© Wizards of the Coast | Art by Mike Schley

Barovia

Mount Baratok

Svalich Woods

Lake Zarovich

Lake Baratok

Svalich Woods

Krezk

Old Svalich Road

Raven River

Vallaki

Old Svalich Road

Svalich Woods

Luna River

Svalich Woods

Tsolenka Pass

Tser Falls

Tser Pool

Village of Barovia

Old Svalich Road

Luna River

Tsolenka Pass

Luna Lake

Svalich Woods

Mount Ghakis

Svalich Woods

Tsilis River

N

W

E

S

One hex = 1/4 mile

© Wizards of the Coast | Art by Mike Schley

Barovia

Mount Baratok

Svalich Woods

Lake Zarovich

Lake Baratok

Svalich Woods

Krezk

Old Svalich Road

Raven River

Vallaki

Old Svalich Road

Luna River

Svalich Woods

Svalich Woods

Tsolenka Pass

Tser Falls

Tser Pool

Village of Barovia

Old Svalich Road

Luna River

Tsolenka Pass

Luna Lake

Ivlis River

Svalich Woods

Mount Ghakis

Svalich Woods

N

W

E

S

One hex = 1/4 mile

© Wizards of the Coast | Art by Mike Schley

Village of Barovia

(Area E)



© Wizards of the Coast | Art by Mike Schley

Village of Barovia



© Wizards of the Coast | Art by Mike Schley

Village of Barovia



© Wizards of the Coast | Art by Mike Schley

Abbey of Saint Markovia

N E S W

+1000’ +900’ +800’ +700’ +600’ +500’ +400’

Ground Floor

S5 S6 S7 S8 S9 S10 S11 S12 S13 S14 S15

A B C D E F G H

X

+700’ +600’ +500’ +400’

One square = 5 feet

© Wizards of the Coast | Art by Mike Schley

Abbey of Saint Markovia

E
N
S
W

+1000’
+900’
+800’
+700’
+600’
+500’
+400’

+700’
+600’
+500’
+400’

One square = 5 feet

MS

© Wizards of the Coast | Art by Mike Schley

Abbey of Saint Markovia

E
N
S
W

+1000’
+900’
+800’
+700’
+600’
+500’
+400’

+700’
+600’
+500’
+400’

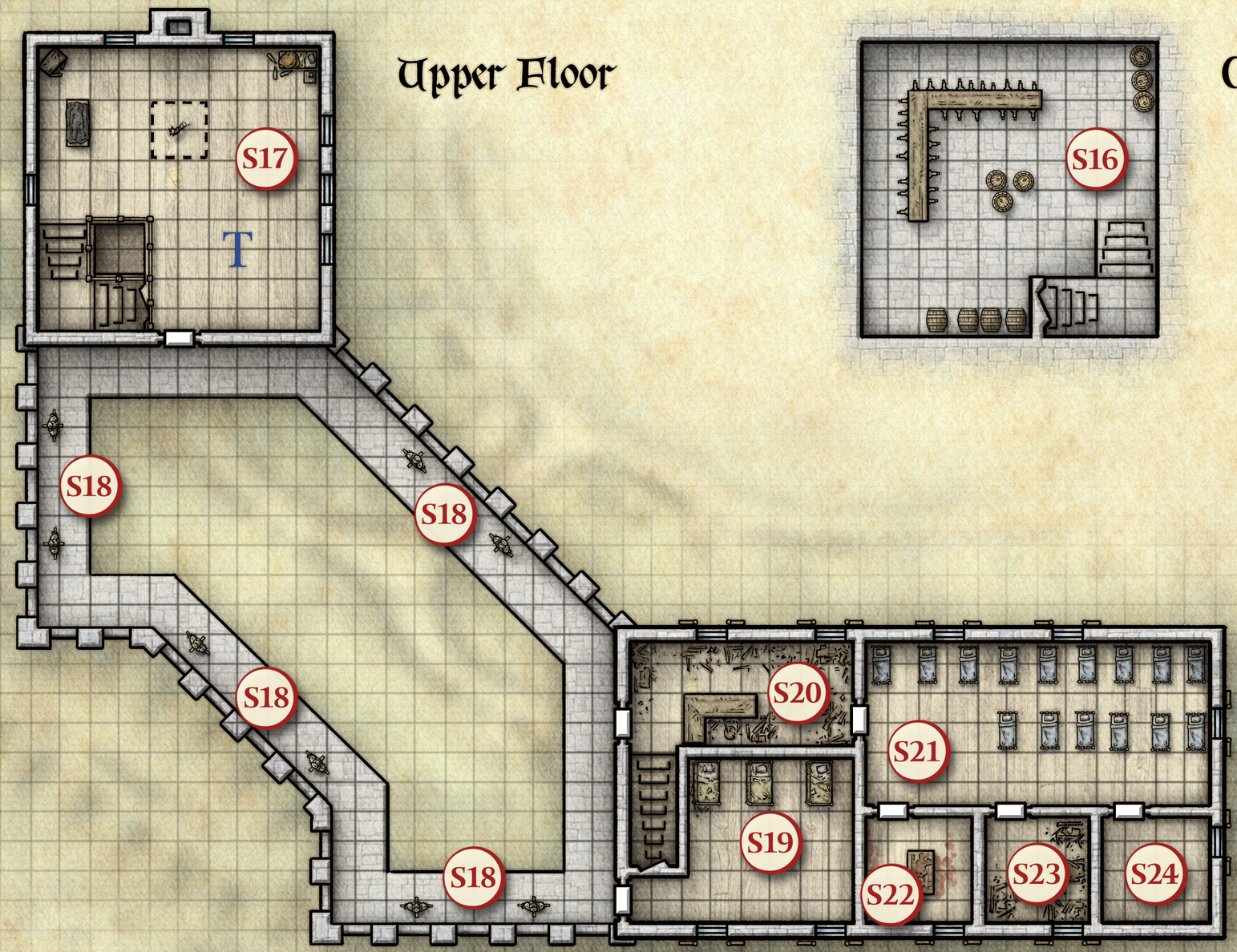
MS

© Wizards of the Coast | Art by Mike Schley

Abbey of Saint Markovia



Upper Floor



Cellar

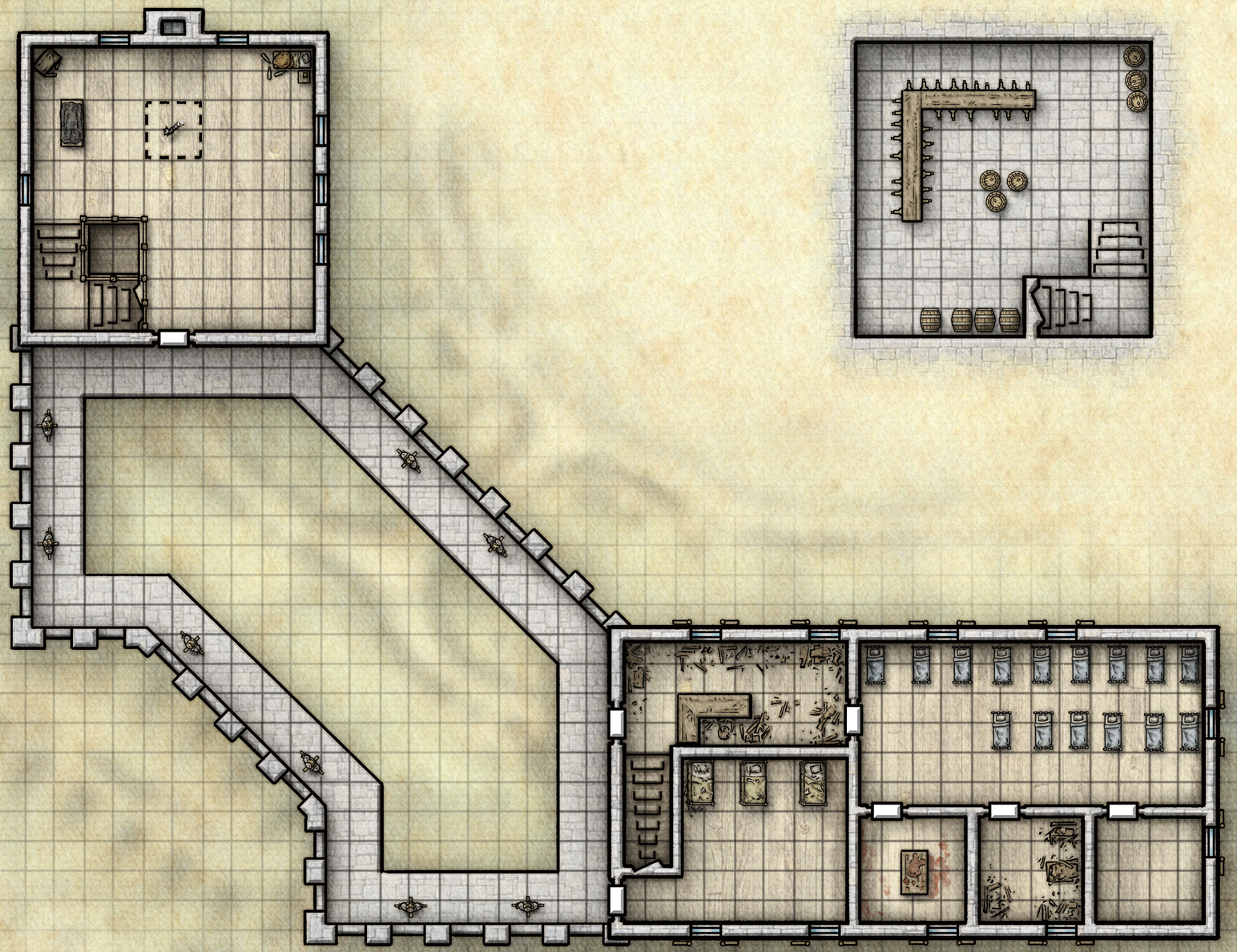
One square = 5 feet

MS

© Wizards of the Coast | Art by Mike Schley

Abbey of Saint Markovia

N
W E
S

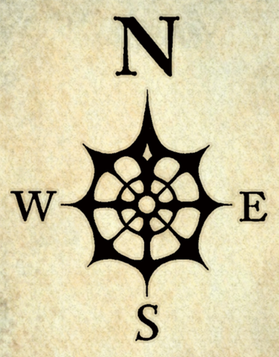


One square = 5 feet

MS

© Wizards of the Coast | Art by Mike Schley

Abbey of Saint Markovia





MS

© Wizards of the Coast | Art by Mike Schley

Amber Temple

(Area X)

N
W E
S

Upper Level

X28 X29 X27 X30 X14 X26 X25 X13 X24 X12 X23 X11 X22 X5a X10 X20 X21 X18 X17 X19 X9 X8 X15 X4 X6 X16 X3 X2a X2 X2b X3 X7 X1a X1

Open to area X5

One square = 5 feet

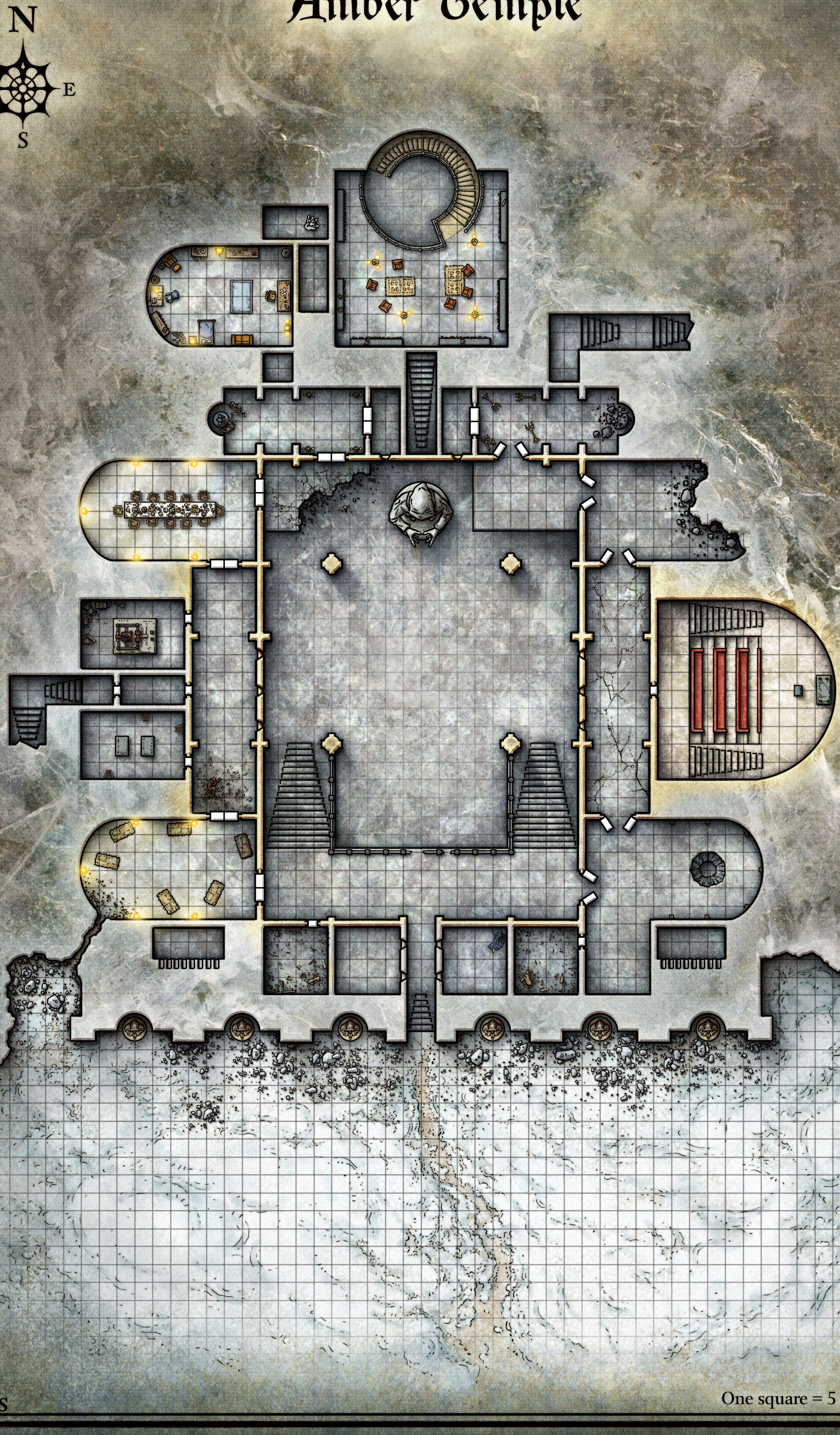
© Wizards of the Coast | Art by Mike Schley

Amber Temple

N

W E

S

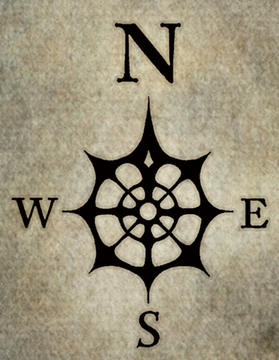


One square = 5 feet

MS

© Wizards of the Coast | Art by Mike Schley

Amber Temple





© Wizards of the Coast | Art by Mike Schley

Amber Temple

(Area X)

N W E S

Lower Level

T X42 X41 X33d X39 3 X40 6 X14 2 5 X14a X33c X33e 1 4 S X5b S X36 X38 X5a X35 X5d X5d X37 X34 X32 X5 X21 X33b X5c X33a X33f X31 X31a X31b

One square = 5 feet

MS

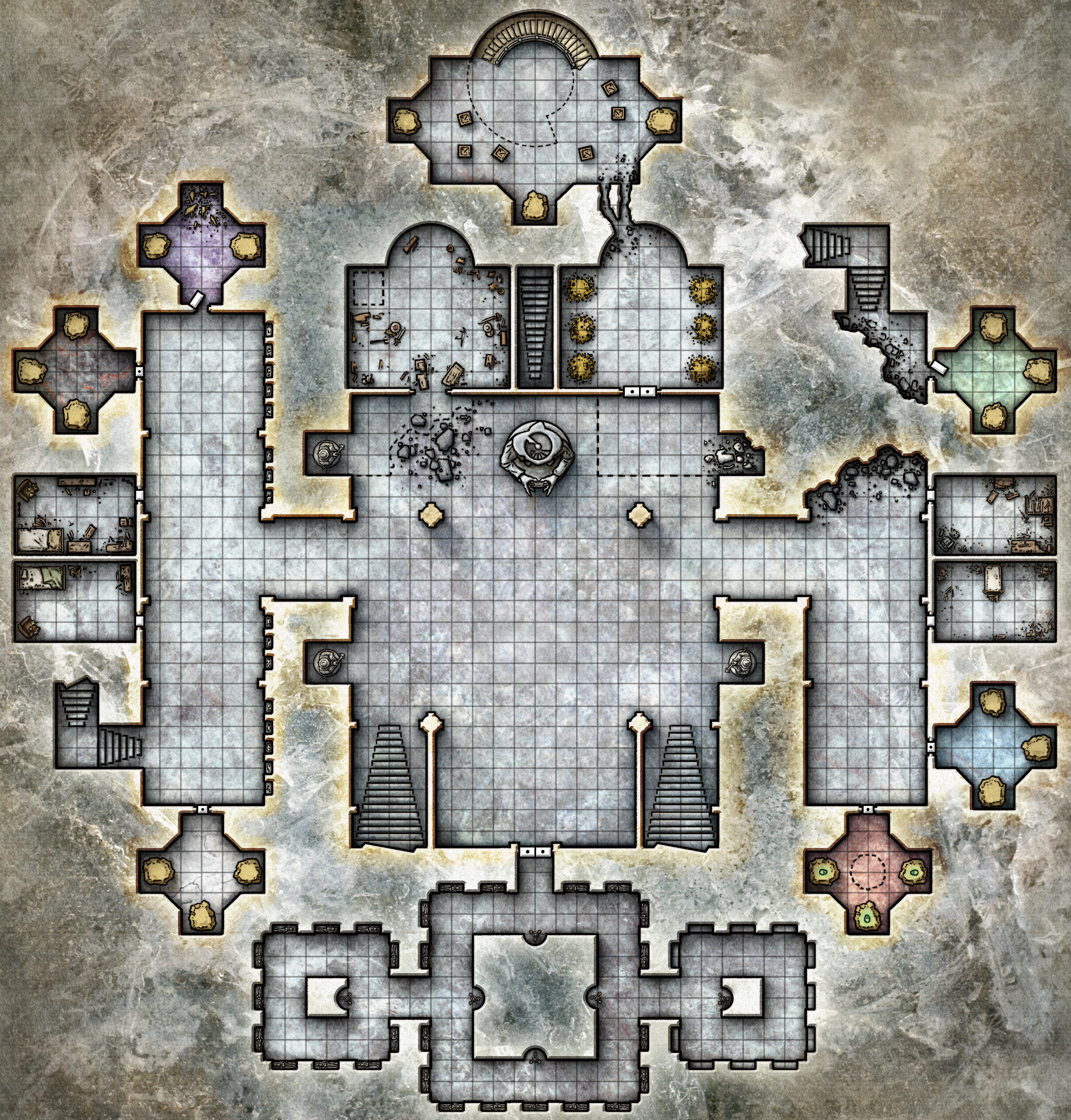
© Wizards of the Coast | Art by Mike Schley

Amber Temple

N

W E

S

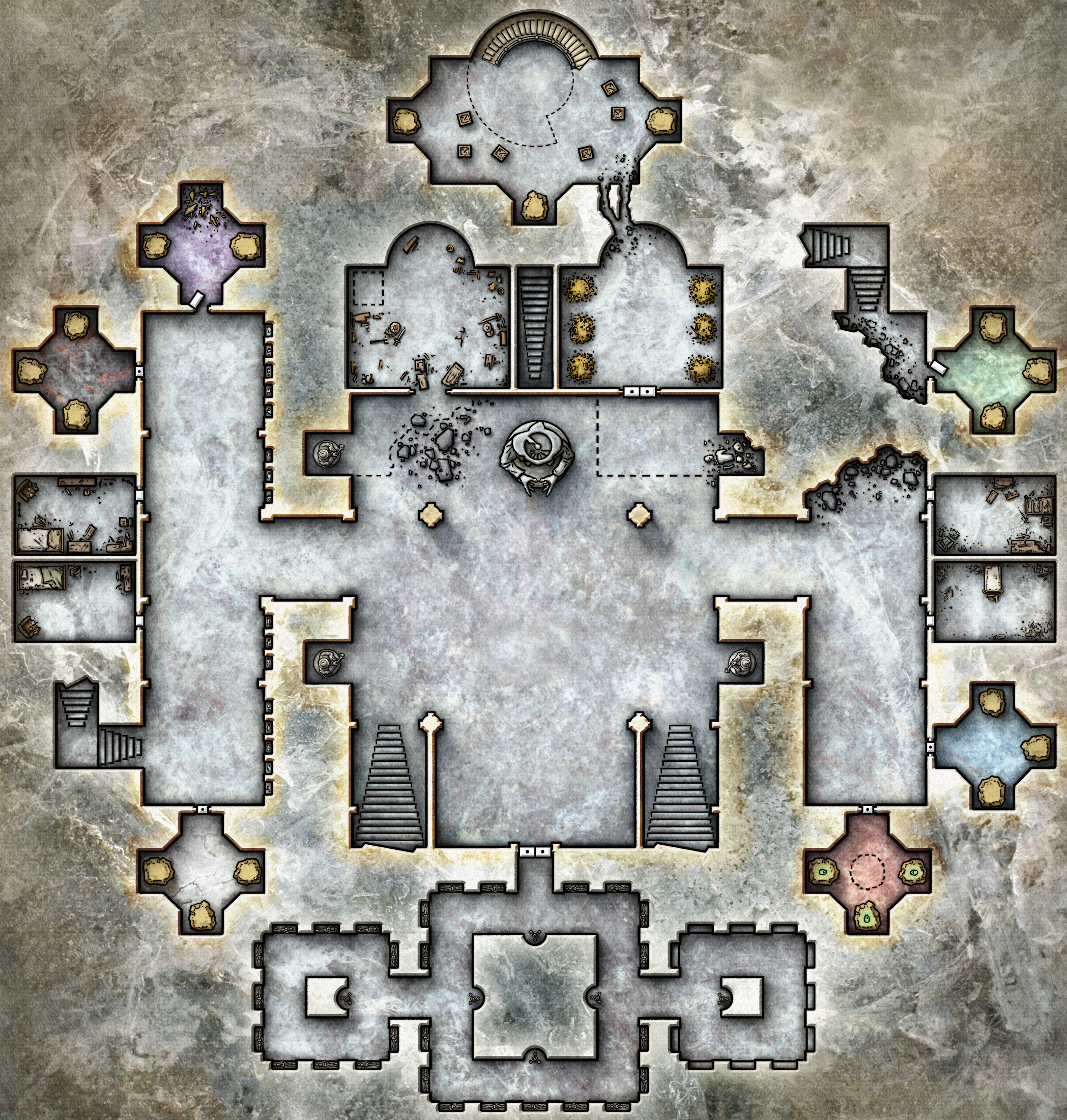


One square = 5 feet

© Wizards of the Coast | Art by Mike Schley

Amber Temple



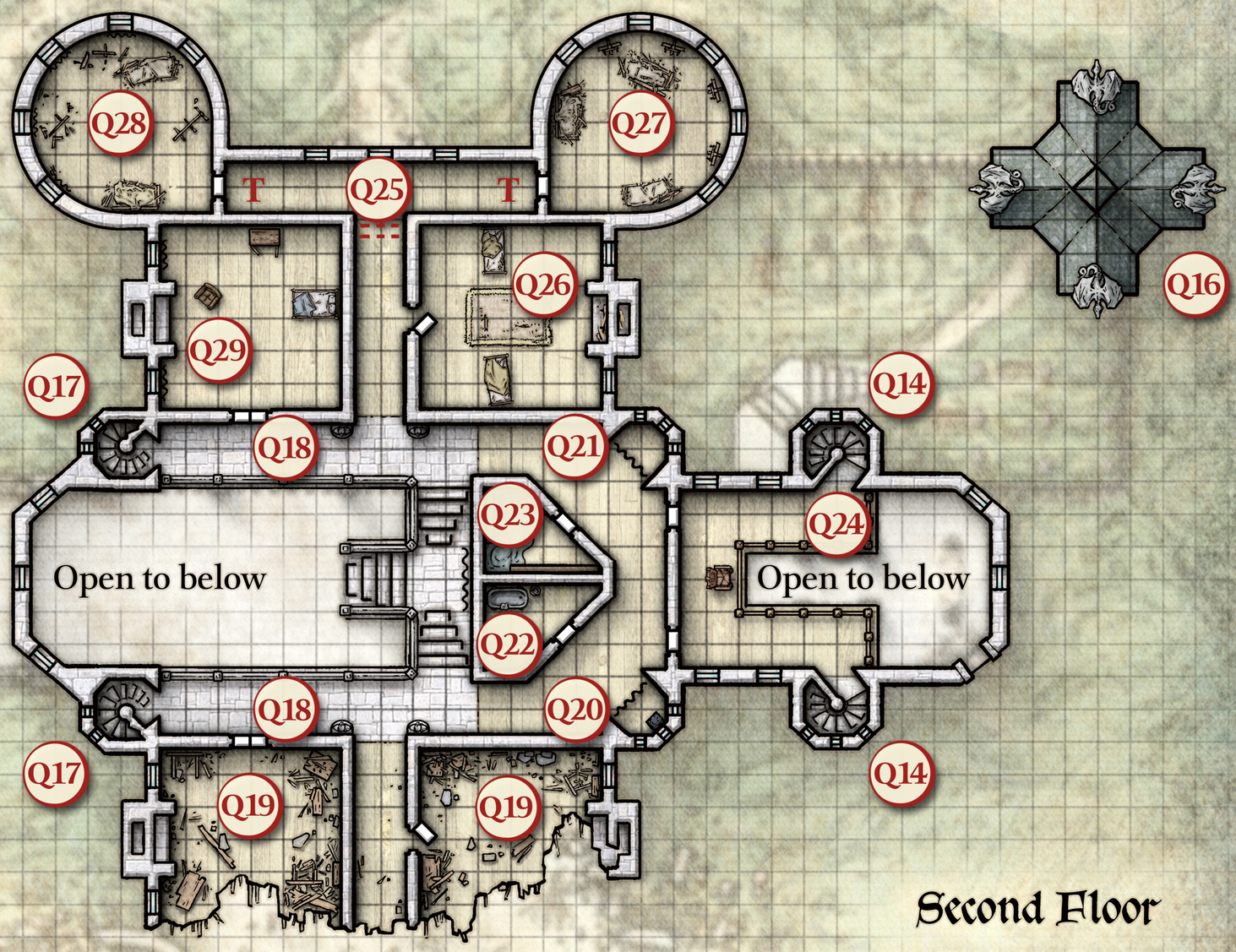


© Wizards of the Coast | Art by Mike Schley

One square = 5 feet

Argynvostholt

(Area Q)



