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Curse of Strahd: Reloaded

A Campaign Guide by /u/DragnaCarta

Appendix D: Regions of Barovia & Random Encounters

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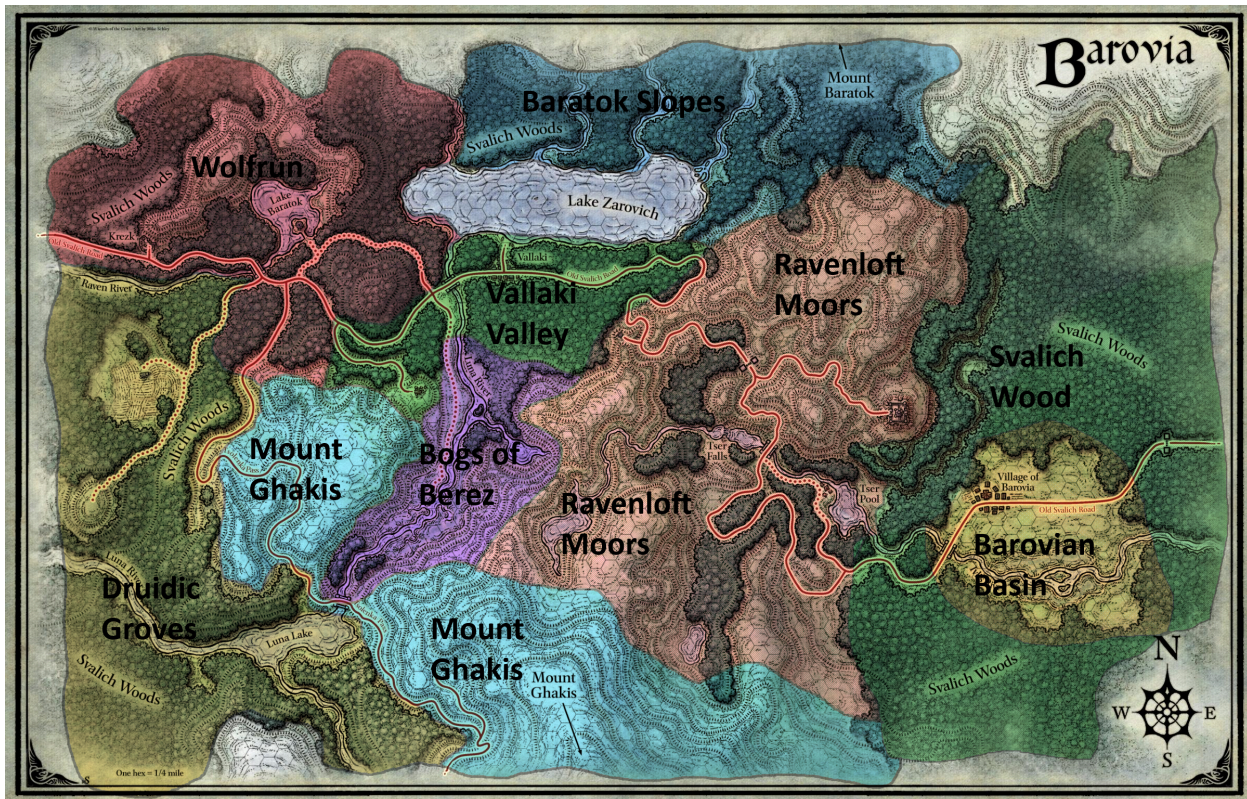
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Regional Map of Barovia



Svalich Wood

NPC Encounters

A team of Barovian **commoners** searching for a missing person abducted by
a pack of **werewolves**
a vengeful **ghost**
a horde of hungry **ghouls**
a pair of cannibalistic **druids**

A pair of Barovian **scouts** searching for a missing person abducted by
a pack of **werewolves**
a vengeful **ghost**
a horde of hungry **ghouls**
a pair of cannibalistic **druids**

A travelling Vistani family of **commoners** in a barrel-top wagon heading toward
the Tser Pool encampment
the Vallaki encampment
the outside town of Daggerford
the outside city of Neverwinter

