

Game interface sidebar with various icons and buttons:

- Icons for settings, search, and other game functions.
- Buttons for **PCs**, **STORY**, **IMAGES & MAPS**, **NPCs**, **ITEMS**, **NOTES**, **LIBRARY**, and **TOKENS**.

Game interface bottom bar:

- A row of red dice (d20, d12, d10, d8, d6, d4) and a red cube.
- A row of buttons for modifiers: **Adv**, **+2**, **+5**, **DIS**, **-2**, **-5**.

A-1 A-2 A-3 A-4 A-5 A-6 A-7 A-8 A-9 A-10 A-11 A-12

04.01.06 Crawling Claws

A mob of severed hands, their mummified flesh black with soot, skitters out of the darkness across the dusty floor.

The crawling claws gang up on one party member. During the confusion, one of the claws tries to crawl into the character's backpack and hide there. It makes a Dexterity (Stealth) check contested by the character's passive Wisdom (Perception) score. If the claw loses the contest, the character sees the claw enter the backpack. If the claw wins the contest, it waits until the character takes a long rest before scuttling out to attack.

Encounter: 2d6 Crawling Claws

Navigation Shortcuts

Root - Curse of Strahd Contents

Up - Chapter 4

Up - Random Encounters

04.01.06 2d6 Crawling Claws

CR 1

XP 120

Token Name

12 Crawling Claw

Placement:

TABLES

- 01.02.02 Card Reading
- 02.05.00 Daytime Random Encounters
- 02.05.00 Nighttime Random Encounters
- 02.05.05 Nature of the Corpse
- 02.05.21 Vistani Bandit Treasure
- 02.06.G Vistani Treasure
- 03.01.00 House Occupants
- 04.01.00 Random Encounters in Castle
- 04.01.04 Blinsky Toy
- 04.01.10 Spider Cocoon Contents
- 04.01.11 Rahadin Location
- 04.01.16 Unseen Servant Item
- 04.01.18 Vistani Thug Treasure
- 04.01.19 Wight Coins
- 04.04.K30 Gong Summon

02.05.00 Daytime Random Encounters in Barovia

If the characters are in the wilderness, an encounter occurs on a roll of 15 or higher on a d20.

Roll Vis Custom Output
0 Chat

1d8+1d12 Encounter

- 2 - 2 [3d6] Barovian Commoners
- 3 - 3 [1d6] Barovian Scouts
- 4 - 4 Hunting Trap
- 5 - 5 Grave
- 6 - 6 False Trail
- 7 - 7 [1d4+1] Vistani Bandits
- 8 - 8 Skeletal Rider
- 9 - 9 Trinket
- 10 - 10 Hidden Bundle
- 11 - 11 [1d4 Swarms of Ravens or Wereraven]
- 12 - 12 [1d6] Dire Wolves
- 13 - 13 [3d6] Wolves
- 14 - 14 [1d4] Berserkers
- 15 - 15 Corpse

- 12 - 12 [1d6] Swarms of Bats
- 13 - 13 1 Crawling Strahd Zombie
- 14 - 14 [1d4+1] Vistani Thugs
- 15 - 15 [1d4] Wights
- 16 - 16 Trinket

GM

[REDACTED]

GM

0

Modifier

ADV

+2

+5

DIS

-2

-5



A-1

A-2

A-3

A-4

A-5

A-6

A-7

A-8

A-9

A-10

A-11

A-12

Medium humanoid (human, shapchanger), chaotic evil

Armor Class 11 in humanoid form, 12 (natural armor) in wolf or hyt

Hit Points 36 (9d8 + 18)

Speed 30 ft. (40 ft. in wolf form)

STR 15 (+2) C DEX 13 (+1) C CON 14 (+2) S INT 10 (+0) S WIS 11 (+0) S CHA 10 (+0) S

Skills Perception +4, Stealth +3

Damage Immunities bludgeoning, piercing, and slashing damage from nonmagical attacks that aren't silvered

Senses passive Perception 14

Languages Common (can't speak in wolf form)

Challenge 3 XP 700

TRAITS

Shapechanger

The werewolf can use its action to polymorph into a wolf-humanoid hybrid or into a wolf, or back into its true form, which is humanoid. Its statistics, other than its AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Keen Hearing and Smell

The werewolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

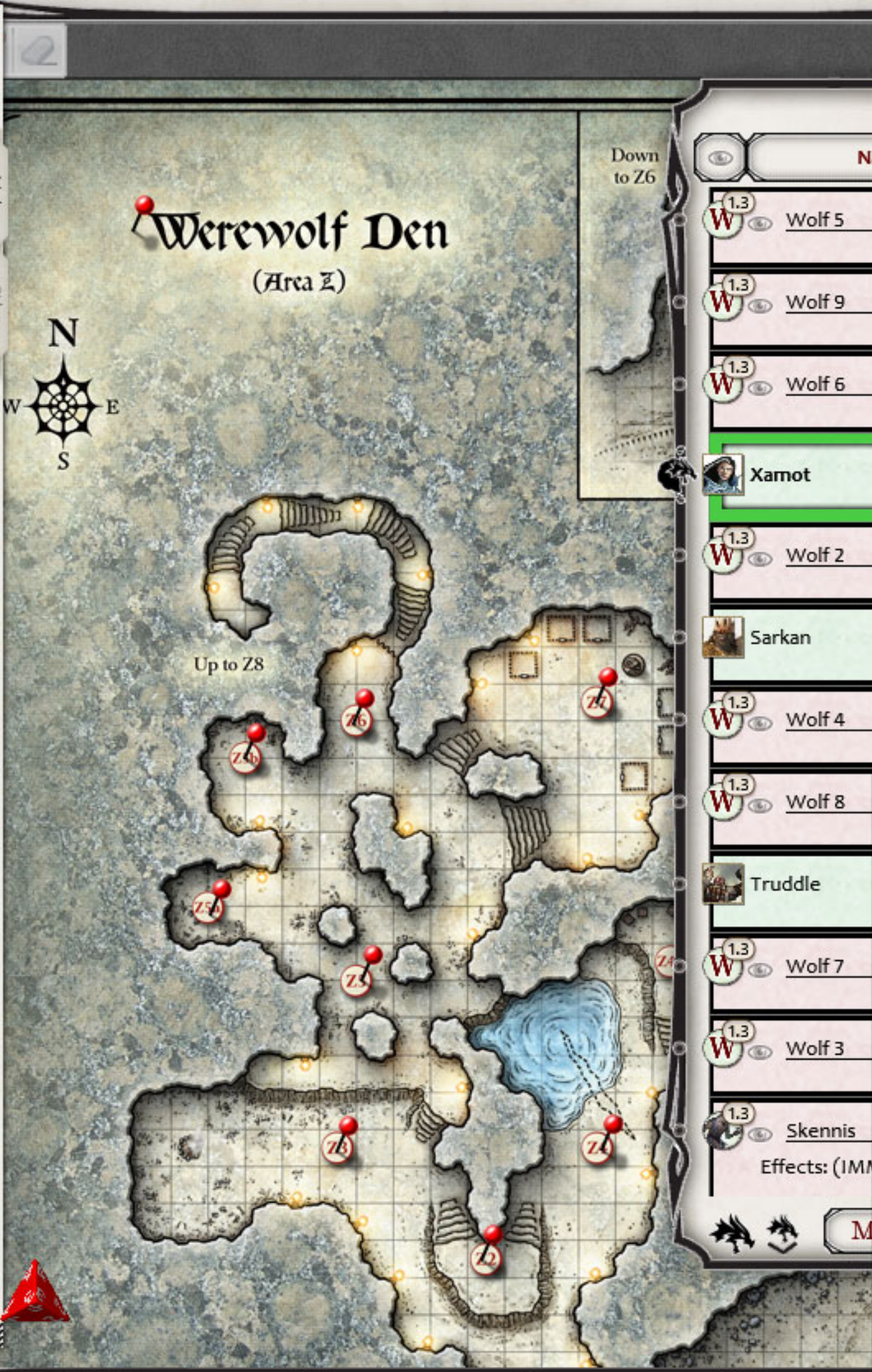
ACTIONS

Multiattack (Humanoid or Hybrid Form Only)

The werewolf makes two attacks: one with its bite and one with its claws or spear.

Bite (Wolf or Hybrid Form Only)

Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 1d6 + 4 piercing damage. If the target is a humanoid, it must succeed on a DC 17 Constitution saving throw or be paralyzed for 1 minute. The paralysis ends if the target takes any damage.



COMBAT TRACKER

Name	Init	HP	Tmp	Wnd	
Wolf 5	22	12			
Wolf 9	22	7			
Wolf 6	20	14			
Xamot	20	45			
Wolf 2	18	14			
Sarkan	17	12			
Wolf 4	15	11			
Wolf 8					
Truddle					
Wolf 7					
Wolf 3					
Skennis					

15.02.Z3. Wolf Den

Z3. Wolf Den

Nine wolves and a werewolf in human form are here. The werewolf, Skennis, has 36 hit points and is too old to hunt. Left undisturbed, he plays an electrum flute (see "Treasure" below), though not very well. The wolves are huddled behind him and go where he goes. Though well past his prime, he fights to the death to defend the den, and he takes umbrage at anyone who kills any of his wolf allies.

A five-foot-high stone ledge overlooks this large cave, which has a smoldering campfire at the far west end, with gnawed bones.