Second Floor

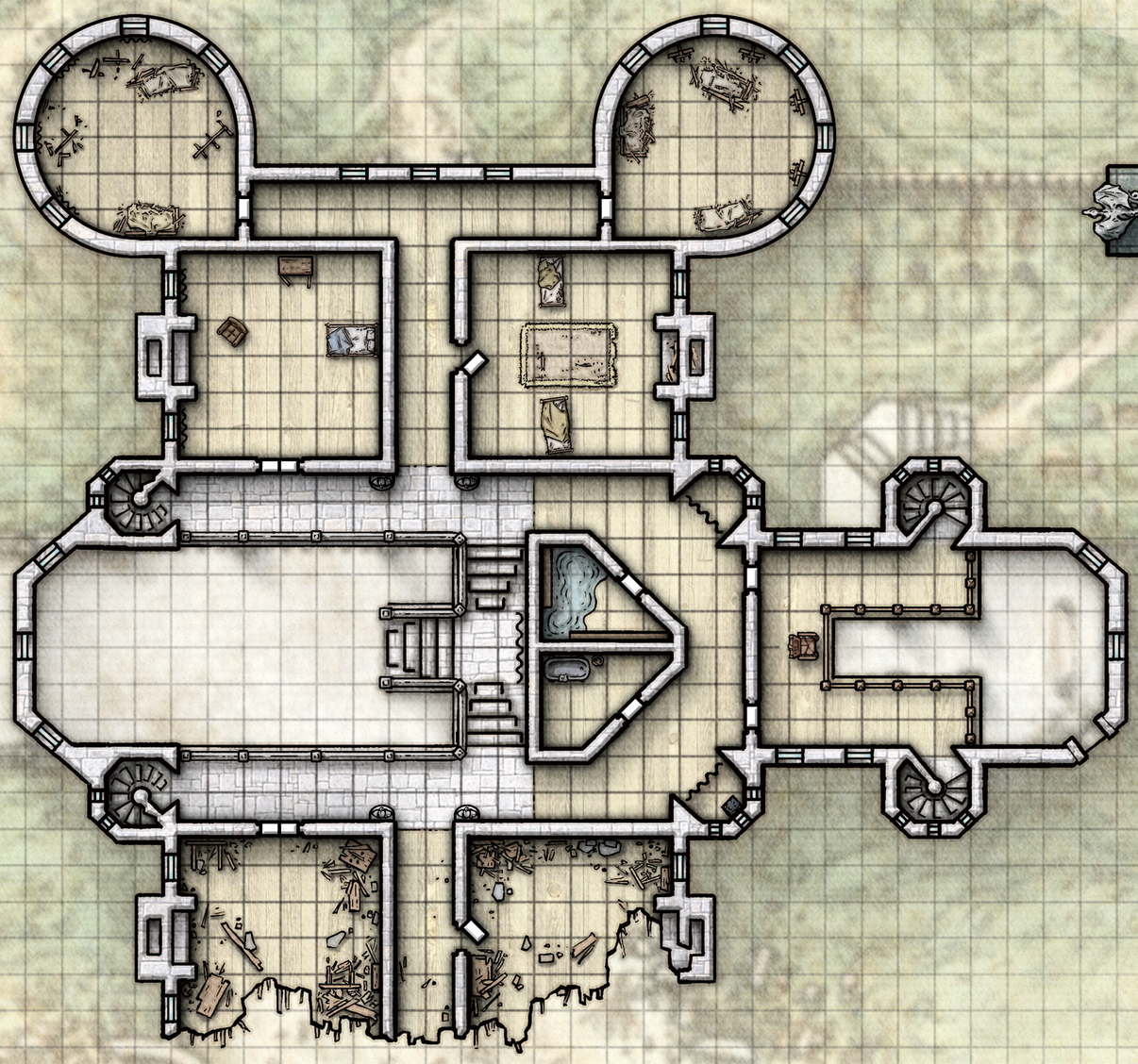


Ground Floor

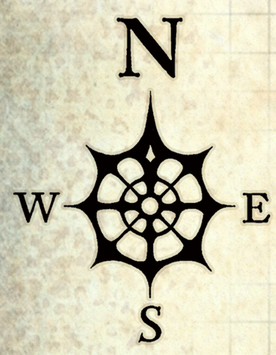
© Wizards of the Coast | Art by Mike Schley

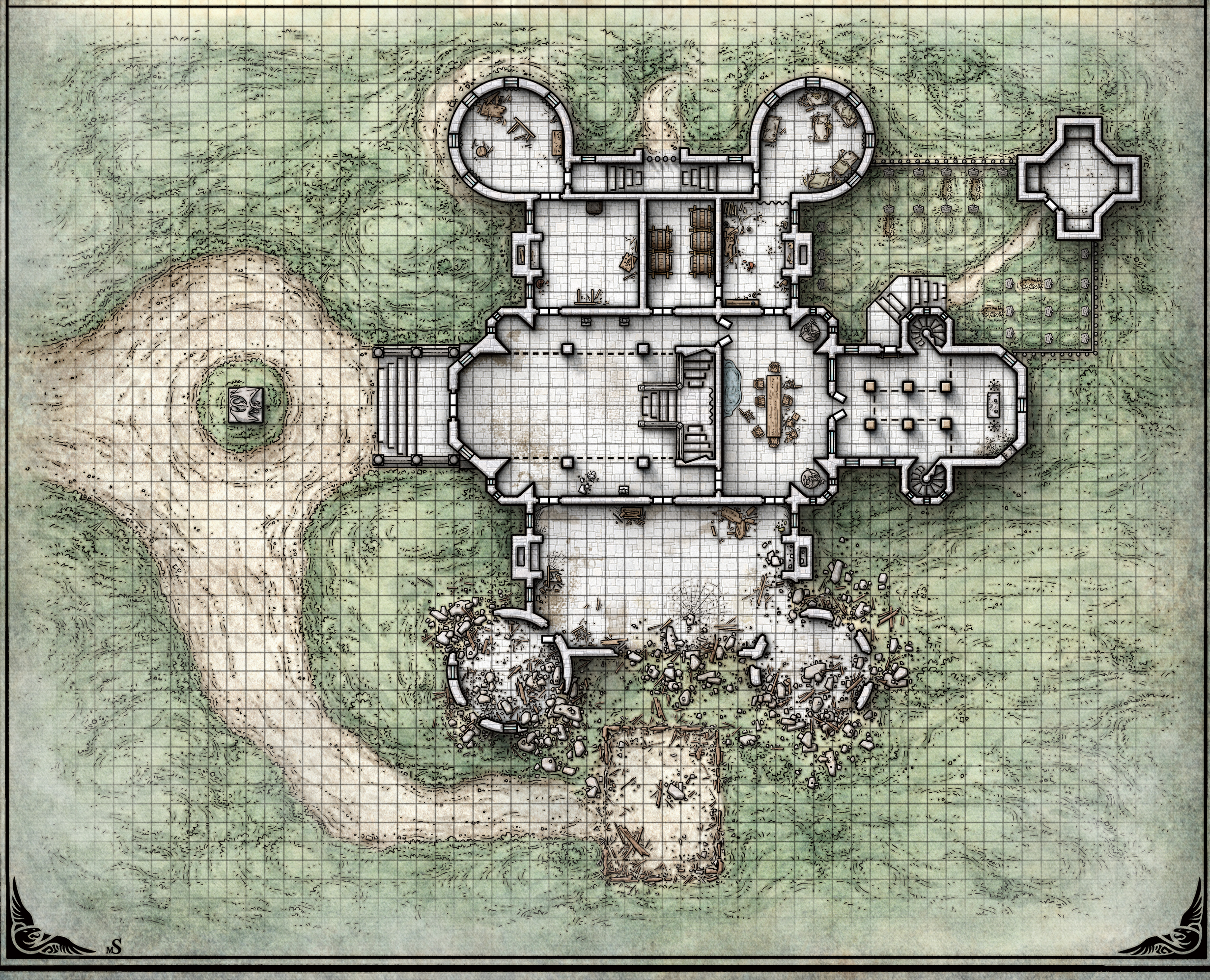
One square = 5 feet

Argynvostholt



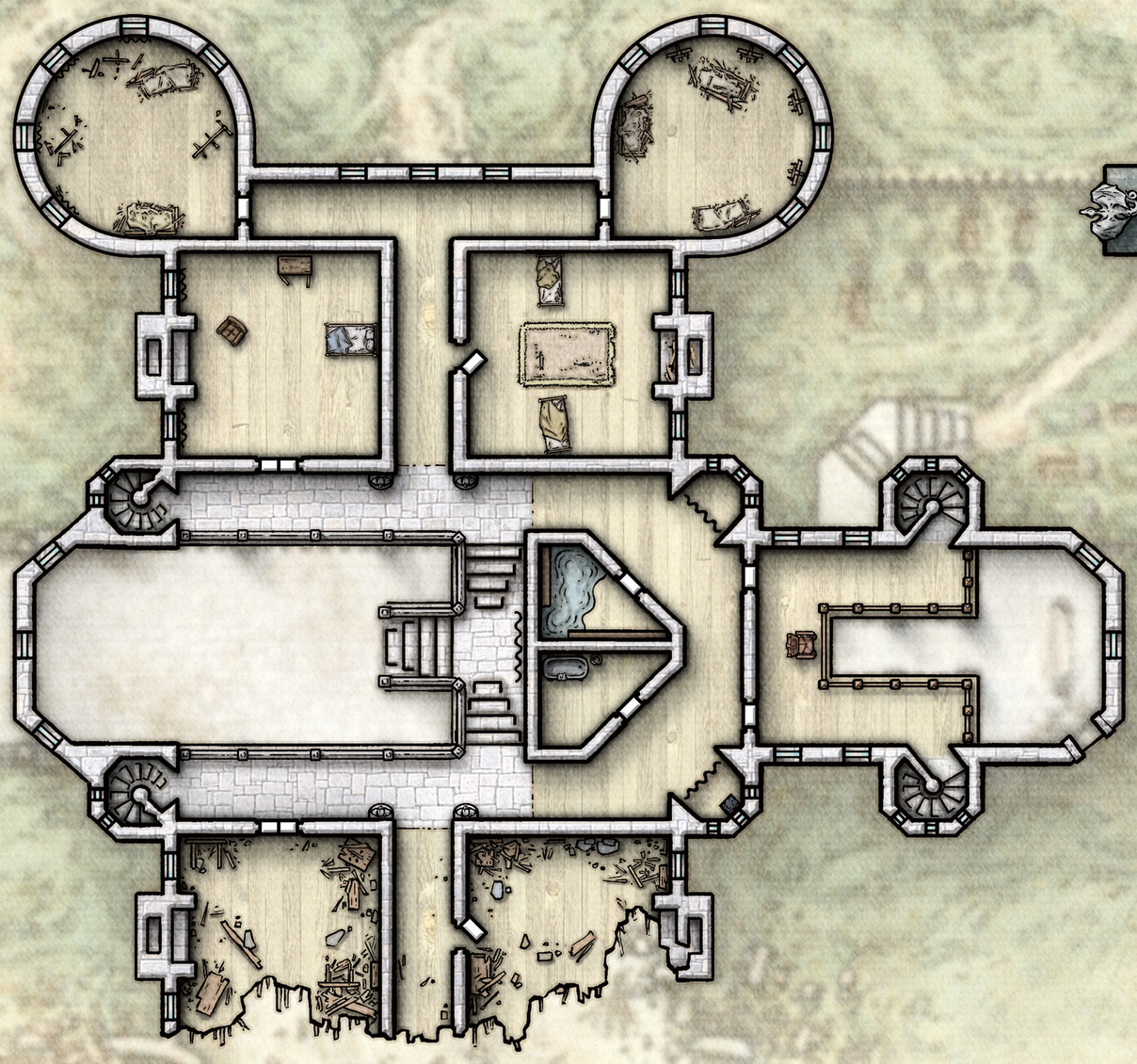




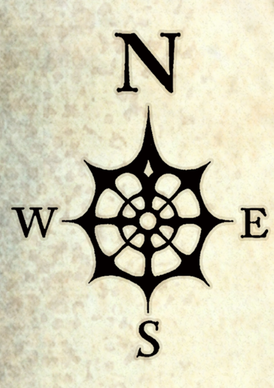


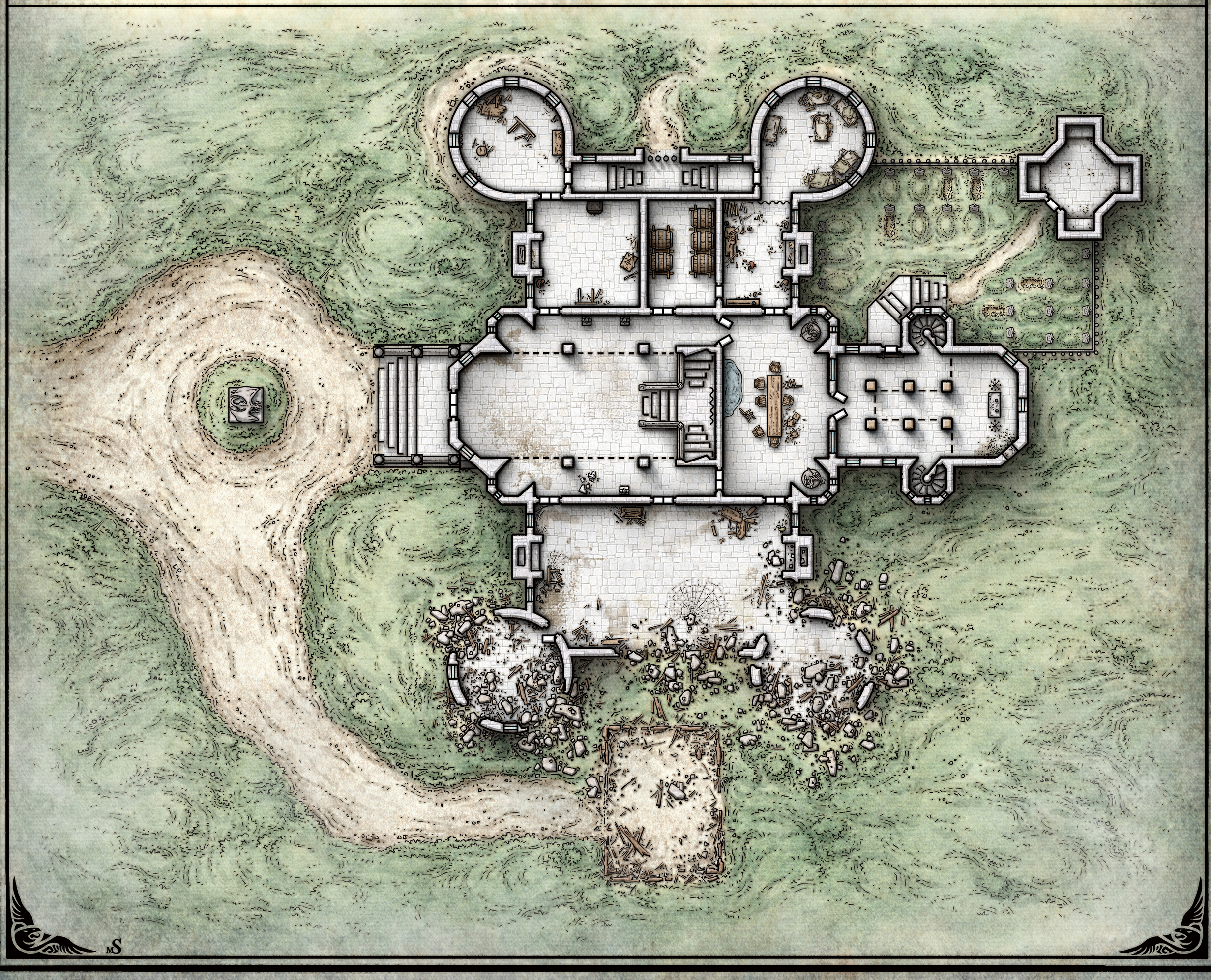
© Wizards of the Coast | Art by Mike Schley

Argynvostholt





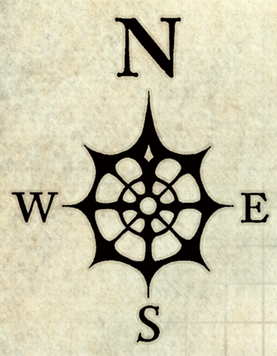


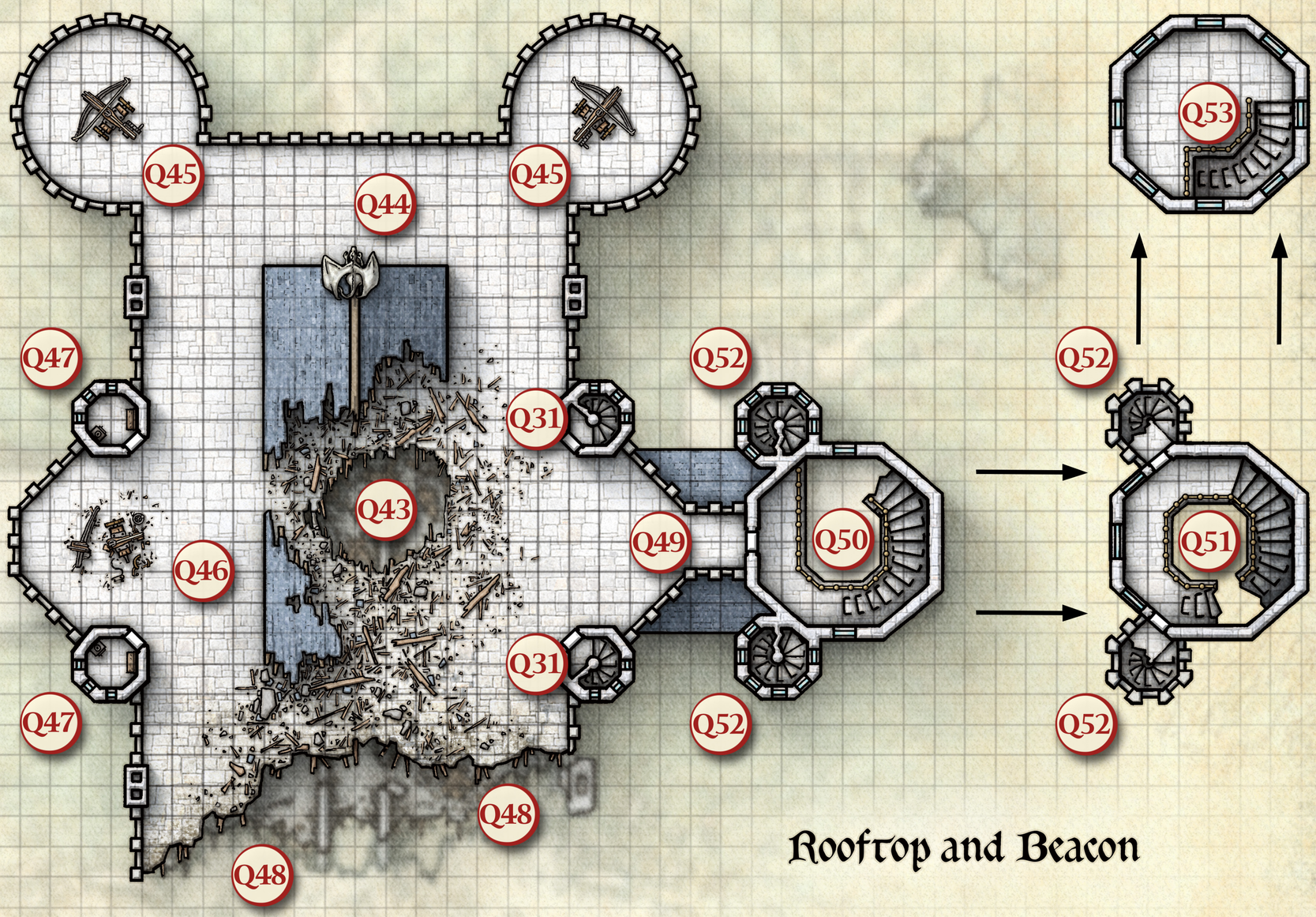


© Wizards of the Coast | Art by Mike Schley

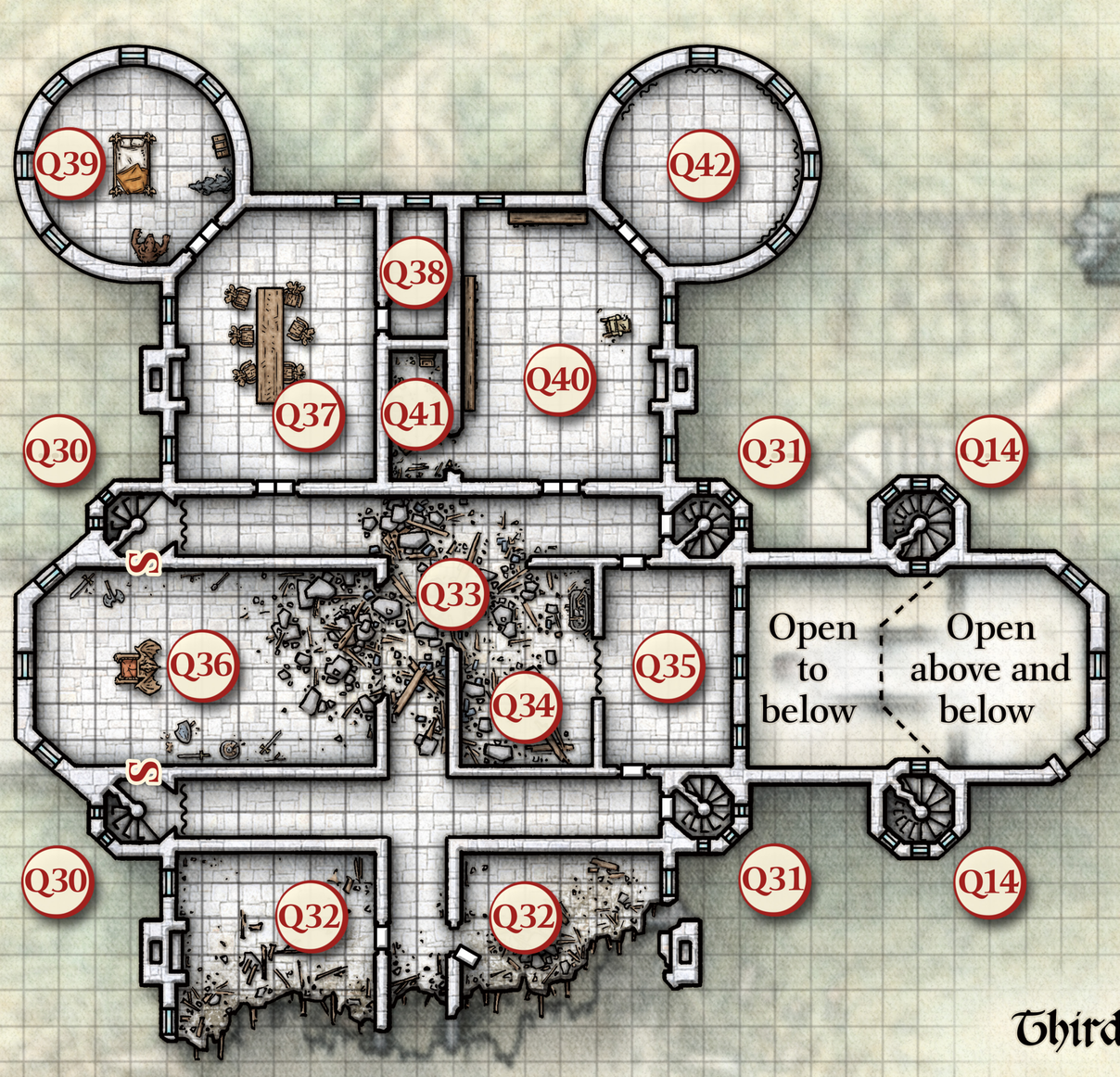
Argynvostholt

(Area Q)





