph) and is unnecessary to have such a large map piece for.
**K80 (Center Stair)**: This room exists as a part of room K81 (Tunnel).
**K82 (Marble Slide)**: This room represents a trap in the middle of K81; it takes effect instantly and is otherwise unnoteworthy aside from a means of dumping players into the dungeons below.
**K87 (Guardians)**: This room exists as a part of room K88 (Tomb of King Barov & Queen Ravenovia).

## *Printing the Castle*

One of my top priorities for the Castle Ravenloft project was to provide DMs with a suitable means of getting easy access to a physical version of the castle's interior to put in front of players. I would personally recommend placing rooms on to the table as players encounter them, allowing the castle to 'appear' as it is explored *(a la Betrayal at House on the Hill).* ***Please Note:*** *Any files printed not from the 'Print' PDFs is at 1/2in size when printed directly and will need to be blown up to 200% size for printing with a 1in grid.*

The **Castle Ravenloft Print 1.pdf** file is what you're going to want to access to print off such rooms for yourself. Print 1 contains all of the rooms already blown up to a 1in grid size that can fit entirely on a U.S. letter sized piece of paper (8.5x11 inches). **Castle Ravenloft Print 2.pdf** contains all of the rooms that are just *slightly* bigger than can be printed and I went ahead and sliced them apart so that you could still print and assemble them yourselves. *Neither* of these PDFs contain the *Chapel* or the *Catacombs* as they are much too large to print by normal means--consult your local printer!

## *Virtual Tabletop*

Of course my digitally-inclined DMs will also find the rooms to their liking for displaying across the internet or projecting onto a surface. All of the room files and compiled floors are PNG files which should make them easy to drop into your VTT platform of choice. If file size is of no issue to you then you can use either of the ‘full res’ folders, or if you’d like a smaller chunk to work with, I went ahead and reduced the no-grid versions to 150dpi for easier to work with file sizes there as well.

Anyone wanting an entire floor of the castle to drop and then manipulate altogether can find each of those files in the ‘complete floors’ folder.