15.02.Z3 Skennis, 9 Wolves

CR 5

XP 1150

Token Name

1  Skennis

Placement: ☒

9  Wolf

Placement: ☒ ☒ ☒ ☒ ☒ ☒ ☒

☒ ☒

points, read:

"When Kiril returns," he says to h, "he'll skin you alive."

Wolves

onmagical and worth 250 gp. containing four 50 gp gemstones.

ts

Contents

LIBRARY

Adventure

DD Curse of Strahd

Core Rules

5E SRD

DD5E SRD Bestiary

5E SRD

DD5E SRD Data

5E SRD

DD5E SRD Magic Items

Maps

FG Battle Maps

Modules

Store

Encounters

Story

Images

Items

Persona

Tables

Parcels

RAVEN

A detailed black and white illustration of a raven perched on a branch, looking towards the left. The background features a full moon and a gothic-style building.

RAVEN

IMAGES & MAPS

Tarokka - Innocent

Tarokka - Marionette

Tarokka - Mercenary

Tarokka - Merchant

Tarokka - Miser

Tarokka - Missionary

Tarokka - Mists

Tarokka - Monk

Tarokka - Myrmidon

Tarokka - Necromancer

Tarokka - Paladin

Tarokka - Philanthropist

Tarokka - Priest

Tarokka - Raven

Tarokka - Rogue

Tarokka - Seer

Tarokka - Shepherd

Tarokka - Soldier

Tarokka - Swashbuckler

Tarokka - Tax Collector

Tarokka - Tempter

Tarokka - Thief

Tarokka - Torturer

Tarokka - Trader

Tarokka - Traitor

Tarokka - Transmuter

Tarokka - Warrior

Tarokka - Wizard

tar

GM

0

Modifier

ADV

+2

+5

DIS

-2

-5

A collection of various dice including a d20, d12, d10, d8, d6, and a d4.