Rooftop and Beacon

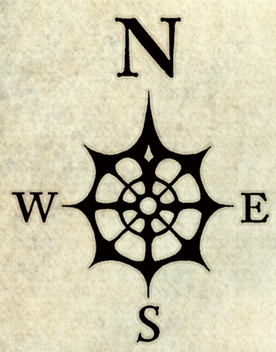


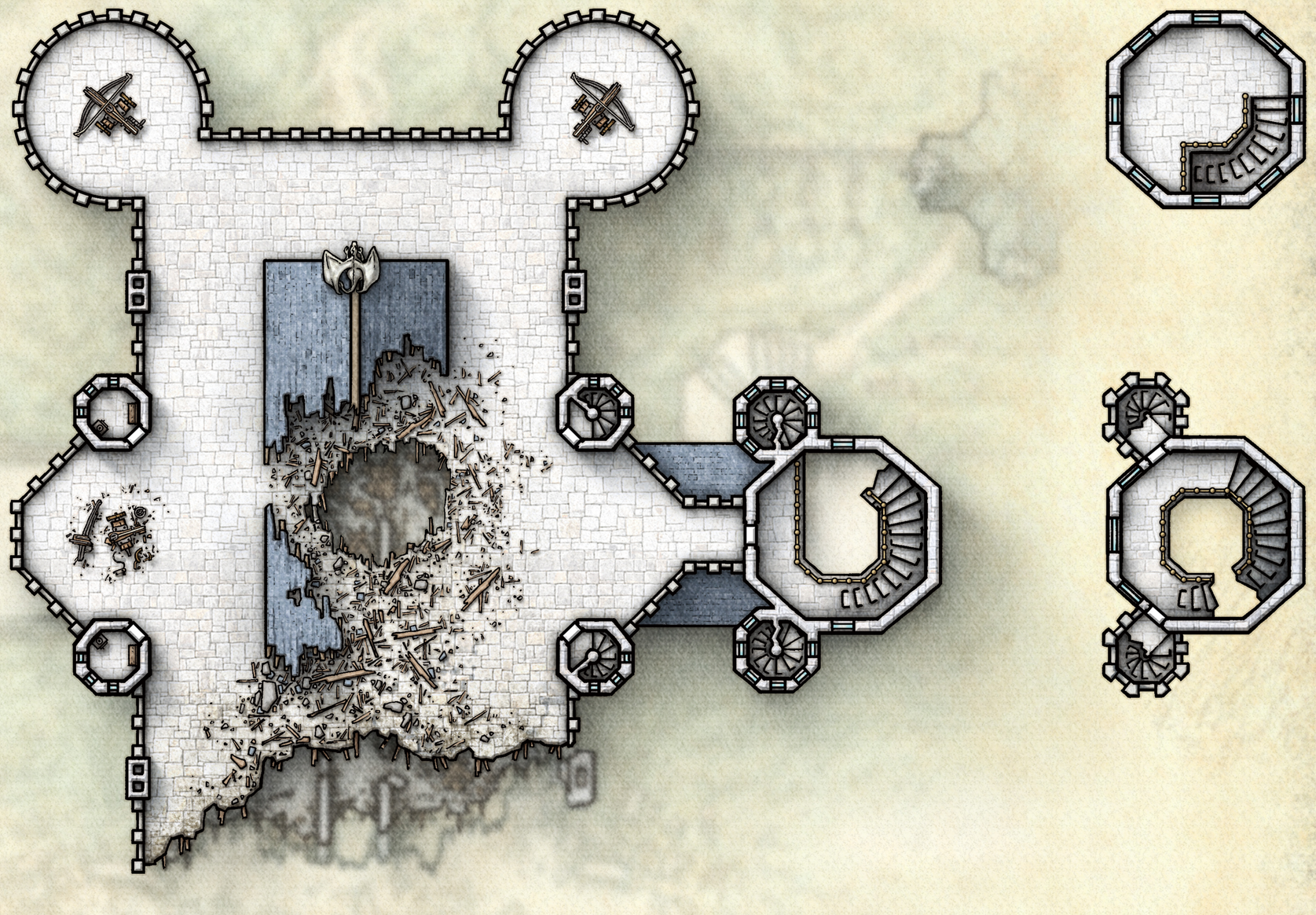
Third Floor

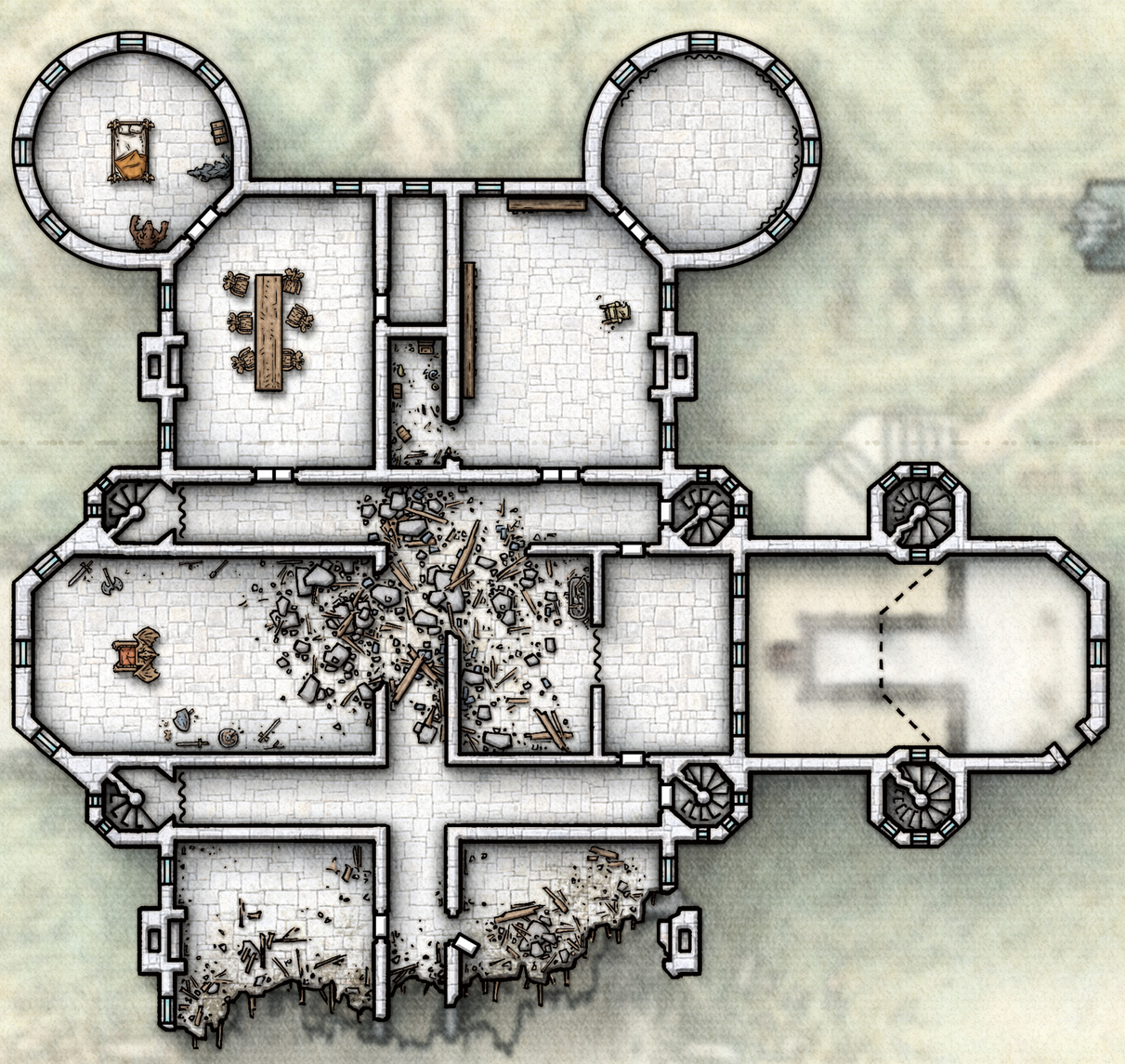
One square = 5 feet

© Wizards of the Coast | Art by Mike Schley

Argynvostholt

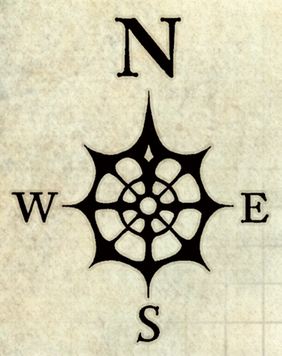


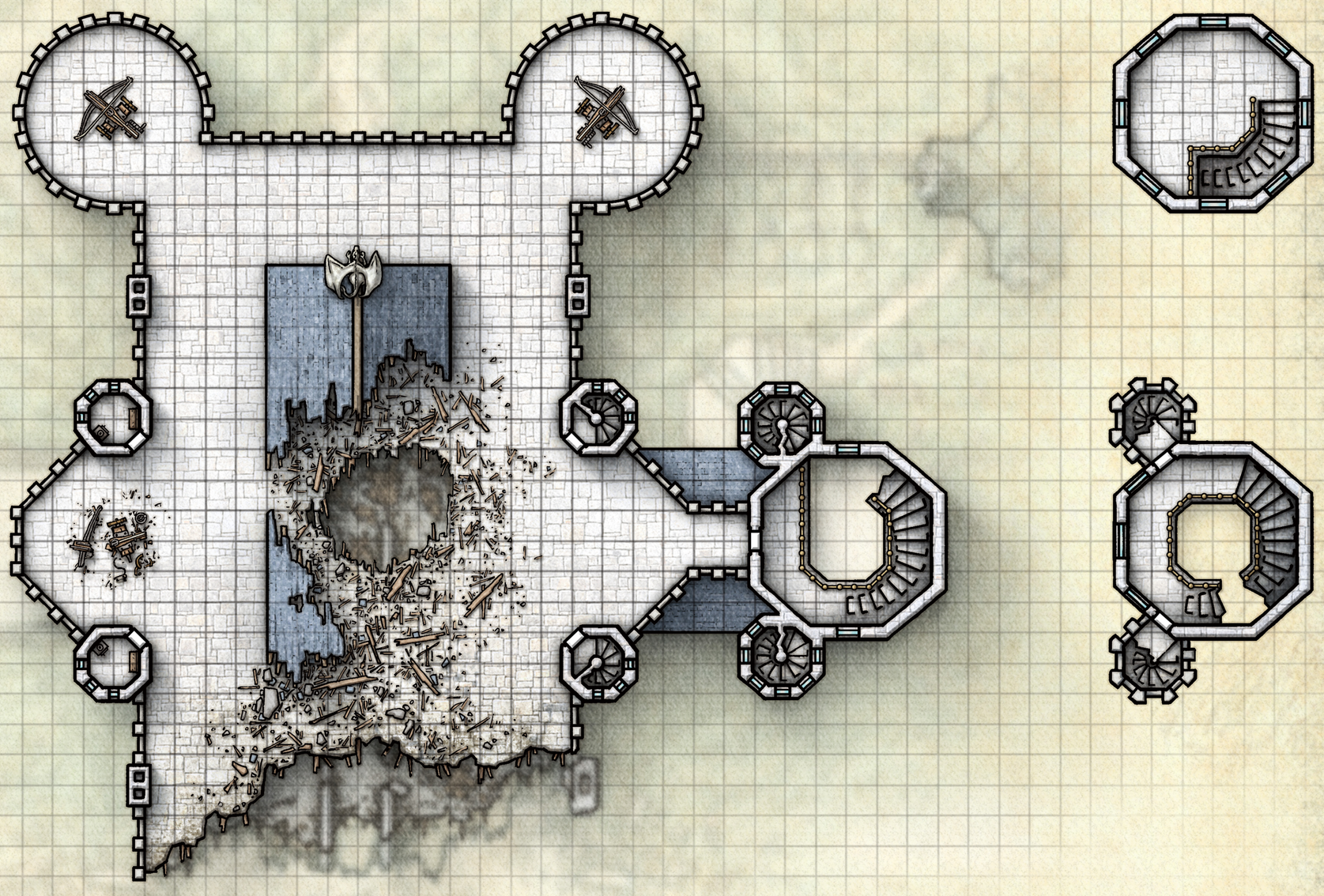


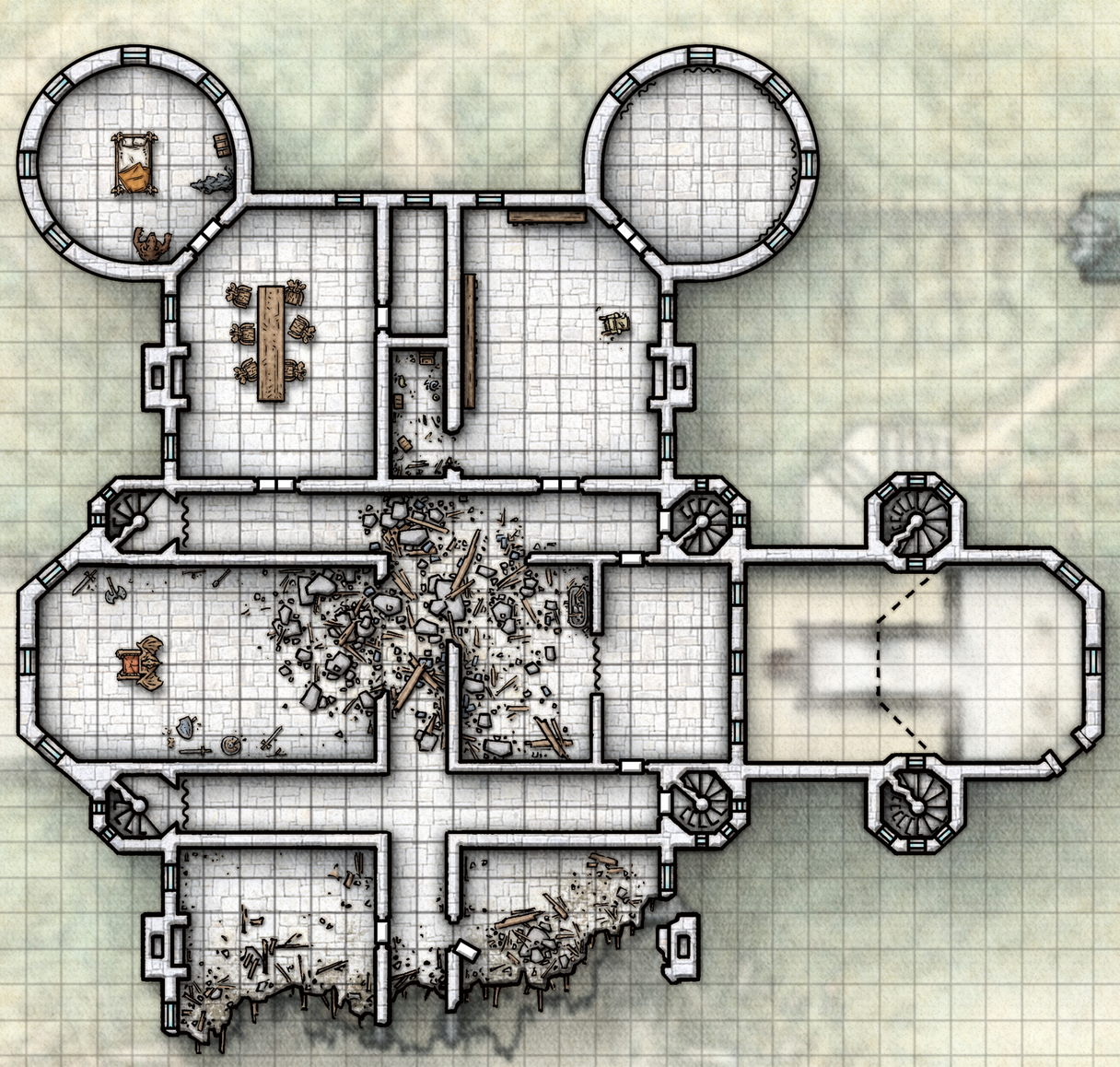


© Wizards of the Coast | Art by Mike Schley

Argynvostholt







One square = 5 feet

Baba Lysaga's Creeping Hut

One square = 5 feet



© Wizards of the Coast | Art by Mike Schley

Baba Lysaga's Creeping Hut

One square = 5 feet



© Wizards of the Coast | Art by Mike Schley

Baba Lysaga's Creeping Hut



© Wizards of the Coast | Art by Mike Schley

© Wizards of the Coast | Art by Mike Schley

Berez
(Area U)



© Wizards of the Coast | Art by Mike Schley



© Wizards of the Coast | Art by Mike Schley



© Wizards of the Coast | Art by Mike Schley

Blue Water Inn

(Area N2)

N
W E
S

Attic/Roof

Upper Floor

Ground Floor

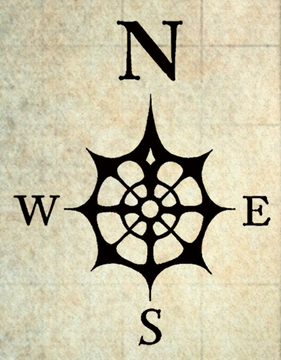
Open to below

Open to below

One square = 5 feet

© Wizards of the Coast | Art by Mike Schley

Blue Water Inn



One square = 5 feet

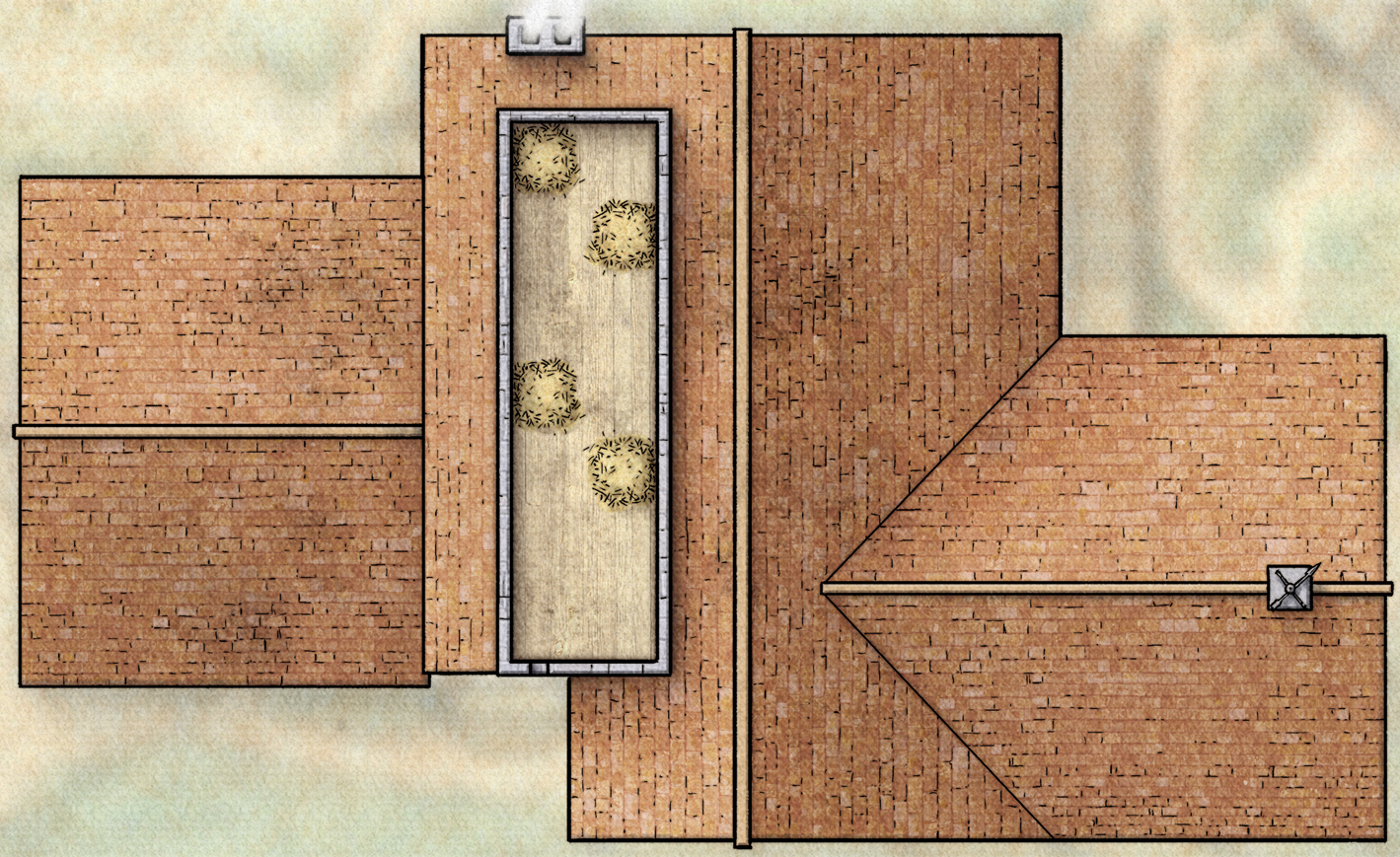
© Wizards of the Coast | Art by Mike Schley

