Castle Ravenloft

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, where you can find many more like them.

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, whether with pen & paper or virtual. 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, instagram, and reddit.

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 reveal itself as it is explored.

I have set it up that you are able to print every area of the castle using just a standard home printer. The prints are divided into three PDF files, Castle Ravenloft Print 1/2/3. **Print 1** includes every area small enough to completely fit onto a standard 8.5x11 U.S. paper size, meaning no additional assembly is needed once they're cut out. **Print 2** includes effectively the other half of the castle, but these are all areas that are too large and therefore separated into 2-4 parts in order to be printed, cut out, and assembled into their full area. Lastly, **Print 3** specifically includes K15 (Chapel), K46 (Parapets), and K84 (Catacombs); these three areas are the largest single areas within the castle and span multiple pages each (in the case of the Catacombs, 12 pages).

> ### Tip: Printing with Other Files
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> Any files printed not from the 'Print' PDFs are at 1/2in size when printed directly and will need to be blown up to 200% size for printing with a 1in grid. If collaborating with a print shop to print an entire floor please ensure that they're printing to the correct size ratio and CMYK color settings.

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.

The compiled floors are arranged in such a way that the grid ratio is consistent and equal across the entire floor, meaning that you should have no problem consistently using it without having to assemble the entire floor using the individual room files. However many of those full floor files are rather large; if you'd like smaller files that are more easily handled virtually you can find compressed PNG files of the entire floors in the 'VTT' folder. These have been compressed in such a way that the file size is reduced, but any quality reduction is nearly indistinguishable from the originals.

Building your Castle

In addition to adventure-accurate 'furnished' versions of each area and floor of Castle Ravenloft, 'unfurnished' variants of each file are also provided! These are simply there to offer additional utility to the overall product, allowing you to customize the files as desired to fit your group's needs.

To further facilitate this process, this product also includes PNG assets of nearly every prop found within the castle, as well as bonus tokens for the Sunsword, the Holy Symbol of Ravenkind, the Tome of Strahd, and the vampiric Count himself. All of these are found in the 'Dungeon Assets' folder. If you'd like additional pieces to do even more in this vein of creation, you can find dozens of other asset packs on my website.

Missing Areas

As you skim through the available maps you may notice some gaps in the numbers as they're organized by their area marker in the module. Those areas are either omitted for the sake of practicality or combined as a part of an adjacent larger area. Areas that are intentionally omitted are listed below for your reference; any others not listed are combined with an adjacent area already.

Omitted Areas

- *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.
- *K52 (Smokestack)*: This area designates a means of egress to and from area 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 the theater of the mind.
- *K79 (Western Stair)*: These stairs have a secret entrance in room K72 and their visible door is marked in area 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.
- *K82 (Marble Slide)*: This area 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.