A-1

A-2

A-3

A-4

A-5

A-6

A-7

A-8

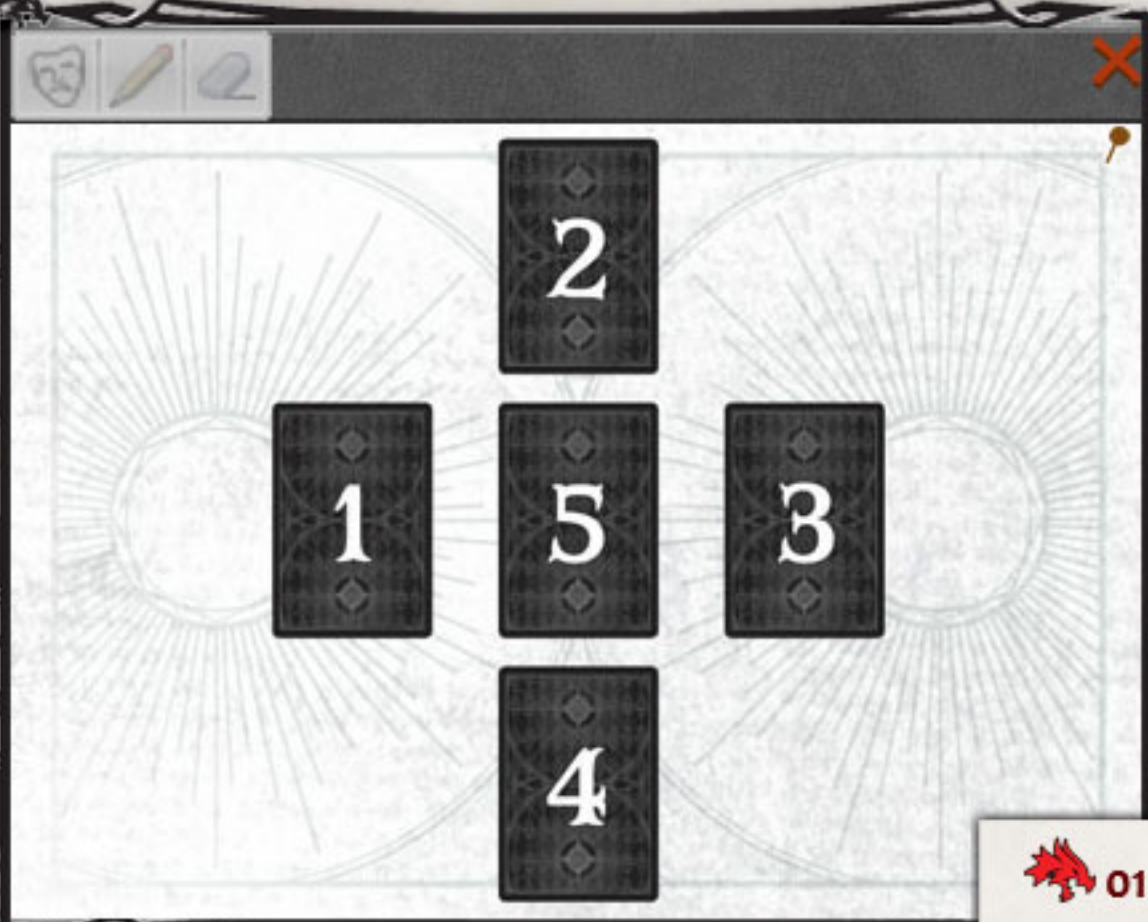
A-9

A-10

A-11

A-12





01.02.02 Card Reading

When you perform a card reading before running the adventure, write down the results for reference later. If the characters have their fortune card reading again, out loud the new results for the old card reading.

When you're ready to begin, shuffle the fourteen cards with the cross on them. Then shuffle the remaining cards, keeping the two decks separate from the common deck and the 3 positions. Then draw the tarokka cards and lay them face down in the positions below:

Image: Card Layout

01.02.00 Fortunes of Ravenloft

This card reading can make the adventure different each time you play it.

At some point during the adventure, the characters are likely to meet Madam Eva, the old Vistani seer (see chapter 2, area G), who can perform the same card reading for them. Characters can also have Ezmerelda d'Avenir perform a card reading for them, provided she has her deck of tarokka cards. Ezmerelda's cards are hidden in her wagon (chapter 11, area V1).

[RESULT] 01.02.02 Card Reading

RESULT

Common Deck Cards

- Tome of Strahd Card:
- Master of Glyphs - Priest
- Holy Symbol of Ravenkind Card:
- 2 of Stars - Diviner

01.02.02 Card Reading

Perform a card reading.

Roll Vis Custom Output
0 Story

1d1	The Tome of Strahd (Common)	The Holy Symbol of Ravenkind (Common)	The Sunsword (Common)	Strahd's Enemy (High)	Strahd (High)	Extra Cards
1 - 1	[Madam Eva Text 1][The Tarokka Common Deck]	[Madam Eva Text 2][The Tarokka Common Deck]	[Madam Eva Text 3][The Tarokka Common Deck]	[Madam Eva Text 4][The Tarokka High Deck]	[Madam Eva Text 5][The Tarokka High Deck]	[1x][Madam Eva Text 6] [3x][The Tarokka Common Deck] [1x][Madam Eva Text 7] [2x][The Tarokka High Deck]



DIVINER

2



ROGUE

ROGUE

ITEMS

NOTES

LIBRARY

TOKENS

00.03.00 Introduction

Under raging storm clouds, a lone figure stands silhouetted against the ancient walls of Castle Ravenloft. The vampire 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 ken, 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 have come - 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.

Section Contents

- Running the Adventure
- Marks of Horror

Navigation Shortcuts

- Root - Curse of Strahd Contents
- Next - Chapter 1



STORY

- (Curse of Strahd)
- 00.00 Conversion Notes
- 00.01 Credits
- 00.02 Foreword: Ravenloft Revisited
- 00.03.00 Introduction
- 00.03.01 Running the Adventure
- 00.03.02 Marks of Horror
- 01.00 Chapter 1 Introduction
- 01.01 Strahd von Zarovich
- 01.02.00 Fortunes of Ravenloft
- 01.02.01 Using Regular Playing Cards
- 01.02.02 Card Reading
- 01.02.03 Treasure Locations
- 01.02.04 Strahd's Enemy
- 01.02.05 Strahd's Location in the Castle
- 01.03.00 Adventure Hooks
- 01.03.01 Plea for Help
- 01.03.02.00 Mysterious Visitors
- 01.03.02.01 The Dancing Fire
- 01.03.03.00 Werewolves in the Mist
- 01.03.03.01 Factions
- 01.03.03.02 Welcome to Barovia
- 01.03.04 Creeping Fear

GM

0

Modifier

ADV

+2

+5

DIS

-2

-5



A-1

A-2

A-3

A-4

A-5

A-6

A-7

A-8

A-9

A-10

A-11

A-12

04.08.K84.24 Crypt 24

Crypt 24

- Ivan Ivlskovich, Champion of Winter Dog Racing: The race may go to the swift, but vengeance is for the loser's relatives
- A skeleton draped in bits of fur lies atop a marble slab in the center of the crypt. The walls and ceiling are covered with plaster painted to make the crypt seem as if it stands in an evergreen forest, surrounded by snow. The plaster has peeled and fallen away in many places, shattering the illusion.

This crypt contains nothing of interest.

Navigation Shortcuts

- Root - Curse of Strahd Contents
- Up - Chapter 4
- Up - Dungeon and Catacombs
- Up - K84. Catacombs