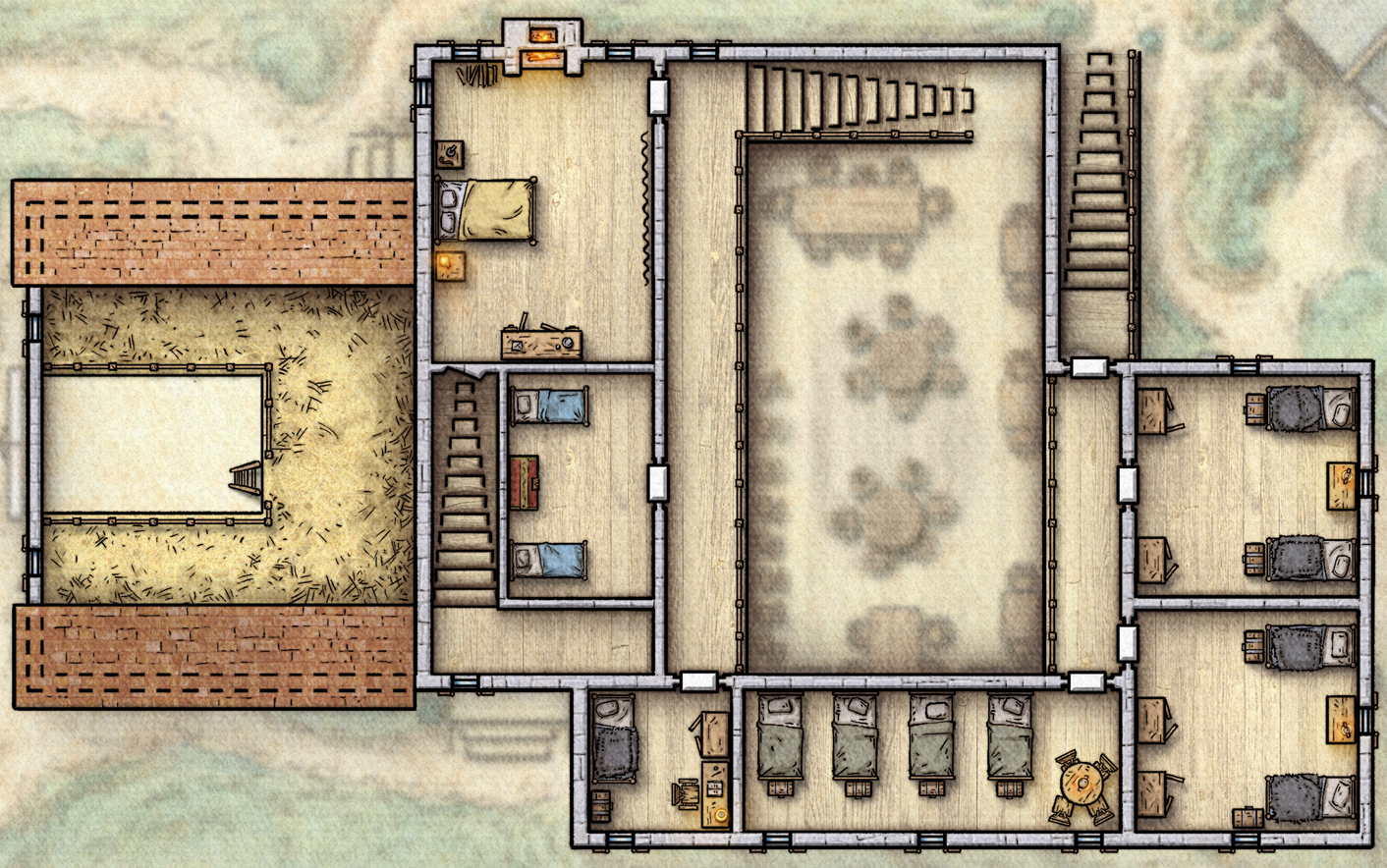
Blue Water Inn

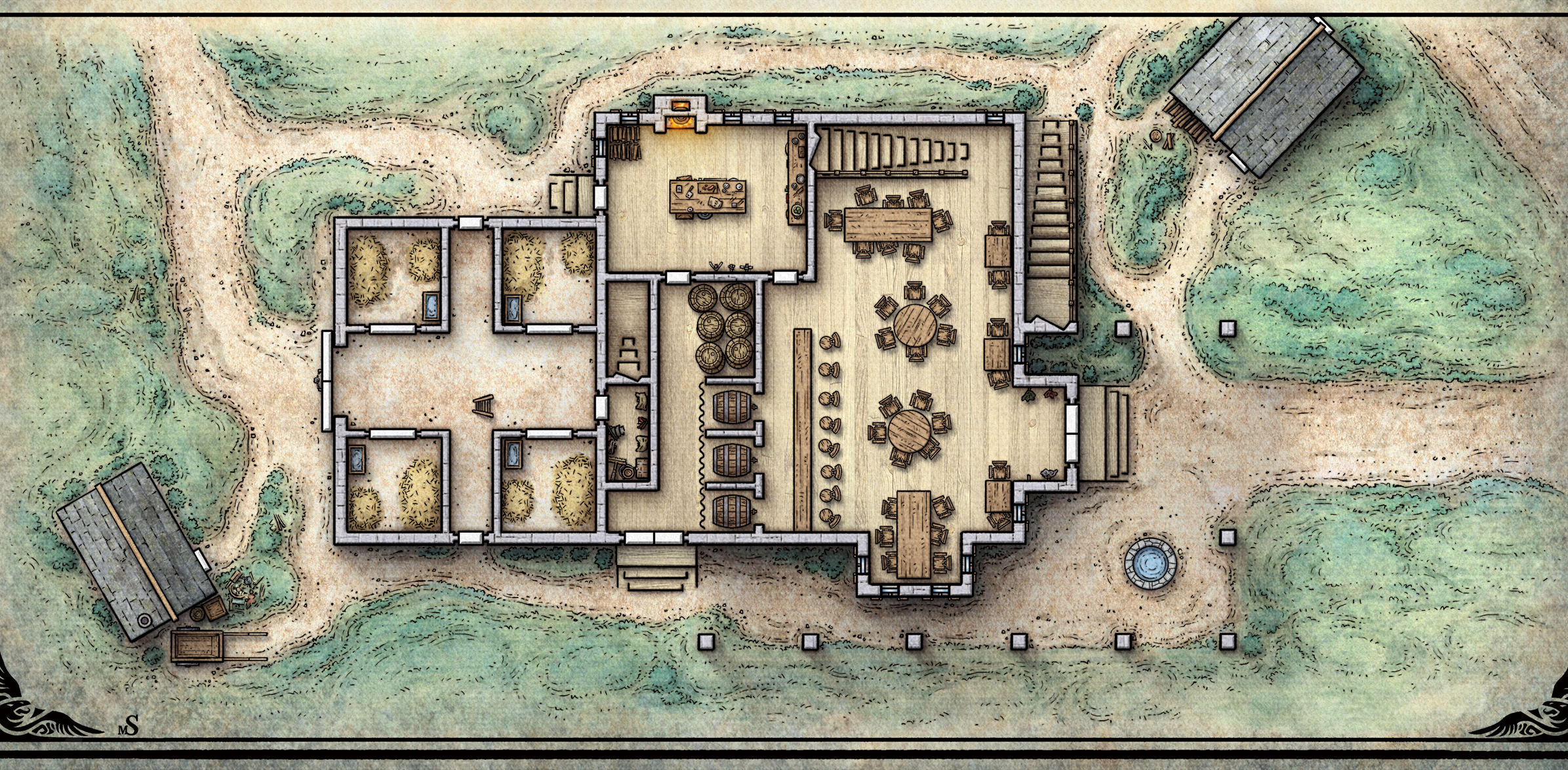
N

W E

S







© Wizards of the Coast | Art by Mike Schley

Burgomaster's Mansion

(Area N3)

N

W E

S



Attic/Roof



Upper Floor



Gardens

Ground Floor

One square = 5 feet

MS

© Wizards of the Coast | Art by Mike Schley

Burgomaster's Mansion

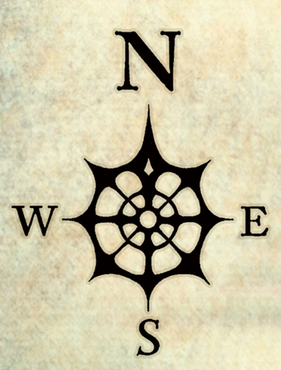
N
W E
S

One square = 5 feet

MS

© Wizards of the Coast | Art by Mike Schley

Burgomaster's Mansion









Church
(Area 67)

Ground Floor

Rope

f

c

e

a

b

d

Basement

g

N

W

E

S

One square = 5 feet

© Wizards of the Coast | Art by Mike Schley

Church





One square = 5 feet

© Wizards of the Coast | Art by Mike Schley

Church





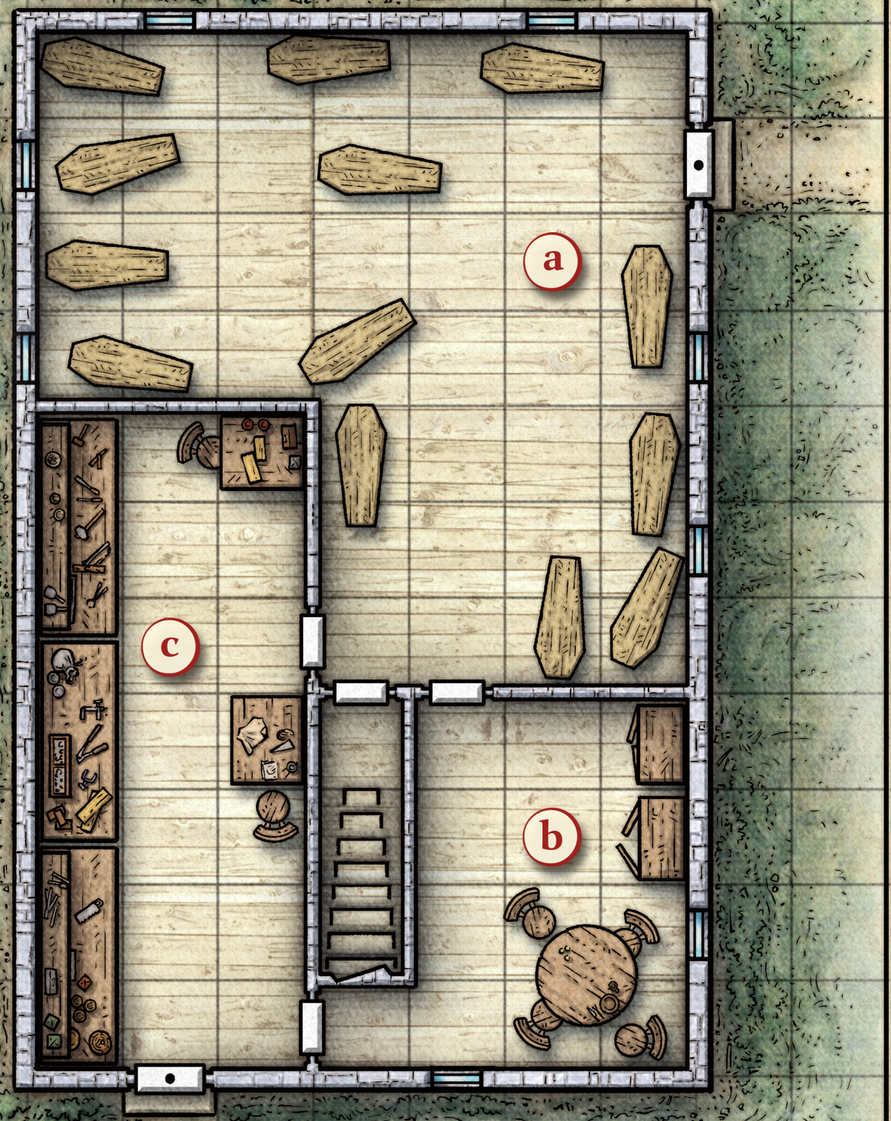
© Wizards of the Coast | Art by Mike Schley

Coffin Maker's Shop

(Area N6)

One square = 5 feet





Ground Level



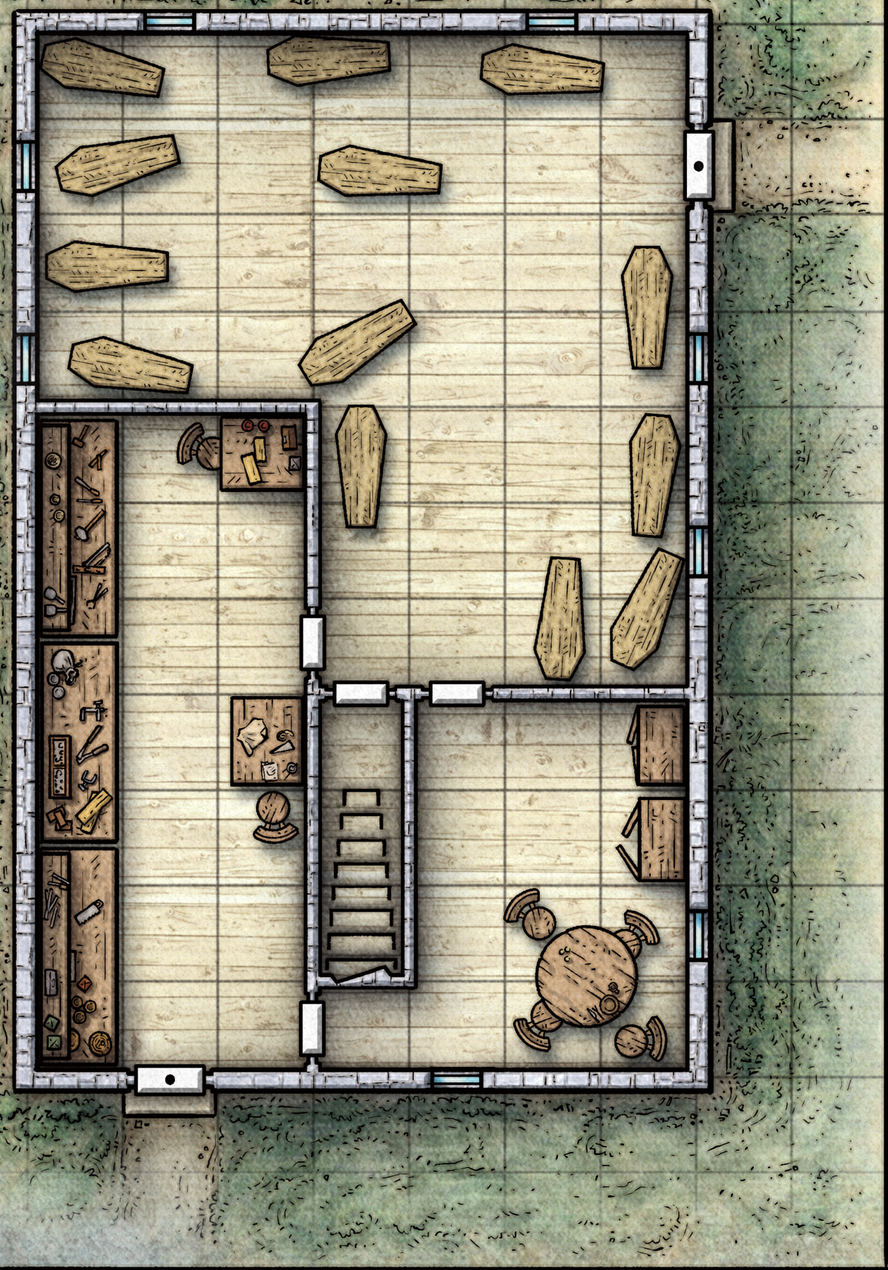
Upper Level

© Wizards of the Coast | Art by Mike Schley

Coffin Maker's Shop

One square = 5 feet



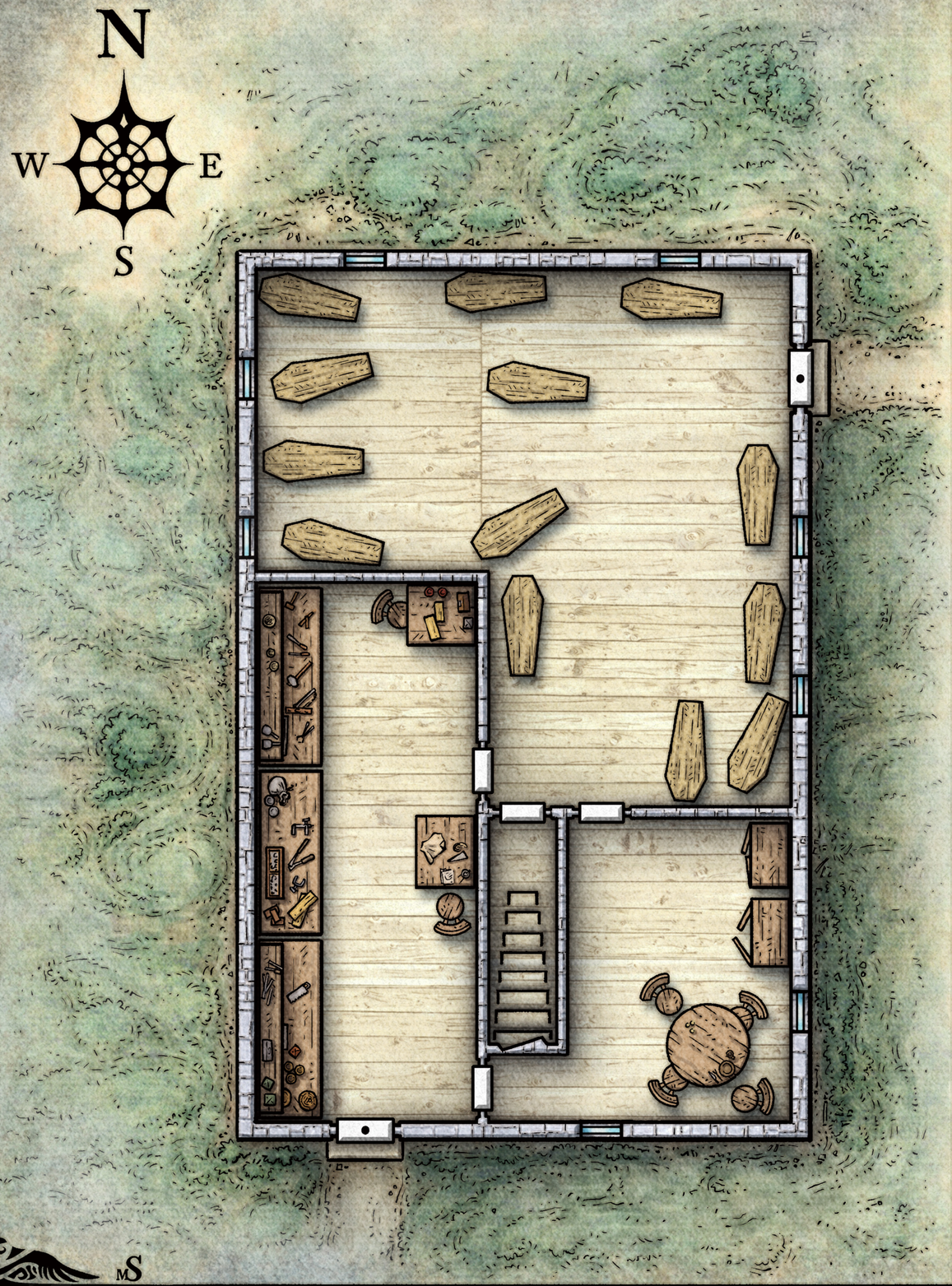




© Wizards of the Coast | Art by Mike Schley

MS

Coffin Maker's Shop



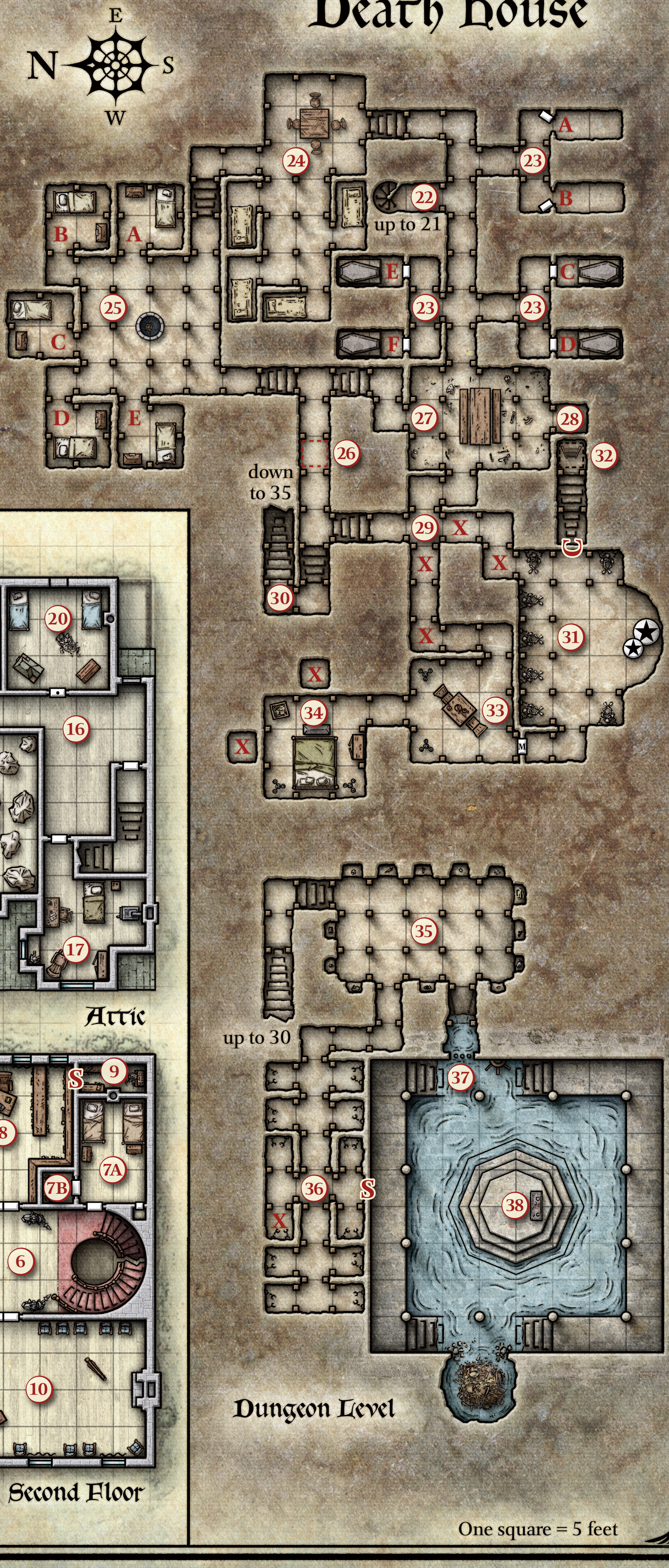


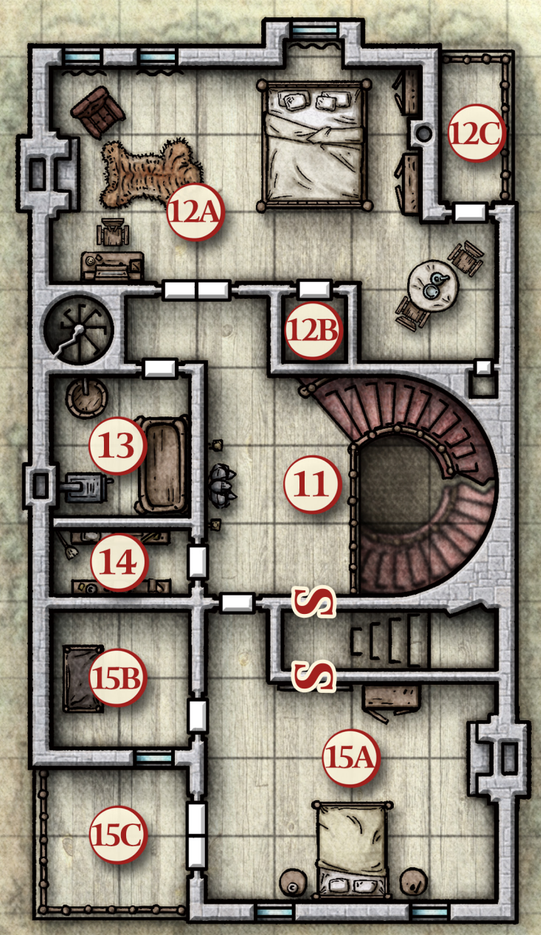
© Wizards of the Coast | Art by Mike Schley