A lonely **werewolf** hermit

A cautious **archer** tracking an elk

A babbling **ghost** that asks travellers to lead it to its home

A pair of Barovian **scouts** offering a sacrifice to the Ladies Three

Combat Encounters

A pack of 2d6+1 hungry **wolves** (Levels 1-4)

A thirsty colony of 2d4+1 **swarms of bats** (Levels 1-4)

A giant boar fending off 4d4 **twig blights** (Levels 1-4)

A pack of 1d4+1 hungry **direwolves** (Levels 2-5)

A host of 1d4 **ghosts** haunting their unmarked graves (Levels 3-10)

A nest of 1d8 **giant spiders** awaiting a meal (Levels 1-8)

A hostile **dryad** defending her grove alongside 1d4 **thornies** (Levels 3-5)

Interesting Phenomena

A forgotten hunting trap

A mutilated corpse

A ghostly fog that brings hallucinations of old regrets and hidden fears

A forgotten trinket lying in the mud

Several watchful swarms of ravens

A carved stone figurine of a maiden tucked into the hollow of an old tree

A skeletal rider

Notable Landmarks

A crumbling chapel maintained by a kindly **ghost**

This old structure once held a shrine visited by travellers on the road. The ghost is the spirit of an old monk who once tended its chapel. The spirit is lonely, and has seen the building fall into disrepair as the woods grew up around its walls.

An old or excavated grave

This ancient headstone marks the remains of a Barovian soldier, who died of sickness during Strahd's campaign to conquer the land.

Barovian Basin

NPC Encounters

A team of Barovian **commoners** tending to their fields

A travelling Vistani family of **commoners** in a barrel-top wagon heading toward
the Tser Pool encampment
the Vallaki encampment
the outside town of Daggerford
the outside city of Neverwinter

A shepherd's **ghost** watching over the spirit of a lamb

Combat Encounters

None

Interesting Phenomena

A skeletal rider

A ghostly fog that brings hallucinations of old regrets and hidden fears

A forgotten trinket lying in the mud

A watchful swarm of ravens perched atop a dead tree

Notable Landmarks

A crumbling chapel maintained by a kindly spirit

This old structure once held a shrine visited by travellers on the road. The ghost is the spirit of an old monk who once tended its chapel. The spirit is lonely, and has seen the building fall into disrepair as the woods grew up around its walls.

An old gravesite near an old ruin

This small collection of graves mark a Barovian farming family that died of a supernatural plague in the night. Their residence, thought cursed by the locals, lies crumbling nearby.

Ravenloft Moors

NPC Encounters

A wandering **revenant** hunting zombies

A trader's caravan led by a watchful **scout** travelling to
the village of Barovia
the village of Vallaki

An eccentric **apprentice wizard** communing with a lost soul

A babbling **ghost** that asks travellers to lead it to its home

A **vampire spawn** swordsman searching for a worthy opponent

A faceless **wraith** that stalks travellers atop a dark horse

A travelling Vistani family of **commoners** in a barrel-top wagon heading toward
the Tser Pool encampment
the Vallaki encampment
the outside town of Daggerford
the outside city of Neverwinter

A **wereraven** monitoring the road in raven form

The **green hag** Jenny Greenteeth and her rattling wagon of wares

Combat Encounters

A group of 1d4 **vampire spawn** feeding on the corpse of an ill-fated traveller (Levels 4-10)

A cloud of 1d4 blood-starved **vampiric mists** (Levels 3-9)

A pack of 2d4 **ghouls** picking through the remains of fallen travelers (Levels 2-7)

Interesting Phenomena

A mutilated corpse

A ghostly fog that brings hallucinations of old regrets and hidden fears

A skeletal rider

A watchful **swarm of ravens** perched atop a dead tree

Notable Landmarks

A burnt ruin haunted by a fiery **poltergeist**

A pair of vampire spawn invaded this house years ago. Its owner fled the structure and set it aflame, burning the spawn alive - but leaving her spouse and child to die in fire as she fled for Vallaki. The poltergeist is the spirit of the owner's spouse, and acts to protect its child's unburied bones. The poltergeist is put to rest if the bones are buried.

A crumbling tower above a bone-strewn courtyard

This ancient watchtower is all that remains of a ruined fort used by the forces of Delmor during Strahd's invasion. It stands above a flat, grassy yard scattered with rusted armor and old bones.