Death House



Front View





Third Floor

Attic



First Floor

Second Floor

up to 30

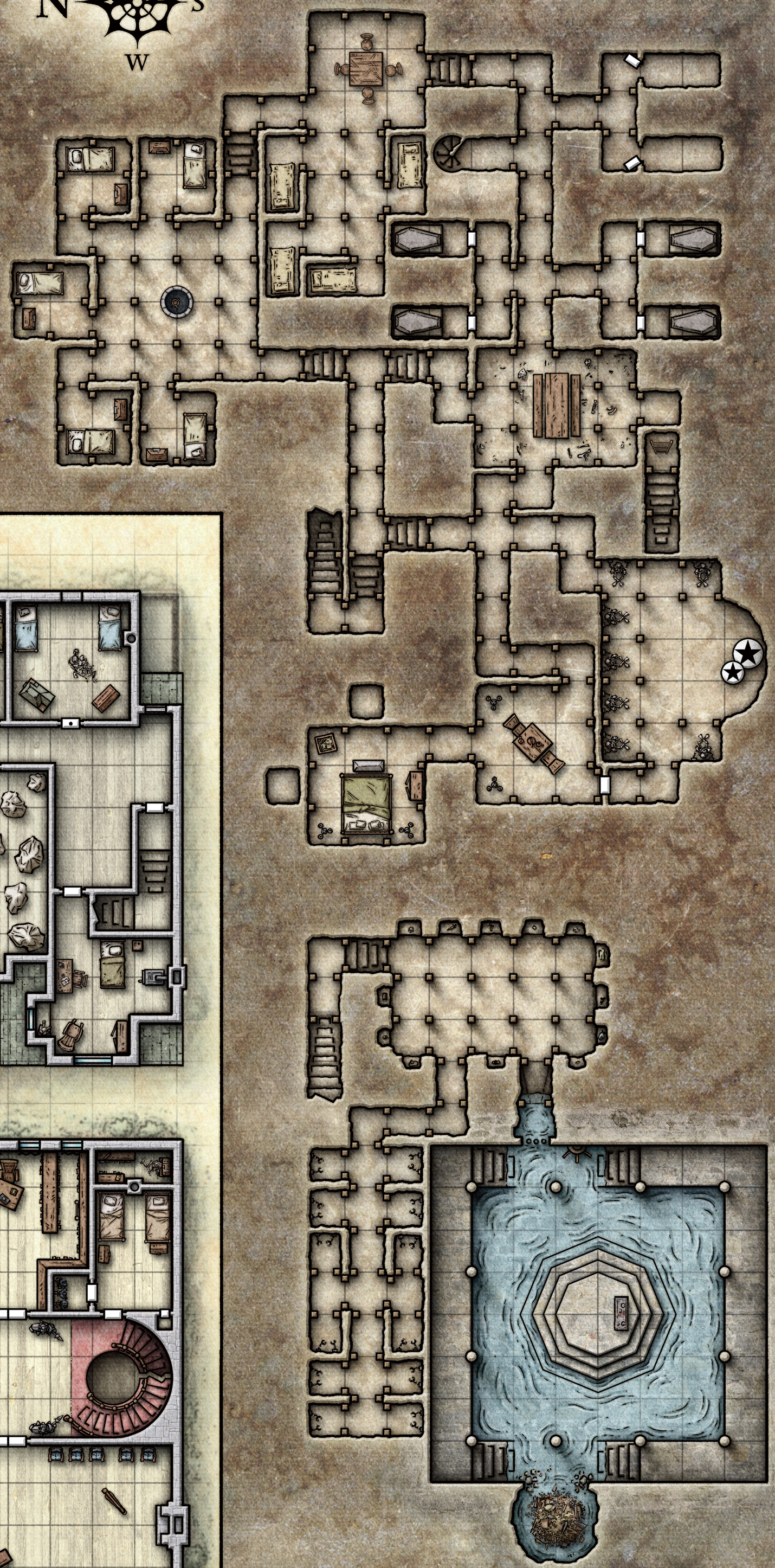
Dungeon Level

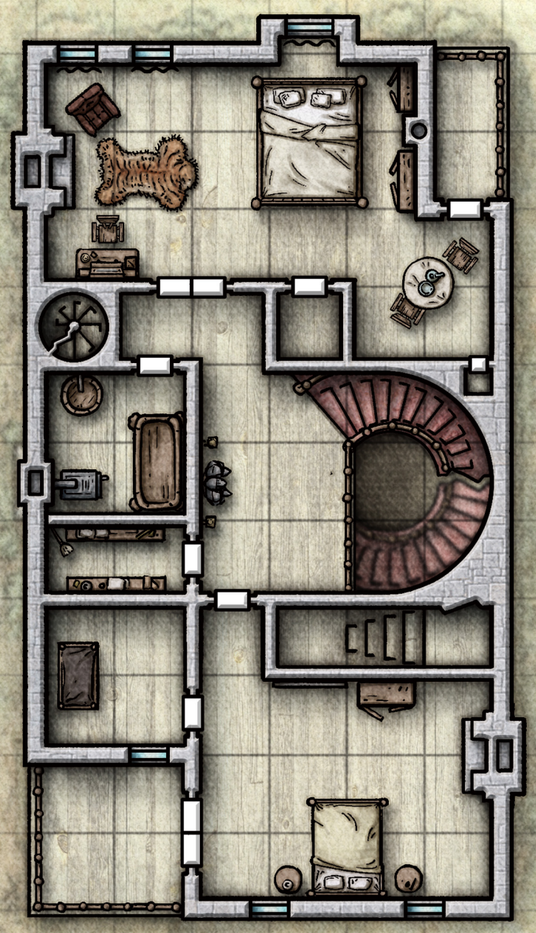
One square = 5 feet

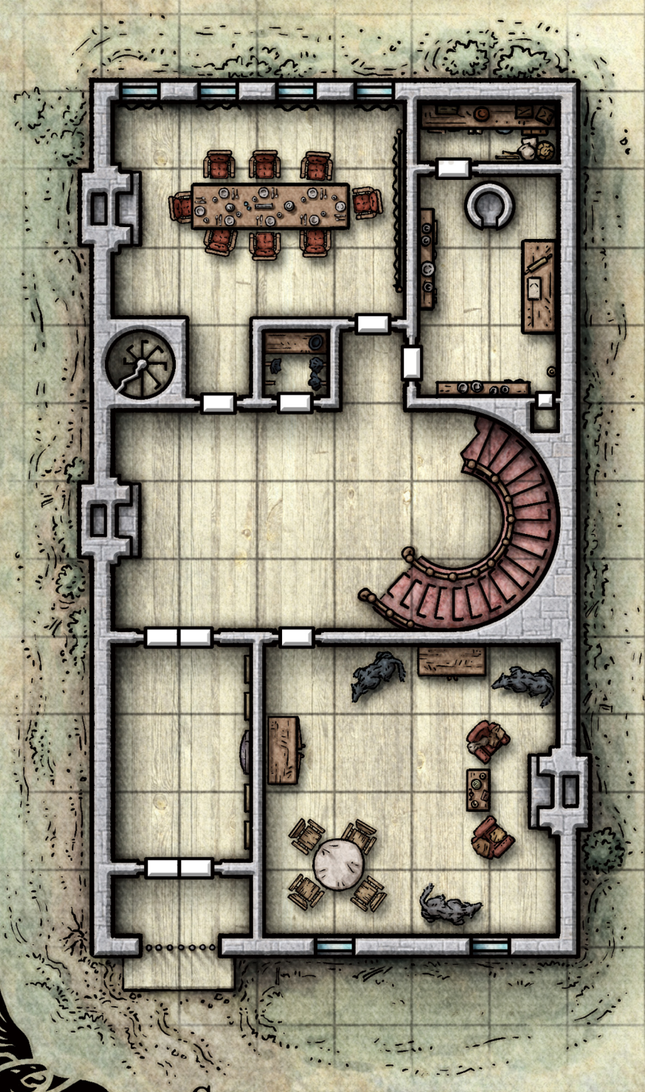
© Wizards of the Coast | Art by Mike Schley











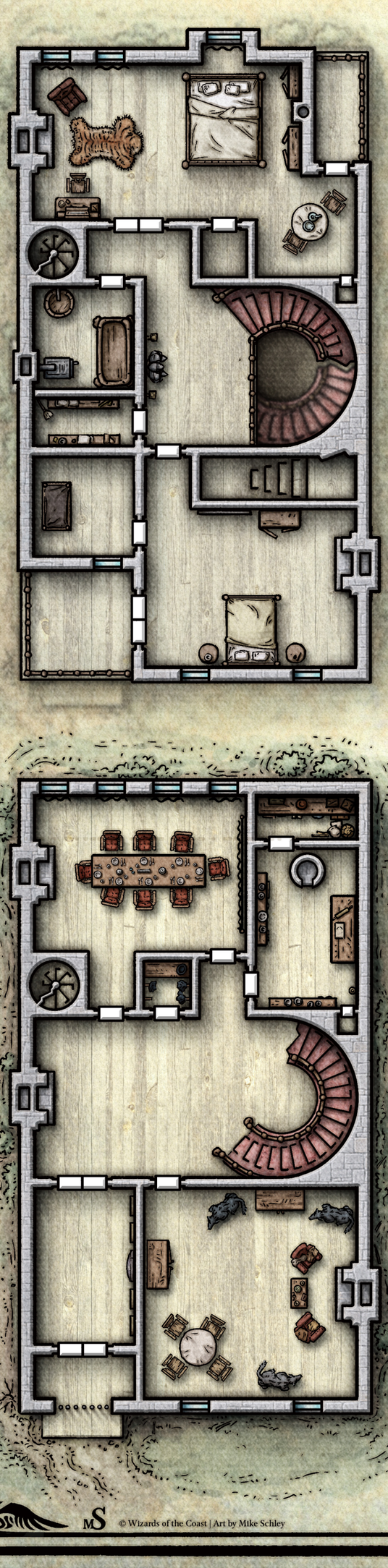
© Wizards of the Coast | Art by Mike Schley

One square = 5 feet





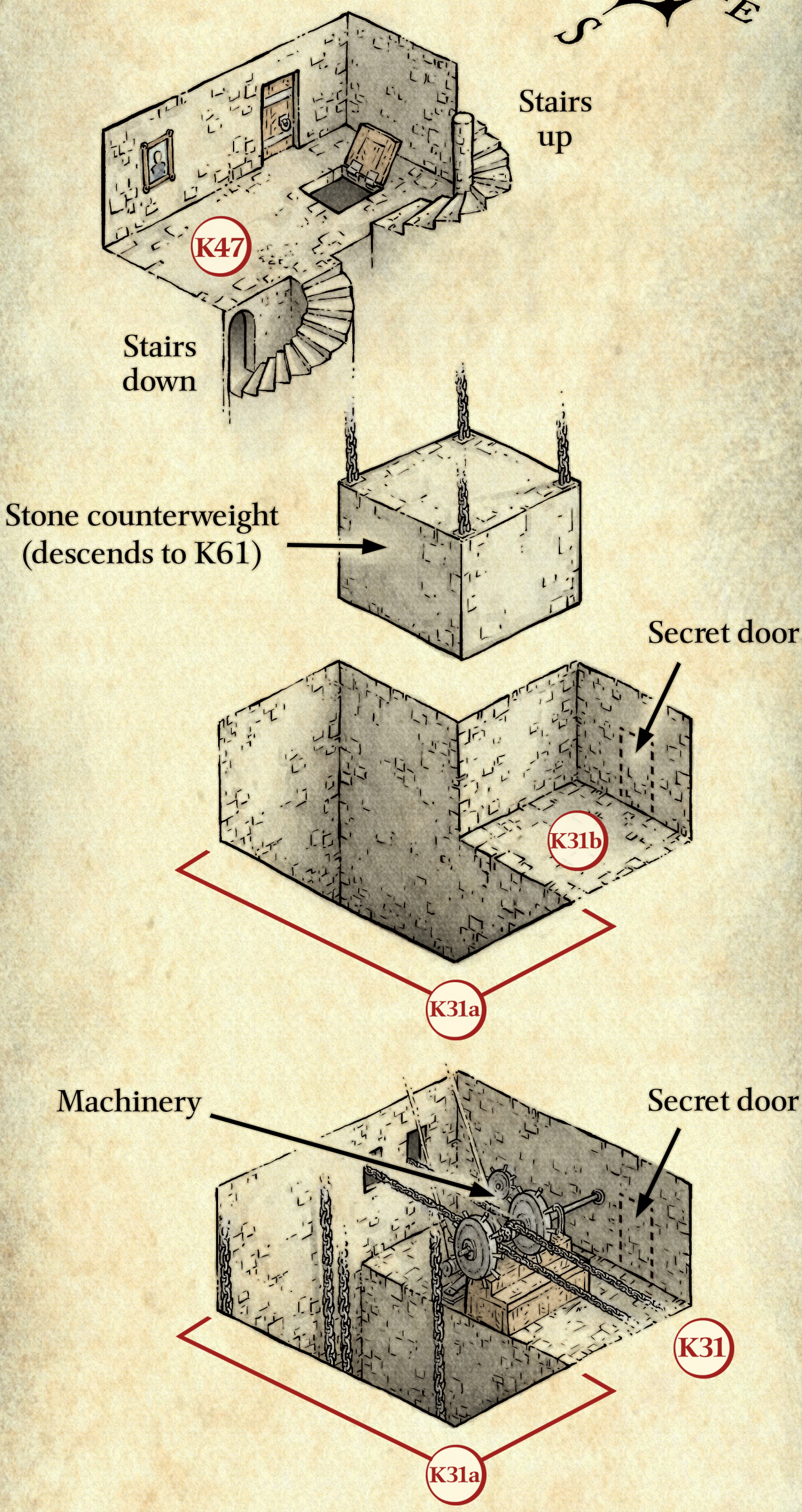




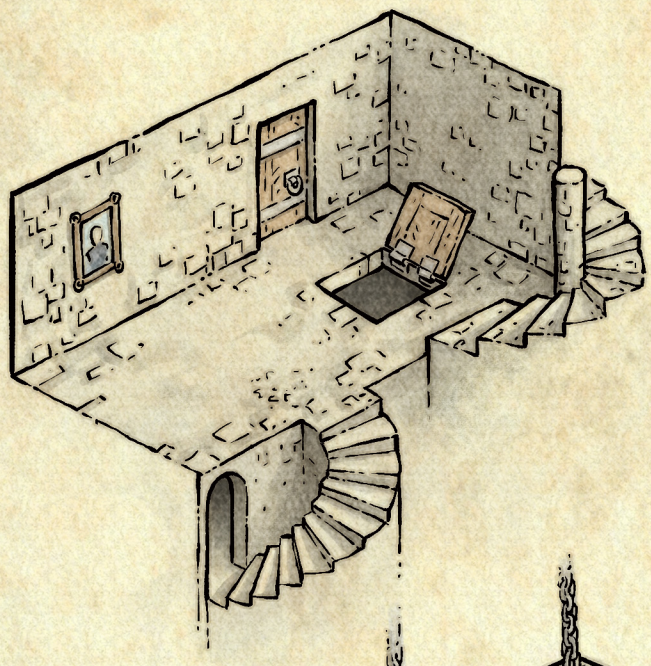
© Wizards of the Coast | Art by Mike Schley

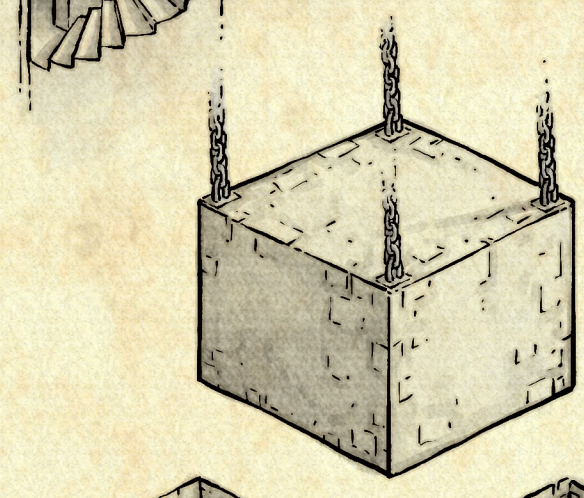
Elevator Trap

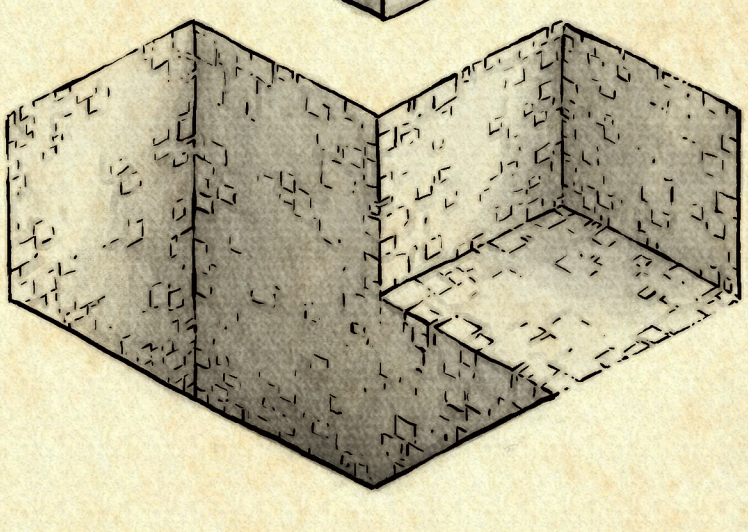
(Area K31 and K61)

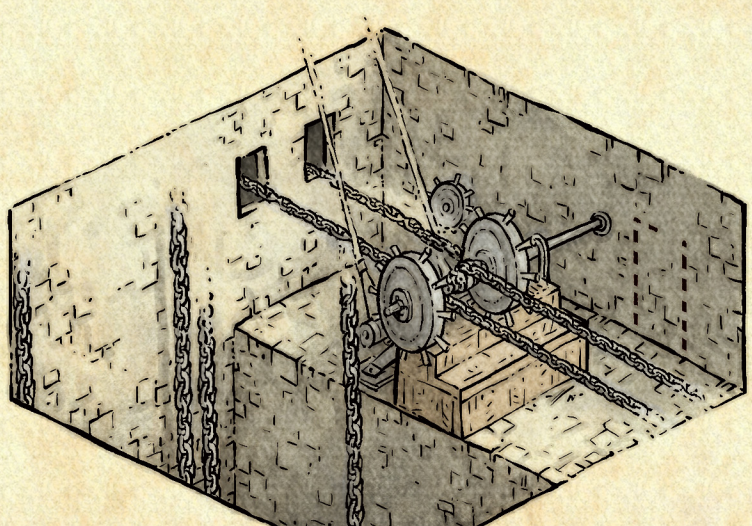


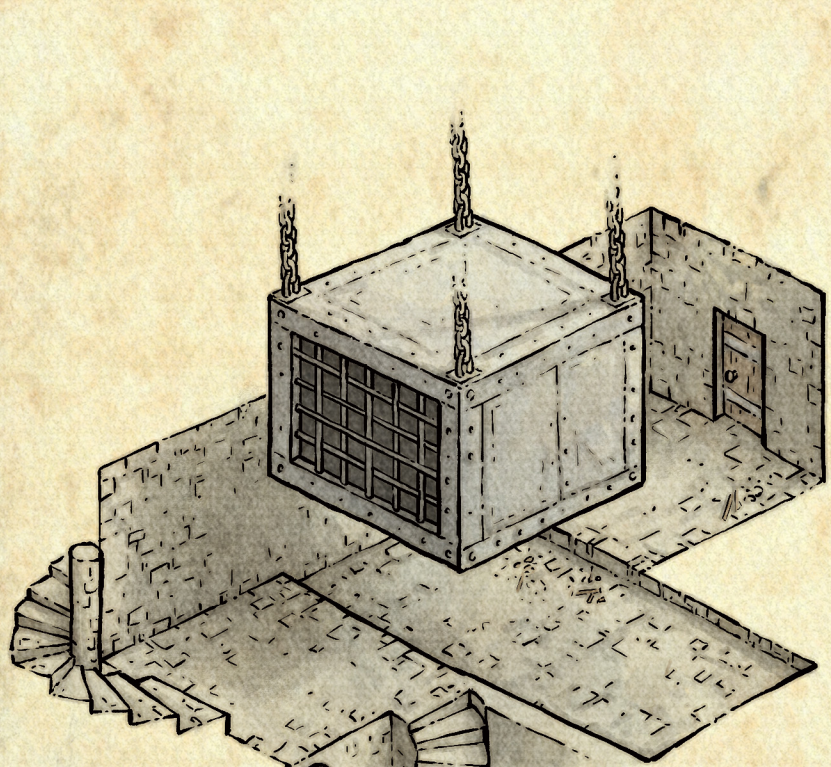
© Wizards of the Coast | Art by Mike Schley











© Wizards of the Coast | Art by Mike Schley

© Wizards of the Coast | Art by Mike Schley

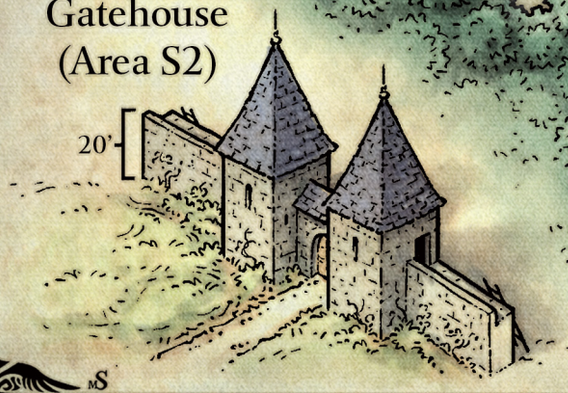
Krezk
(Area S)

+100'
+200'
+300'
+400'
+500'
+600'
+700'
+800'
+900'
+1000'

S4
S5
S3
S2
S1

Old Svalich Road

Gatehouse
(Area S2)



N
W
E
S

One square = 50 feet

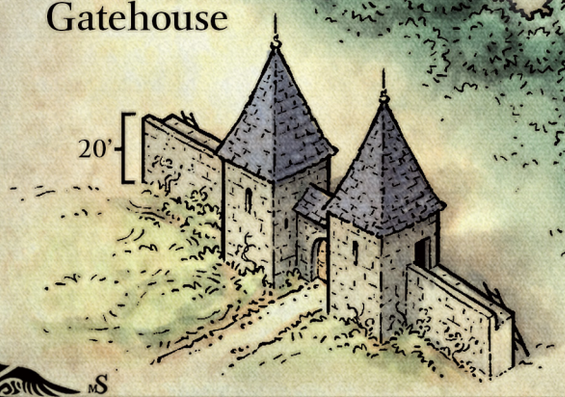
MS

© Wizards of the Coast | Art by Mike Schley

Krezk

+100'
+200'
+300'
+400'
+500'
+600'
+700'
+800'
+900'
+1000'

Gatehouse



N
W
E
S

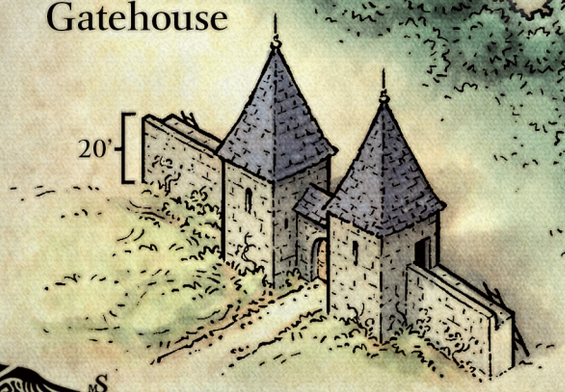
One square = 50 feet

© Wizards of the Coast | Art by Mike Schley

Krezk

+100'
+200'
+300'
+400'
+500'
+600'
+700'
+800'
+900'
+1000'

Gatehouse



N
W
E
S

© Wizards of the Coast | Art by Mike Schley

N

W E

S



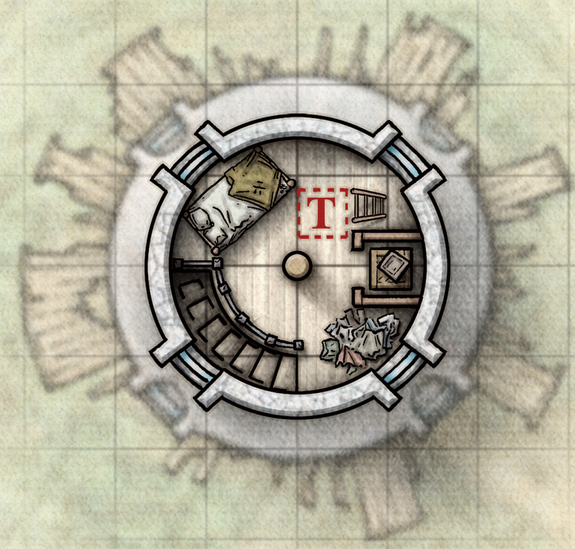
Old Bonegrinder

(Area 0)

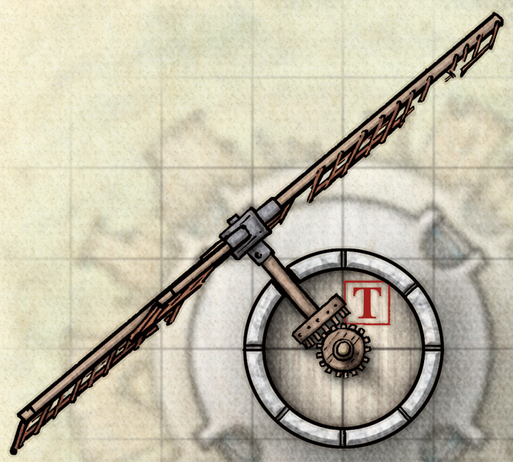
One square = 5 feet

MS

Area 03



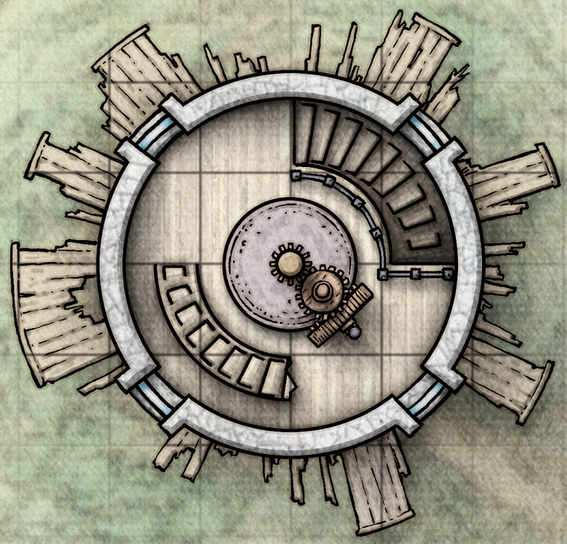
Area 04



Area 01



Area 02



© Wizards of the Coast | Art by Mike Schley

N

W E

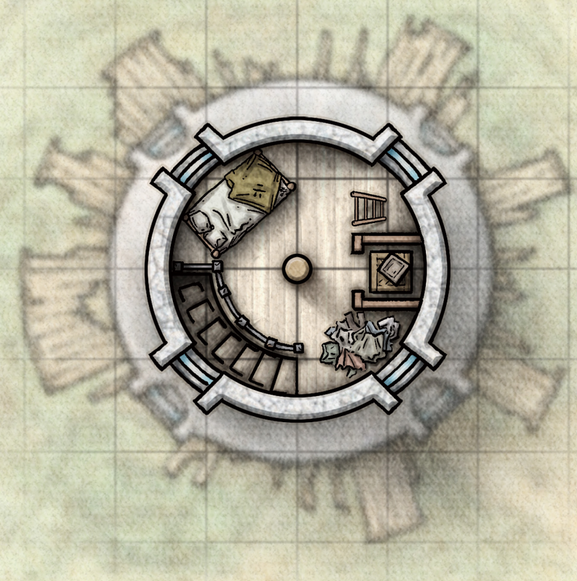
S

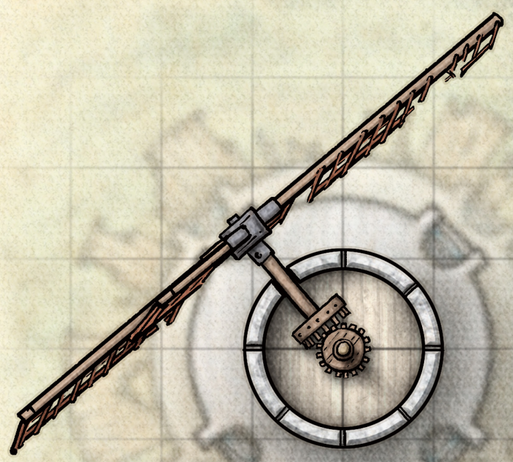


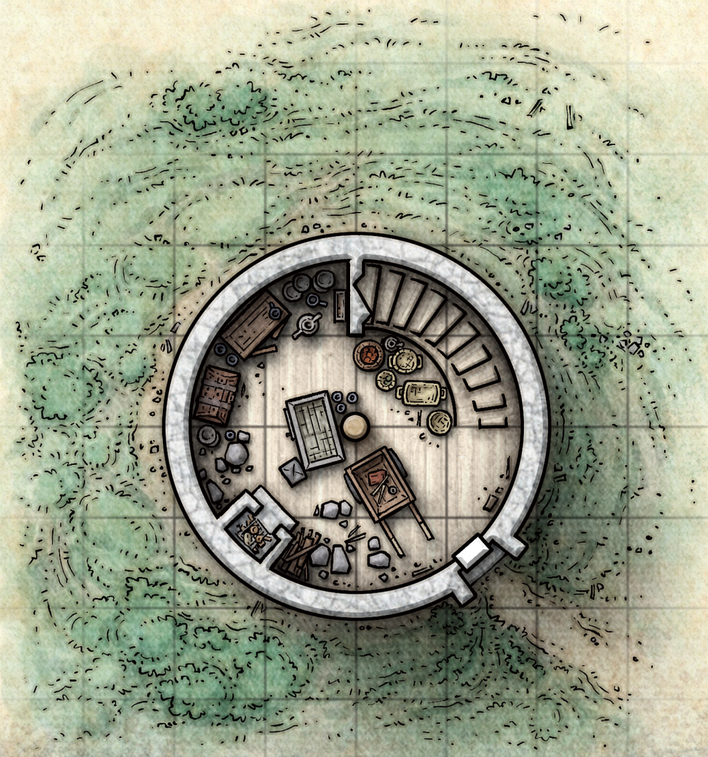
Old Bonegrinder

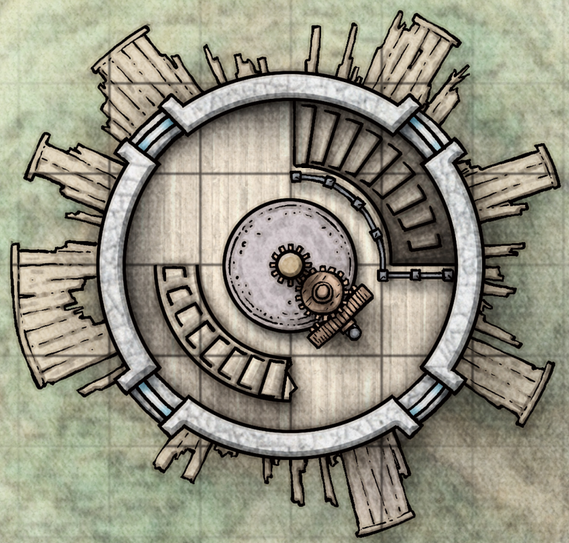
One square = 5 feet

MS





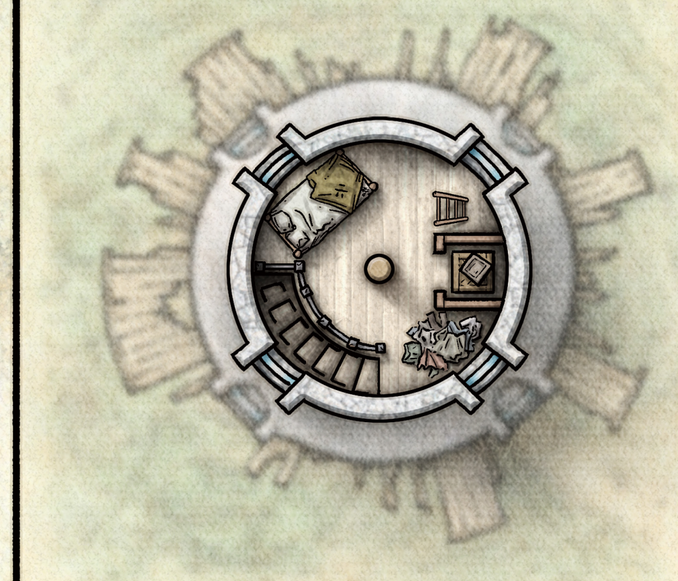


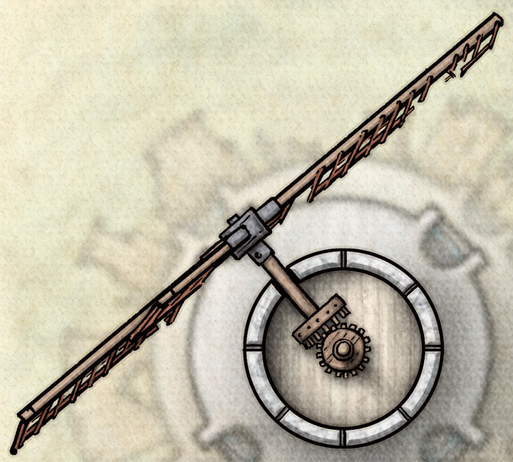


© Wizards of the Coast | Art by Mike Schley



Old Bonegrinder







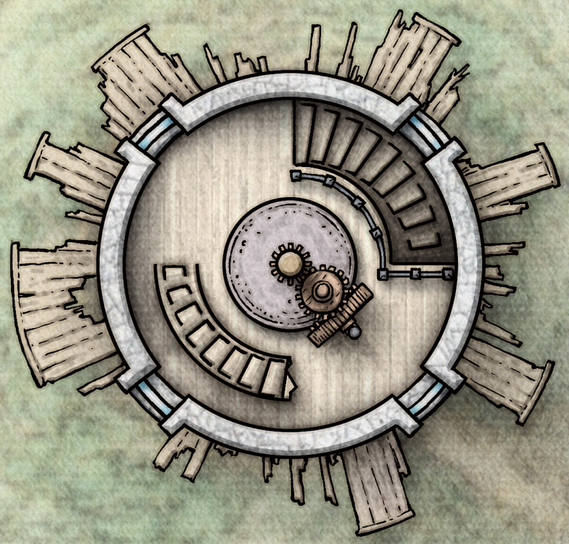
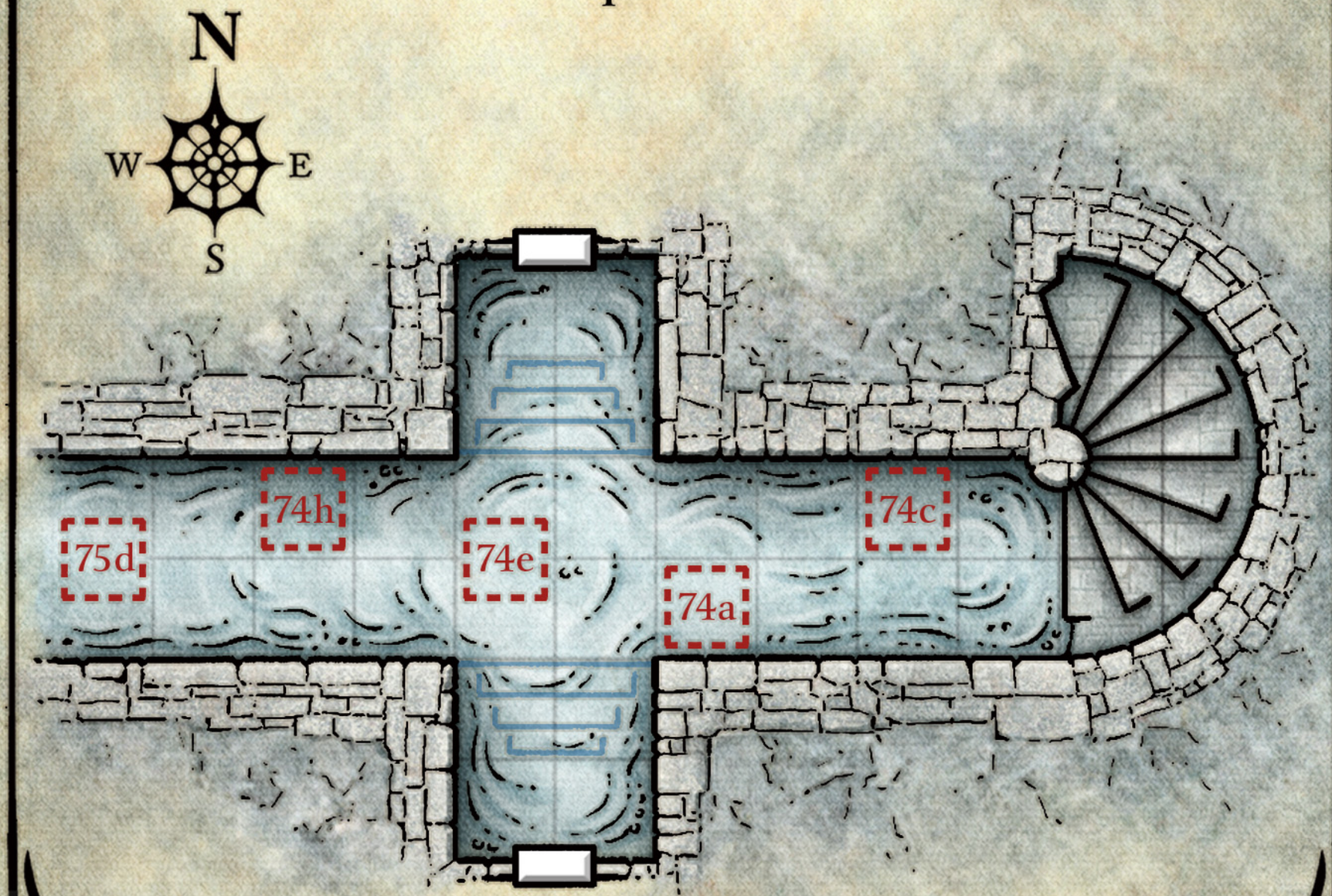


Diagram: Traps in Area K73

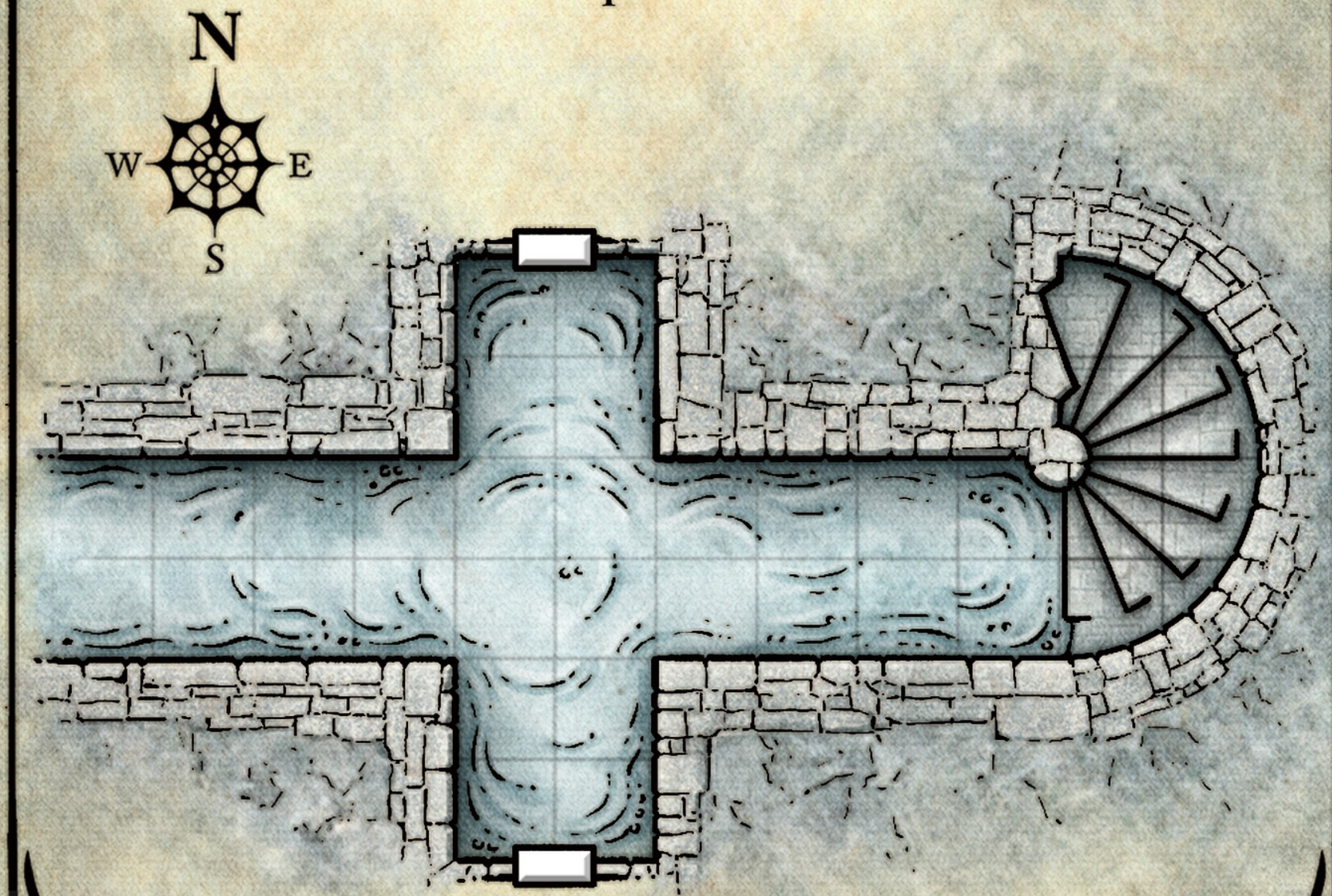
One square = 5 feet



MS

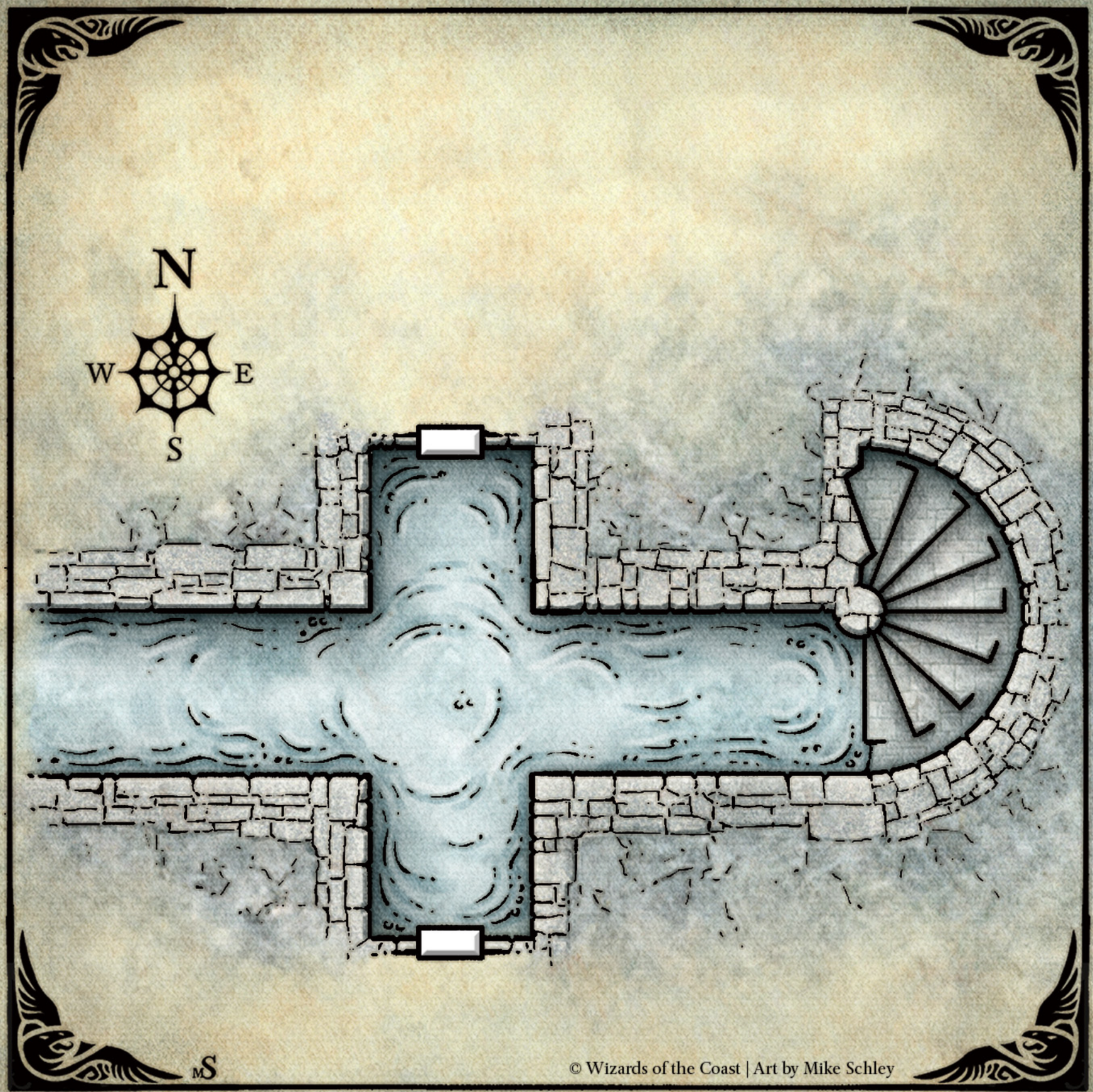
© Wizards of the Coast | Art by Mike Schley