*The tower was stormed by Strahd's forces long ago, and contains at its peak a brass **spyglass**. A person that looks through the spyglass sees the world suffering beneath a terrible storm, and sees only ghostly images when viewing characters non-native to Barovia. A character that dies and is resurrected in Barovia appears solid to the spyglass thereafter. A character that lingers in this tower can hear the whistling of wind and the far-away sound of marching troops, both of which soon fade.*

A forgotten chapel ruined by age

This old shrine bears two altars: one to the Morninglord, and one to Mother Night. The Morninglord's fine wooden altar has decayed over time, leaving its carved sunburst barely visible. Mother Night's stone altar still bears the mark of her crescent moon, but moss and fungi have overgrown her side of the sanctum, cracking and crumbling the floor.

An underground crypt housing a colony of **swarms of bats**

The stone slab that covered the entrance to this crypt was pushed aside long ago, revealing crumbling stone steps leading down. The crypt contains three simple stone coffins of Delmorean nobility, the coffins' carved text faded beyond legibility. The crypt has been looted of everything but the skeletons; however, a DC 15 Intelligence (Investigation) reveals a silver, crescent moon-shaped pendant forgotten behind a crypt. The chamber now serves as a home to a colony of bats, who rest here in the day and attack any creature that wakes them, fleeing once reduced to half hitpoints.

A mossy standing stone slab bearing a carving of a wolf

This slab stands four feet in height, and rests on a stone surface bearing intricately carved curls and spirals. It was constructed as a monument to the Huntress of the Ladies Three by the druids of old Cerunnos long before Strahd arrived.

Vallaki Valley

NPC Encounters

A wandering **revenant** hunting wolves

A team of Vallakian **commoners** searching for a missing person

A pair of Vallakian **scouts** searching for a missing person

A travelling Vistani family of **commoners** in a barrel-top wagon heading toward

the Tser Pool encampment

the Vallaki encampment

the outside town of Daggerford

the outside city of Neverwinter

A trader's caravan led by a watchful **scout**

A Vallakian **archer** tracking an elk

A Vallakian **guard** pursuing a murderer

A deranged **homunculus** gathering ingredients for its master

A pair of Vallakian **scouts** offering a sacrifice to the Ladies Three
A demented herbalist **druid** picking mushrooms in the forest
The **green hag** Jenny Greenteeth and her rattling wagon of wares
A **wereraven** monitoring the woods in raven form
A coven of Vallakian **cultists** preparing an animal sacrifice

Combat Encounters

A pack of 1d4+1 hungry **direwolves** (Levels 2-5)
A pack of 2d6+1 hungry **wolves** (Levels 1-4)
A thirsty colony of 2d4+1 **swarms of bats** (Levels 1-4)

Interesting Phenomena

A forgotten hunting trap
A mutilated corpse
A forgotten trinket lying in the mud
A skeletal rider
Several **swarms of ravens**
A carved stone figurine of a maiden tucked into the hollow of an old tree

Notable Landmarks

An old or excavated grave
This grave contains the remnants of a pair of Vallakian farmers.

An overgrown fenced-in cemetery populated by wandering **zombies**
This overgrown, fenced-in cemetery once housed the dead of a small hamlet beyond Vallaki's walls. Its twelve zombies are now overgrown with moss and mushrooms, and do not pursue intruders beyond its rusted fence. The three homes and well that once comprised the hamlet lie just over a hundred yards away.

A maddened **ghost** that attacks any that enter its grove
This spirit is the final remnant of a hunter who was slain by a pack of wolves. It haunts the site of its death, and cannot be calmed so long as its bones remain unburied. Its bones can be found in a small hollow beneath the roots of a nearby tree, wound within the chain of an old pewter locket.

A forgotten chapel defaced and desecrated by **cultists**
Lady Wachter's most devout followers travel here on the night of each new moon, repeating profane rituals as they mark the walls and altar with diabolic symbols.

A crumbling sanctuary maintained by a kindly **ghost**

This old structure once held a shrine visited by travellers on the road. The ghost is the spirit of an old monk who once tended its chapel. The spirit is lonely, and has seen the building fall into disrepair as the woods grew up around its walls.