One square = 5 feet

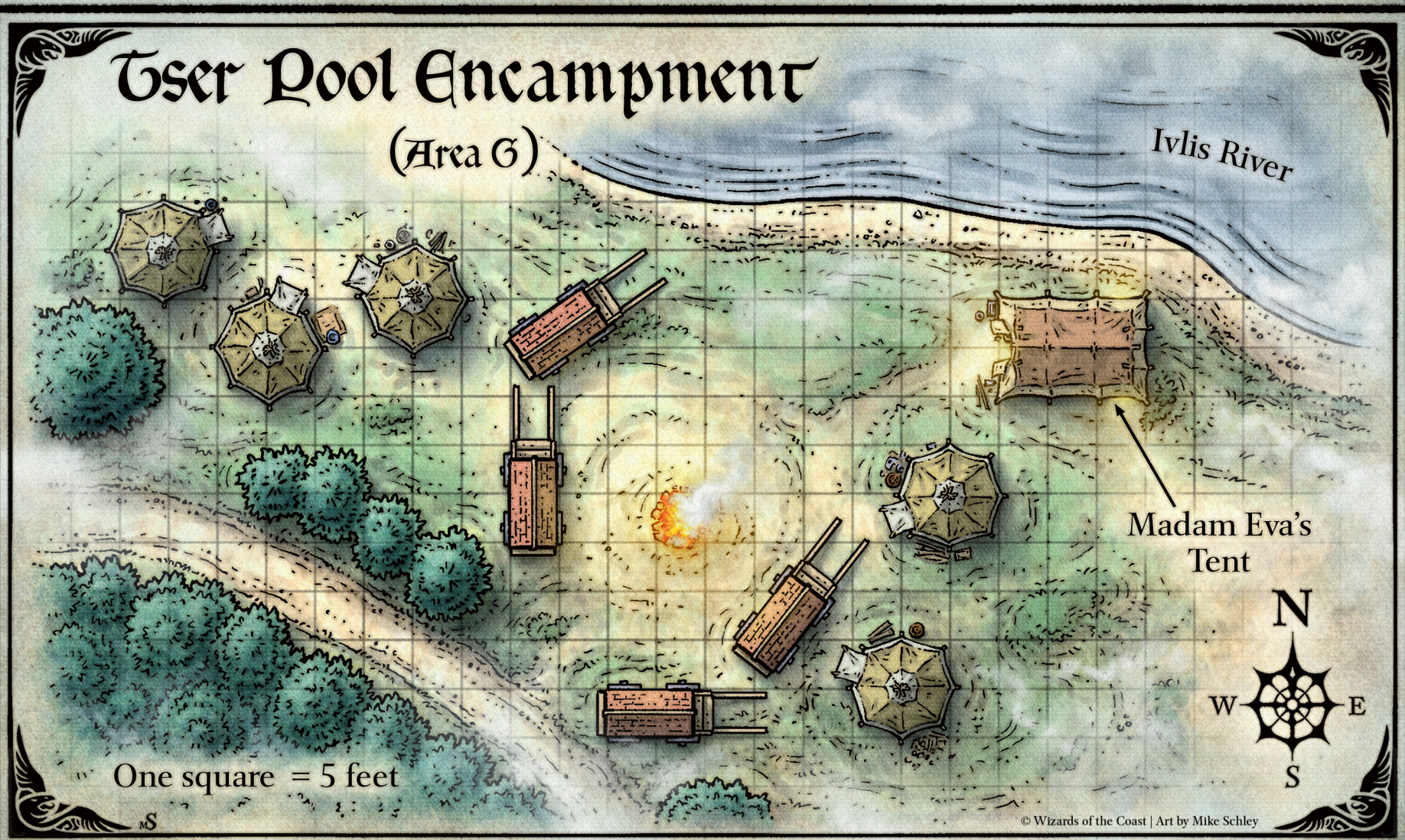


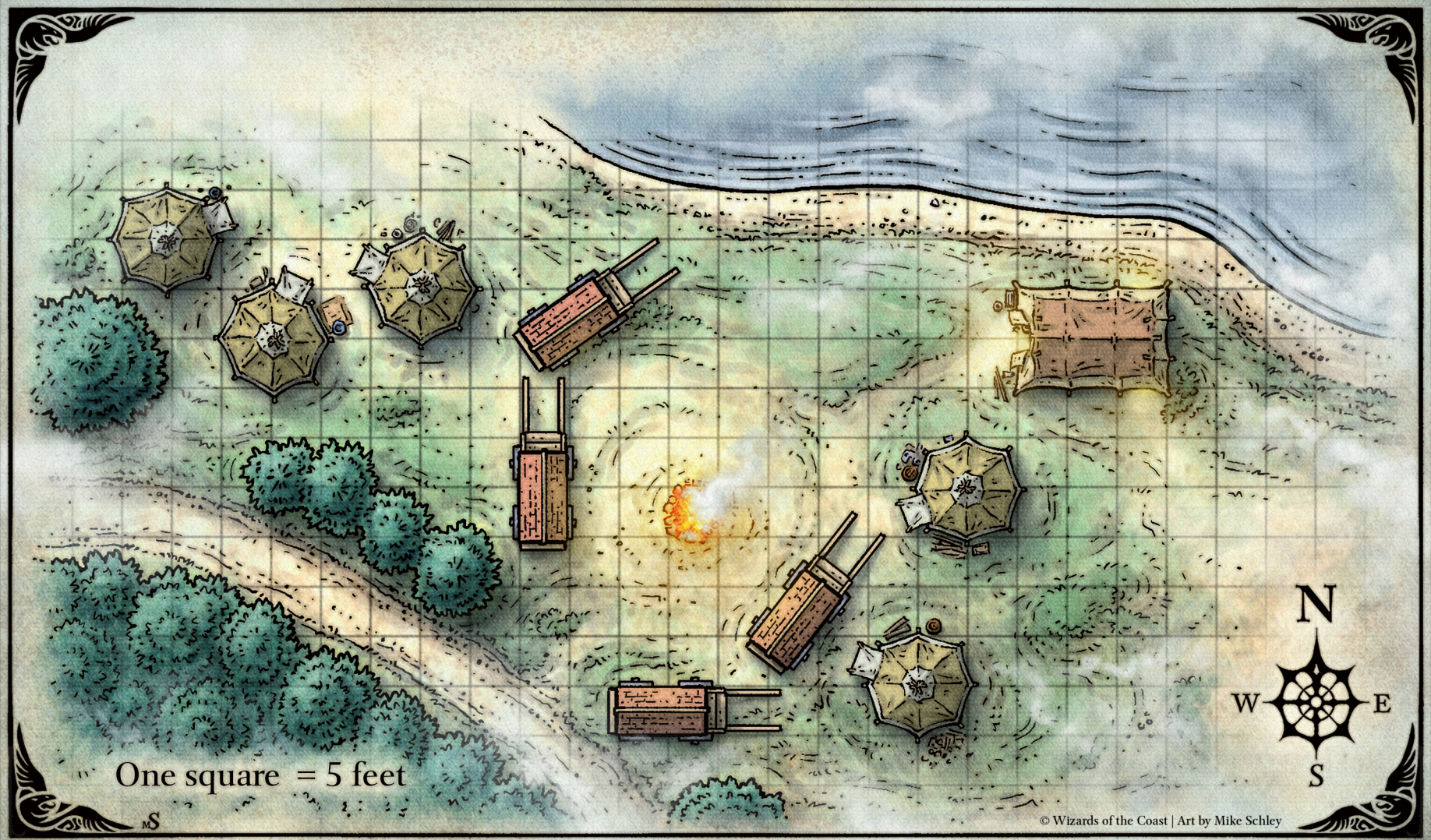
MS

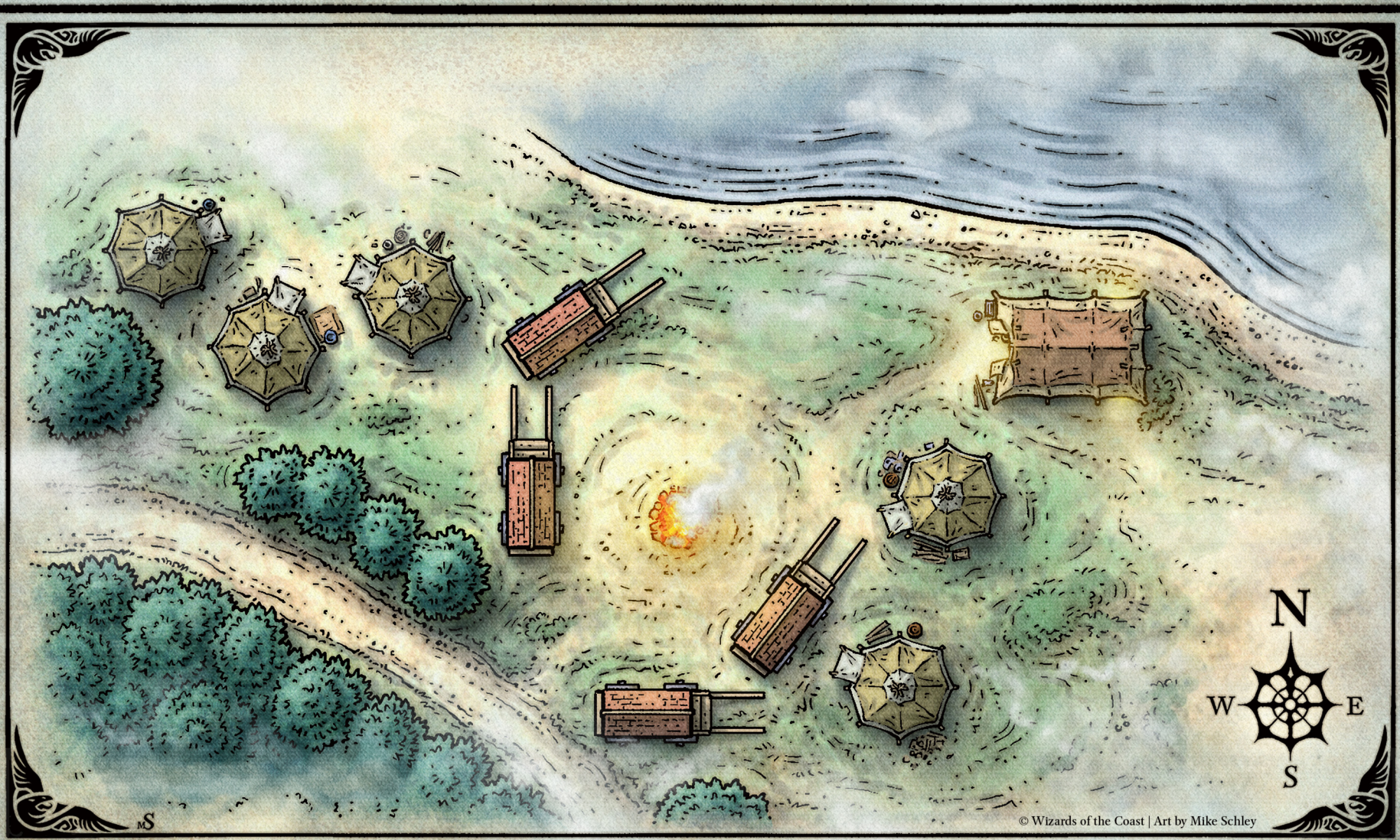
© Wizards of the Coast | Art by Mike Schley



© Wizards of the Coast | Art by Mike Schley


Tser Pool Encampment
(Area 6)
Ivlis River
Madam Eva's Tent
N
W
E
S
One square = 5 feet
MS
© Wizards of the Coast | Art by Mike Schley


N
W
E
S
One square = 5 feet
MS
© Wizards of the Coast | Art by Mike Schley



© Wizards of the Coast | Art by Mike Schley

© Wizards of the Coast | Art by Mike Schley

Tsolenka Pass

(Area T)

+800’
+700’
+600’
+500’
+400’
+300’
+200’
+100’

T9

T9

T8

+100’
+200’
+300’
+400’
+500’

T7

T7

T6

+600’
+700’
+800’
+900’
+1000’

T5

T

T4

X

T3

T1

T2

N
E
S
W



Side View

One square = 5 feet

© Wizards of the Coast | Art by Mike Schley

Tsolenka Pass

+800’
+700’
+600’
+500’
+400’
+300’
+200’
+100’

+100’
+200’
+300’
+400’
+500’
+600’
+700’
+800’
+900’
+1000’

N
E
S
W



One square = 5 feet

MS

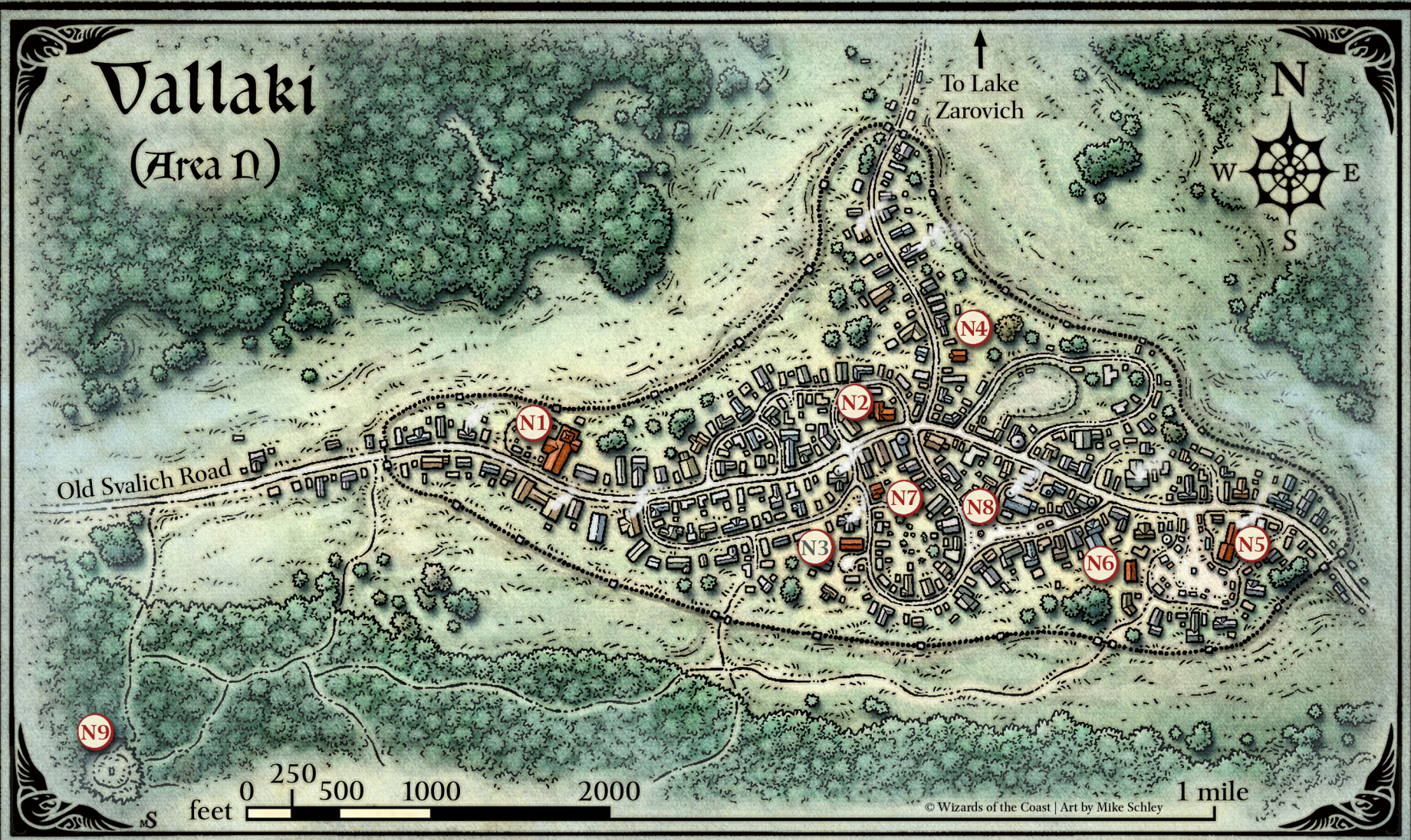
© Wizards of the Coast | Art by Mike Schley

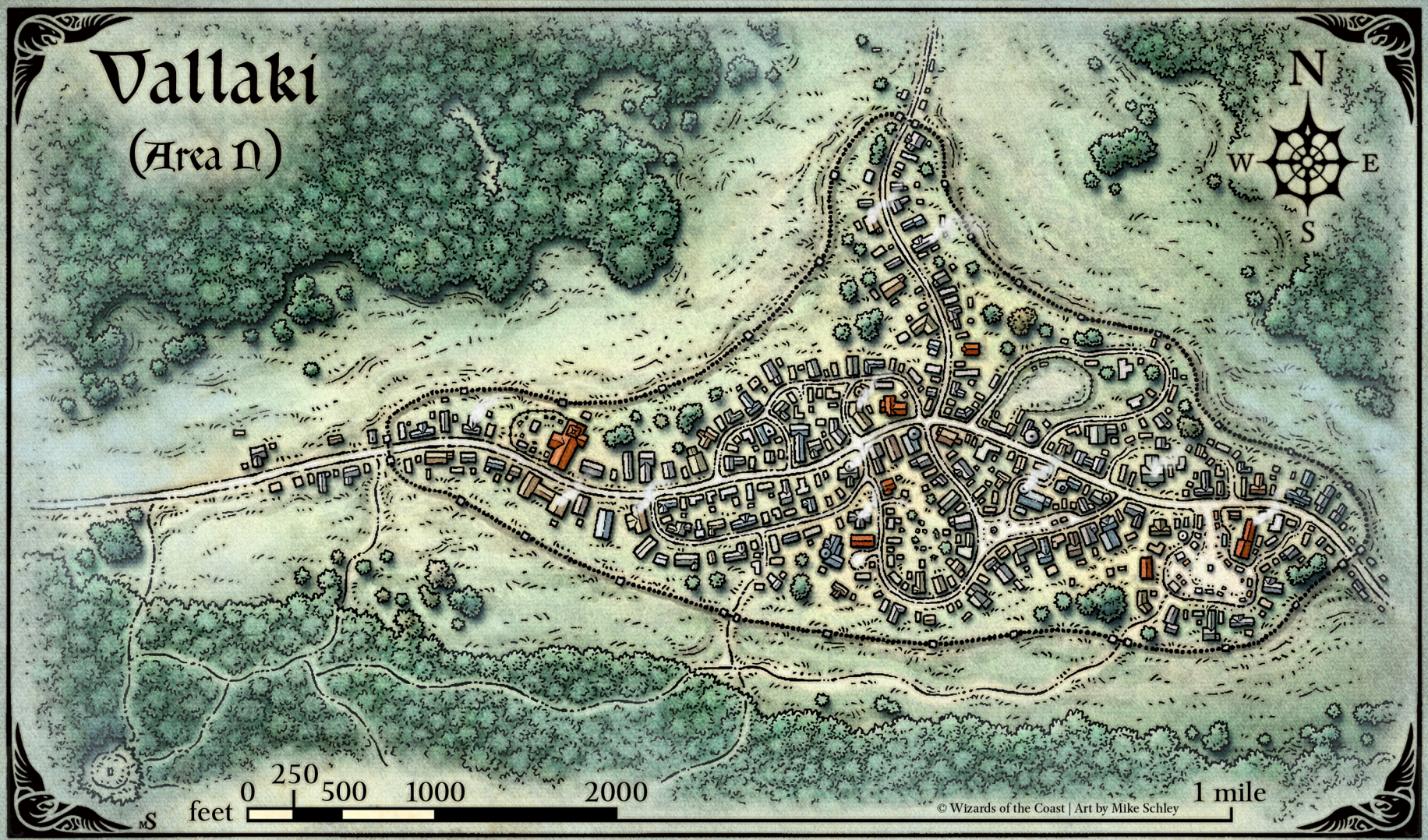
Tsolenka Pass

+800’
+700’
+600’
+500’
+400’
+300’
+200’
+100’

+100’
+200’
+300’
+400’
+500’
+600’
+700’
+800’
+900’
+1000’

E
N
S
W

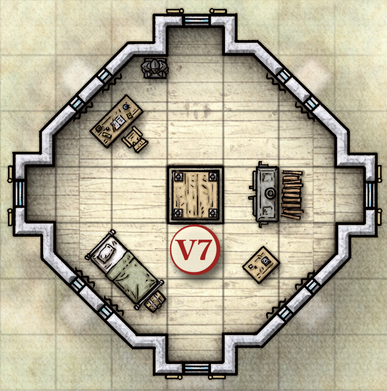

Vallaki
(Area N)
To Lake Zarovich
N
W
E
S
Old Svalich Road
N1
N2
N3
N4
N5
N6
N7
N8
N9
feet
0
250
500
1000
2000
1 mile
© Wizards of the Coast | Art by Mike Schley


Vallaki
(Area 11)
N
W
E
S
0
250
500
1000
2000
feet
1 mile
© Wizards of the Coast | Art by Mike Schley

© Wizards of the Coast | Art by Mike Schley

Van Richten's Tower

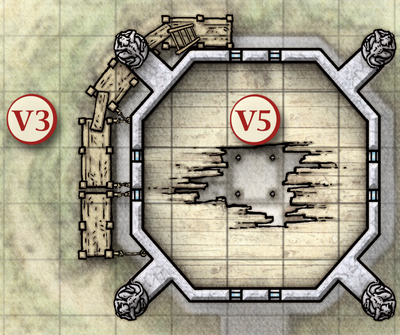
(Area V)



Fourth Floor



Third Floor



Second Floor





Wagon

First Floor



One square = 5 feet

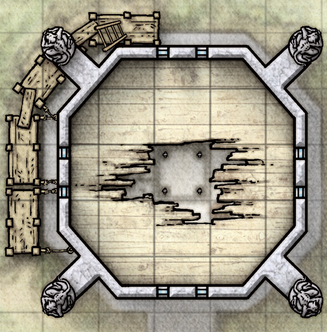
MS

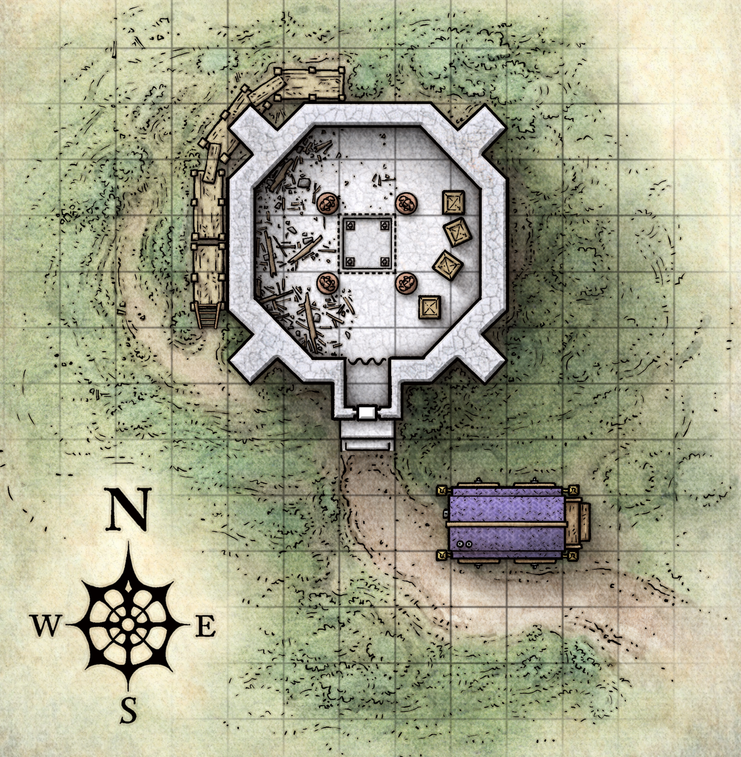
© Wizards of the Coast | Art by Mike Schley

Van Richten's Tower









MS

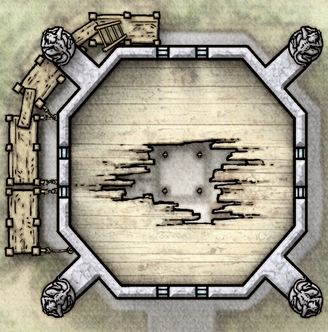
One square = 5 feet

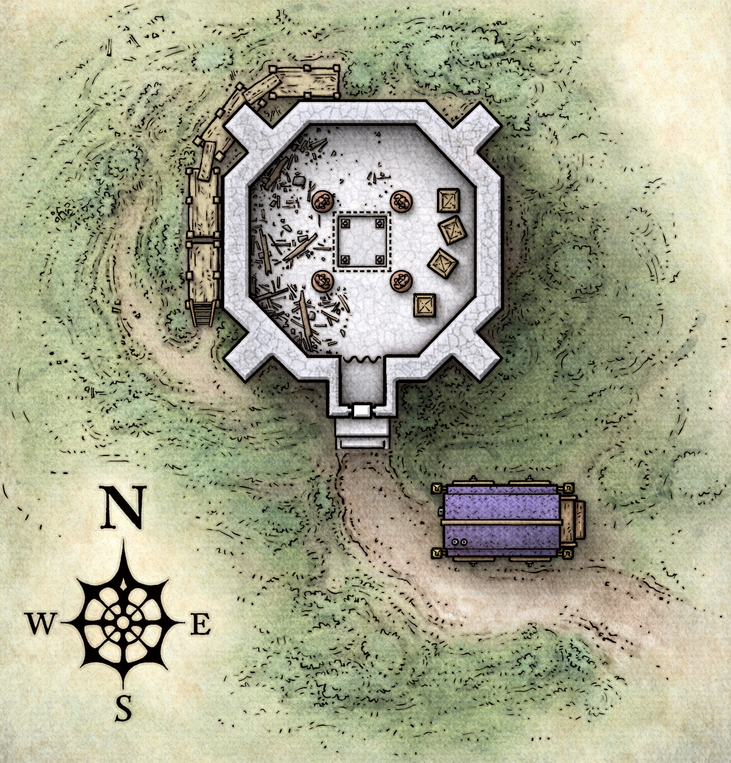
© Wizards of the Coast | Art by Mike Schley

Van Richten's Tower









© Wizards of the Coast | Art by Mike Schley

One square = 5 feet

Vistani Camp

(Area D9)

W
S
N
E

+10’
+20’
+30’
+30’
+20’
+10’

a
b
c
d
e
f
g
h
i

MS

© Wizards of the Coast | Art by Mike Schley

One square = 5 feet

Vistani Camp

W
S
N
E

+10’
+20’
+30’
+30’
+20’
+10’