A trio of **giant spiders** lurking beneath a footbridge

This old stone bridge crosses a wide ditch fifteen feet across and twelve feet deep, with steep sides and few handholds. Each spider has constructed a web-woven lair beneath a separate side of the bridge. The spiders attack any creature that passes over the footbridge alone.

Passers-by can see a well-worn trail that winds toward the south on the Barovian and Vallakian ends of the bridge. Any traveller that follows the trail through the trees eventually comes to a newer wooden bridge that provides safe passage across the ravine.

A mossy standing stone slab bearing a carving of a tree or wolf

This slab stands four feet in height, and rests on a stone surface bearing intricately carved curls and spirals. It was constructed as a monument to the Weaver (tree) or Huntress (wolf) of the Ladies Three by the druids of old Cerunnos long before Strahd arrived.

Bogs of Berez

NPC Encounters

A wandering **revenant** hunting scarecrows

An eccentric **apprentice wizard** communing with a lost soul

A deranged **homunculus** gathering ingredients for its master

An outcast **commoner** cursed by a witch to bring pestilence upon their surroundings

A solitary herbalist **druid** picking mushrooms in the bog

Combat Encounters

A pack of 2d4 scavenging **shadow mastiffs** (Levels 3-10)

1d2 maddened **wraiths** that attack any that enter their grove (Levels 4-9)

A bubbling marsh filled by 4d4 **ash zombies** bloated with poison gas (Levels 2-7)

1d4 undead **giant constrictor snakes** mindlessly searching for flesh (Levels 2-8)

A pack of 2d4 **ghouls** picking through the remains of fallen travelers (Levels 2-7)

A **will-o-wisp** leading unwary travellers to a ruin infested by 2d6 **zombies** (Levels 3-7)

1d2 maddened **banshees** wandering a mossy fen (Levels 3-7)

A nest of 1d4 **phase spiders** awaiting a meal (Levels 2-9)

A wandering **corpse flower** (Levels 5-8)

Interesting Phenomena

A ghostly fog that brings hallucinations of old regrets and hidden fears

A forgotten trinket lying in the mud

A skeletal rider

Notable Locations

A sunken farm guarded by watchful **scarecrows**

The farm was abandoned years ago when a pack of rabid werewolves killed its inhabitants. A rotting wooden barn is the only remaining structure on this old field. Tall grasses and cattails border the several swampy streams that trickle through the loamy soil. The barn contains a half-decayed loft and a set of stalls once used for oxen, but is otherwise empty. The scarecrow are spies for Baba Lysaga, and attack any PCs that approach the barn while one scarecrow returns to Berez to inform its master.

A mad alchemist's lonely cottage

The alchemist and his homunculus can be found gathering ingredients elsewhere in Barovia. This cottage holds his living quarters, study, and laboratory. He is trying to create a potion of immortality.

An overgrown fenced-in cemetery populated by wandering **zombies**

This cemetery once housed the dead of Berez. Its zombies are swollen with bog-water and do not pursue intruders beyond its rusted iron fences.

A forgotten chapel ruined by age

This old shrine bears two altars: one to the Morninglord, and one to Mother Night. The Morninglord's fine wooden altar has rotted away completely. Mother Night's stone altar still bears the mark of her crescent moon, but moss and fungi have overgrown her side of the sanctum, cracking and crumbling the floor. It was swallowed up by the swamps when Berez was destroyed.

A mossy standing stone slab bearing a carving of a single eye

This slab stands four feet in height, and rests on a stone surface bearing intricately carved curls and spirals. It was constructed as a monument to the Seeker of the Ladies Three by the druids of old Cerunnos long before Strahd arrived.

Baratok Slopes

NPC Encounters

A solitary herbalist **druid** picking mushrooms in the grasslands

An outcast **commoner** cursed by a witch to bring pestilence upon their surroundings

Combat Encounters

1d4 mutated brown bears with the features and temperaments of **owlbears** (Level 2-9)

Interesting Phenomena

- A ghostly fog that brings hallucinations of old regrets and hidden fears
- A watchful **swarm of ravens** perched atop a dead tree
- A mutated **giant elk** with multicolored horns
- A tree split by a lightning bolt

Notable Locations

- A swarm of tormented **ghosts** trapped within a darkened cavern
- An old well at the center of this cavern holds the souls of twelve shrieking ghosts, whose remains have settled at the bottom of the cistern beneath. These wretched spirits were trapped here by a necromancer who sought to devour their life force and so grow powerful enough to defeat Strahd. Any creature that approaches the well finds themselves surrounded by the ghosts, who are bound to the shaft of the well by ethereal chains when manifested. The ghosts attack if the well is damaged. If the spirits are spoken to, one of them requests that their bones be recovered from the waters beneath. 1d4 **shambling mounds** lurk in the cistern, and attack if the bones are disturbed.*

Mount Ghakis

NPC Encounters

- A meditating **revenant** guarding the path
- A group of **berserkers** hunting a goat
- An injured **berserker**, wounded by
 - a **winter wolf**
 - the **Roc** of Mt. Ghakis
 - Sangzor the **giant goat**

Combat Encounters

- A pack of 1d4 **winter wolves** prowling their territory (Level 2-9)
- A 1d2 hungry **cave bears** hunting for food (Levels 2-4)
- 1d2 cannibalistic adventurers cursed to become **bodaks** by deals with a vestige (Levels 5-10)

Interesting Phenomena

- A ghostly fog that brings hallucinations of old regrets and hidden fears
- A herd of **goats** grazing on sparse grass
- A forgotten trinket buried beneath a snowdrift
- A frozen **zombie** buried beneath a snowdrift
- A skeletal rider
- A rockslide that threatens to knock the party down toward the banks of Luna Lake

Notable Locations

A crumbling tower atop a snow-covered peak

This old structure was once employed by the army of Delmor as a watchtower overlooking the southwestern corner of Barovia. The tower was stormed by Strahd's forces long ago, and contains at its base a small, rotted wooden chest. The chest contains a broken pendant of a silver dragon that's always cold to the touch.

A swarm of tormented **ghosts** trapped within a darkened cavern

*An old well at the center of this cavern holds the souls of twelve shrieking ghosts, whose remains have settled at the bottom of the cistern beneath. These wretched spirits were trapped here by a necromancer who sought to devour their life force and so grow powerful enough to defeat Strahd. Any creature that approaches the well finds themselves surrounded by the ghosts, who are bound to the shaft of the well by ethereal chains when manifested. The ghosts attack if the well is damaged. If the spirits are spoken to, one of them requests that their bones be recovered from the waters beneath. 1d4 **shambling mounds** lurk in the cistern, and attack if the bones are disturbed.*

2d4 **swarms of bats** living in a shallow cave

The bats rest in this shallow cave during the day and attack any creature that wakes them, fleeing once reduced to half hitpoints.

Druidic Groves

NPC Encounters

A deranged **homunculus** gathering ingredients for its master

An outcast **commoner** cursed by a witch to bring pestilence upon their surroundings

A **werewolf** forester building a life away from civilization

A pair of Krezkian **scouts** offering a sacrifice to the Ladies Three

A solitary herbalist **druid** picking mushrooms in the forest

A group of **berserkers** hunting an elk

A **wereraven** monitoring the woods in raven form

The **green hag** Jenny Greenteeth and her rattling wagon of wares

Combat Encounters

A pack of 2d6 **worgs** (Levels 1-8)

A cannibalistic **druid** accompanied by a swarm of 2d6 **twig blights** (Levels 3-5)

A pack of 4d4 concealed **needle blights** (Levels 2-7)

Interesting Phenomena

A mutilated corpse

A ghostly fog that brings hallucinations of old regrets and hidden fears
A forgotten trinket lying amidst a patch of yellowed grasses
Several swarms of ravens
A carved stone figurine of a maiden tucked into the hollow of an old tree

Notable Locations

An overgrown field guarded by a single watchful **scarecrow**

A rotting wooden barn is the only remaining structure on this old, overgrown field. The barn contains a half-decayed loft and a set of stalls once used for oxen, but is otherwise empty. The scarecrow is a spy for Baba Lysaga and flees when not under direct observation, returning to Berez to deliver information to its master.

A false trail carved by **druids**

*The road splits in twain at this misted intersection. The eastern path winds through a blighted ridge that borders a rocky hill; the western path cuts through an autumnal grove. The western trail was created by druids, and leads to a spiked pit trap concealed by a thin tarp made of twigs and pine needles. Once the trap is set off, 2d6 **twig blights** emerge from the underbrush and attack any creatures surrounding the pit. The eastern path is safe. A DC 15 Wisdom (Survival) check can allow a creature to discern that the western trail has been travelled by far fewer creatures than the eastern one.*

A patch of **mantraps** awaiting unwary visitors

*1d4+1 **mantraps** border the road in a circular shape. As travellers cut through this area, each mantrap releases its **attractive pollen**, attempting to lure its prey toward its own plantlike maw.*

A pack of **thorny** guarding their den

*A small field contains a number of ash-gray wildflowers with razor-sharp thorn-covered stalks. A tree containing a number of succulent-looking fruit sits at the center of the field. Its roots conceal the burrow of 1d6 **thorny**, who attack any creatures that approach. The wildflowers are difficult terrain; however, a creature may move through them at normal speed if that creature chooses to take 1 point of slashing damage for each five-foot square travelled in this way. The fruit tastes bitter, and its skin is as tough as leather.*

A creaking water wheel connected to an abandoned lumberjack's cottage

This creaking water wheel once used the power of the Raven River to drive a saw that split trunks into lumber. The mechanism that drives the saw has long since rotted away, though a rusted lock keeps the wheel in its place. The abandoned lumberjack's cottage connected to it is bereft of any valuables, but contains an old bed and a rotted straw-stuffed mattress. The roof is intact, and can serve as shelter in the case of a storm.

A mossy slab of stone bearing a carving of a tree

This slab stands four feet in height, and rests on a stone surface bearing intricately carved curls and spirals. It was constructed as a monument to the Weaver of the Ladies Three by the druids of old Cerunnos long before Strahd arrived.

Wolfrun

NPC Encounters

- A **wereraven** monitoring the woods in raven form
- The **green hag** Jenny Greenteeth and her rattling wagon
- A group of patrolling **werewolves** in human form
- A Vallakian **archer** tracking an elk
- A deranged **homunculus** gathering ingredients for its master
- A werewolf-bitten **commoner** fearfully awaiting their first full moon
- A cursed **commoner** possessed by a **shadow demon**
- A pair of Krezkian **scouts** offering a sacrifice to the Ladies Three
- A team of Krezkian **commoners** searching for a missing person
- A travelling Vistani family of **commoners** in a barrel-top wagon heading toward
 - the Tser Pool encampment
 - the Vallaki encampment
 - the outside town of Daggerford
 - the outside city of Neverwinter

Combat Encounters

- A pack of 2d6+1 hungry **wolves** (Levels 1-4)
- A pack of 1d4+1 hungry **direwolves** (Levels 2-5)
- A pack of 1d4 **werewolves** hunting in wolf form (Level 2-9)

Interesting Phenomena

- A mutilated corpse
- A forgotten hunting trap
- A forgotten trinket lying in the tall grass
- Several **swarms of ravens**

Notable Locations

- A burnt ruin haunted by a fiery **poltergeist**
A pair of werewolves invaded this house years ago. Its owner fled the structure and set it aflame, burning the lycanthropes alive - but leaving her spouse and child to die in fire as she fled for Krezk. The poltergeist is the spirit of the owner's spouse, and acts to protect its child's unburied bones. The poltergeist is put to rest if the bones are buried.

- A crumbling sanctuary maintained by a kindly **ghost**

This old structure once held a shrine visited by travellers on the road. The ghost is the spirit of an old monk who once tended its chapel. The spirit is lonely, and has seen the building fall into disrepair as the woods grew up around its walls.

A creaking water wheel connected to an abandoned miller's cottage

The water wheel was once used to grind wheat into grain. The mechanism that drives the mill has long since rotted away, though a rusted lock keeps the wheel in its place. The cottage is bereft of any valuables, but contains an old bed and a rotted straw-stuffed mattress. The roof is intact, and can serve as shelter in the case of a storm.