© Wizards of the Coast | Art by Mike Schley

Vistani Camp

W
S
N
E

+10’
+20’
+30’
+30’
+20’
+10’

© Wizards of the Coast | Art by Mike Schley

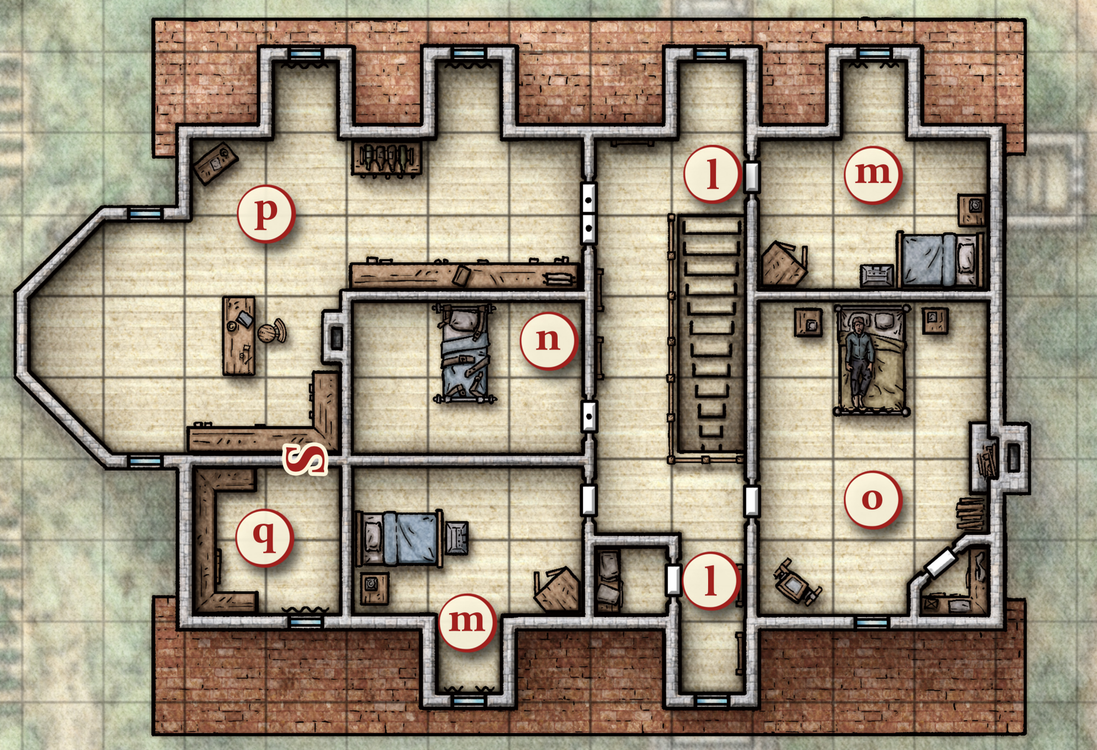
Wachterhaus

(Area N4)

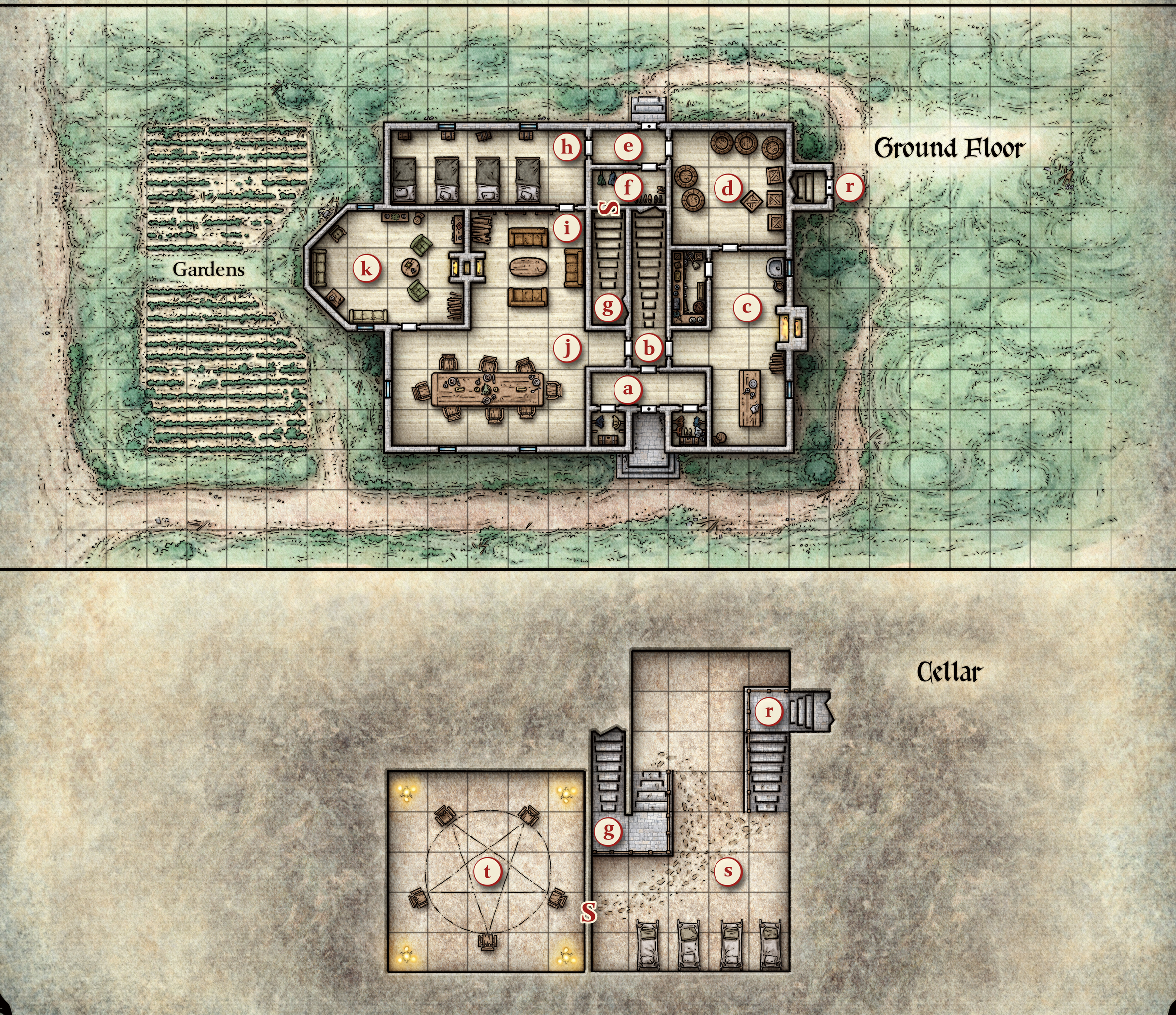
N

W E

S



Upper Floor



Ground Floor

Cellar

S

One square = 5 feet

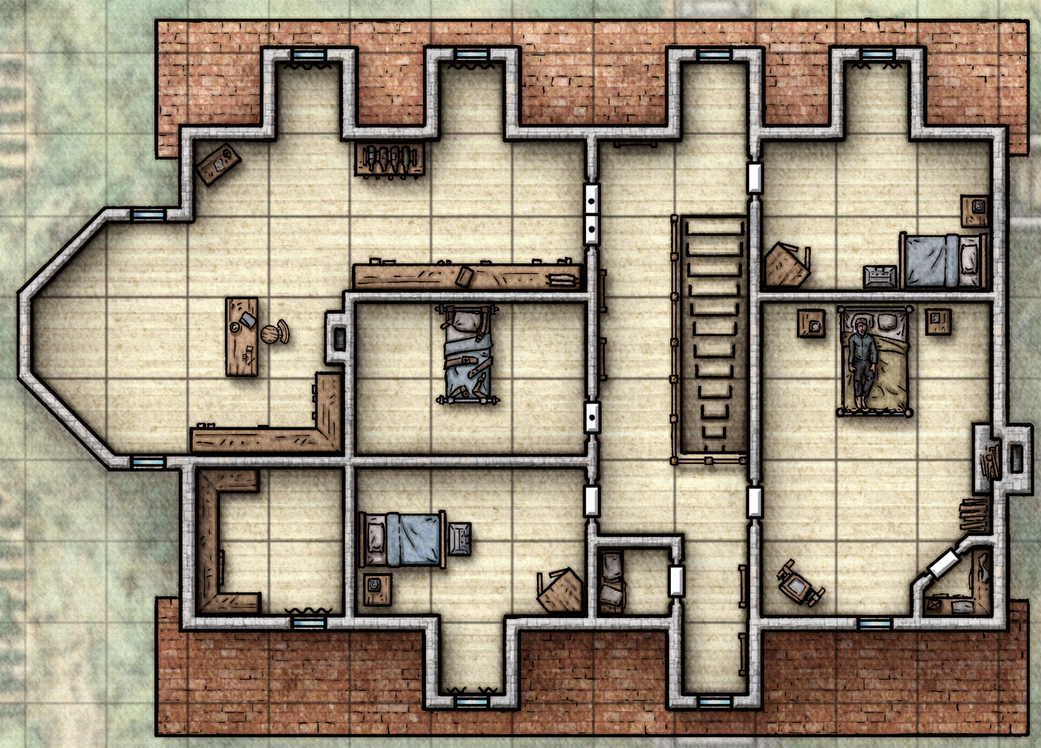
© Wizards of the Coast | Art by Mike Schley

Wachterhaus

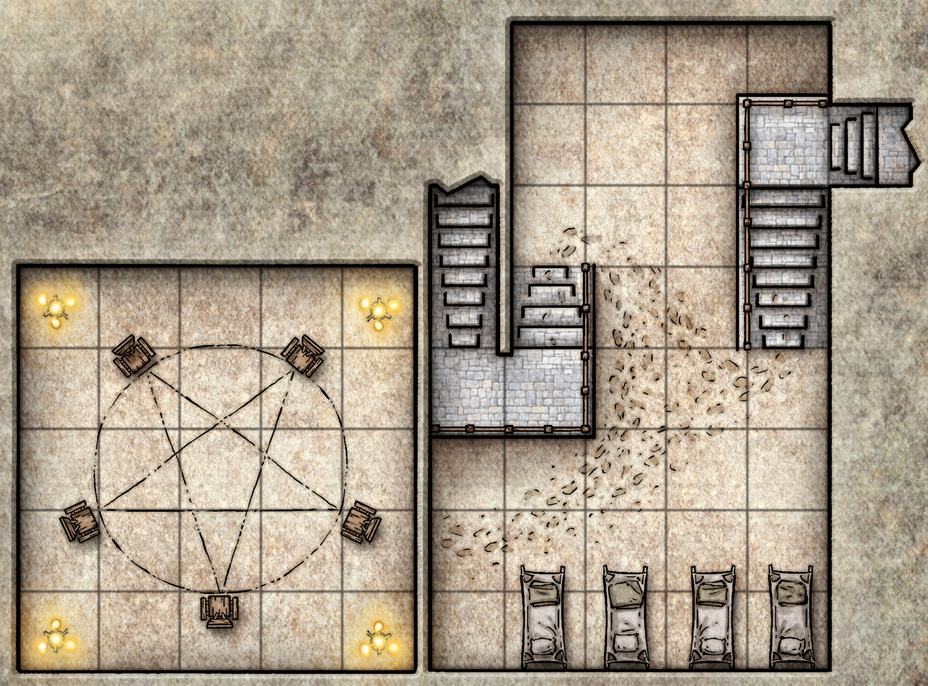
N

W E

S



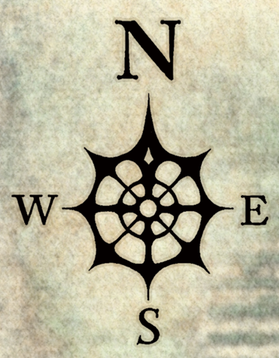


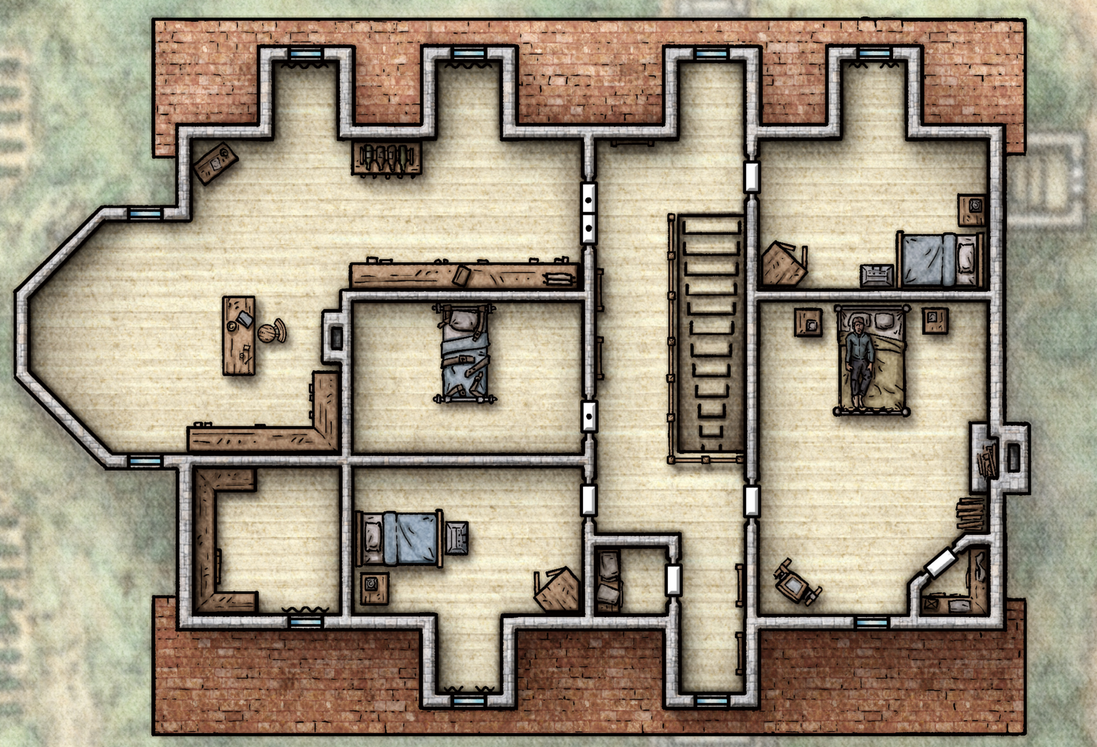


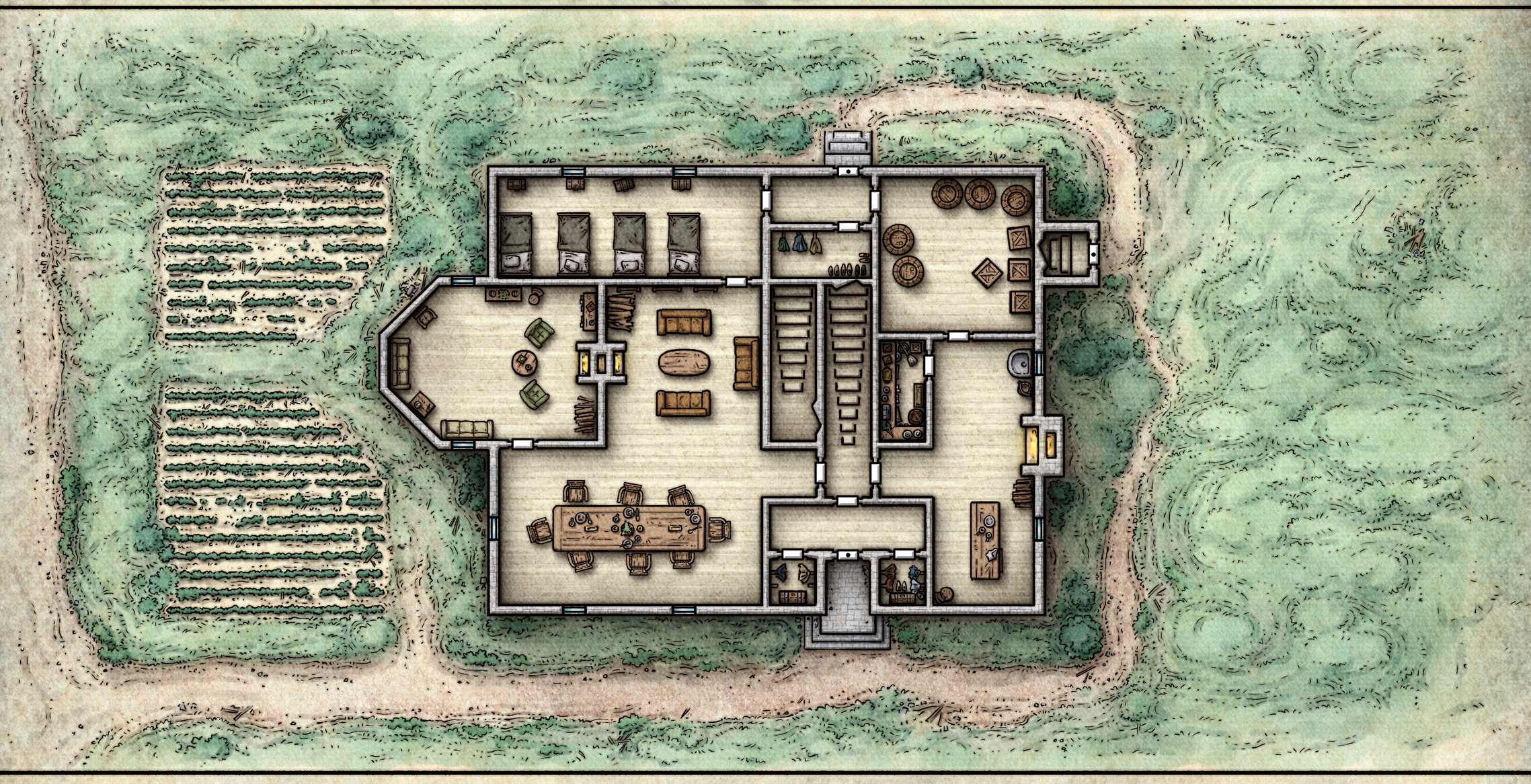
One square = 5 feet

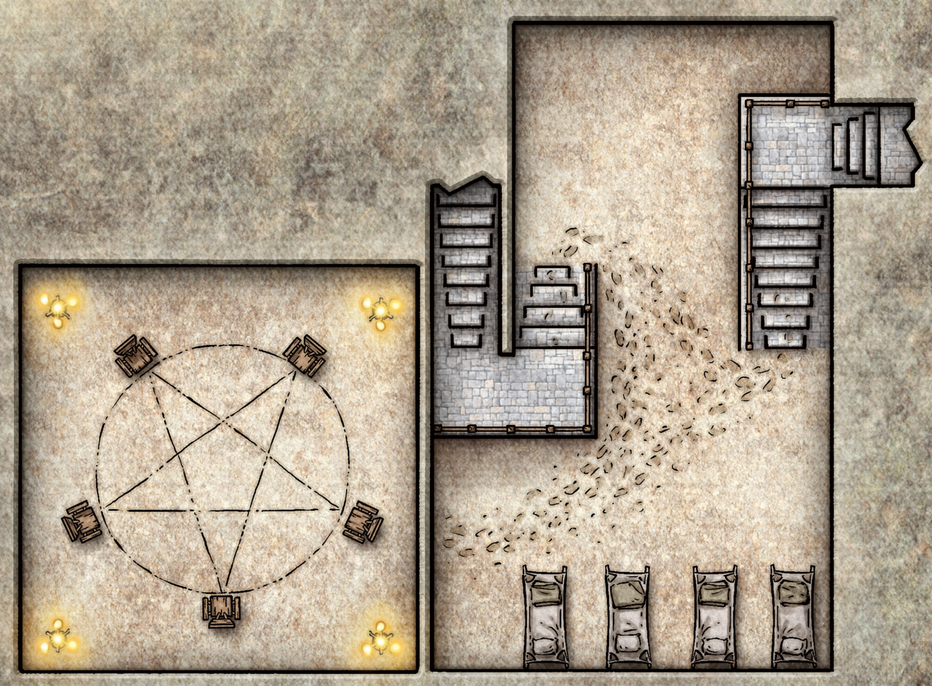
© Wizards of the Coast | Art by Mike Schley

Wachterhaus









© Wizards of the Coast | Art by Mike Schley

Werewolf Den

(Area Z)

N
W E
S

Down to Z6

Up to Z8

Z8
Z7
Z6
Z5b
Z5a
Z5
Z4a
Z4
Z3
Z2
Z1

+100’
+80’
+0’

One square = 5 feet

© Wizards of the Coast | Art by Mike Schley

Werewolf Den

N
W E
S

+100’

+80’

+0’

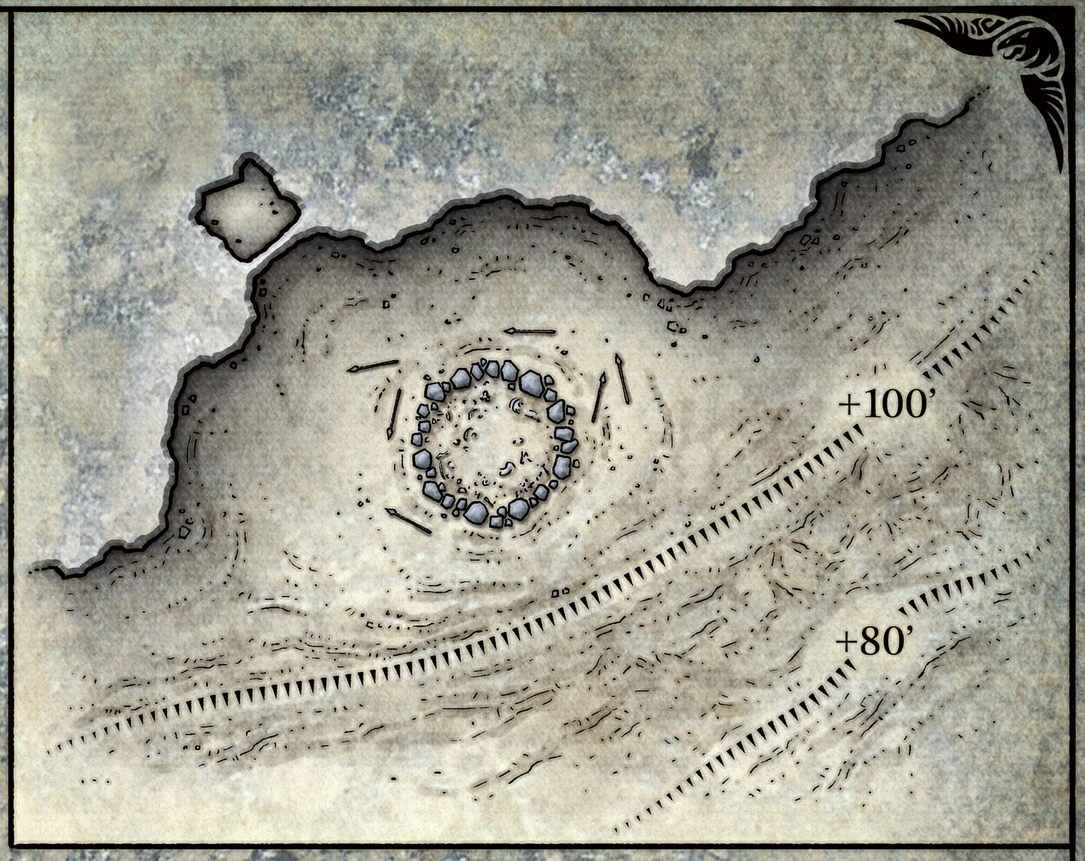
One square = 5 feet

MS

© Wizards of the Coast | Art by Mike Schley

Werewolf Den

N
W
E
S



S

© Wizards of the Coast | Art by Mike Schley

Wizard of Wines Winery

(Area W)

N

W E

S

W20 W19 W19 W18 W17 S W16 W7

W11 W12

Upper Floor

W6 W5 W3 W1 W7 W4 W9 W2 W8 W11 W12 W10

Ground Floor

W14a W15 S W14b W11 W12 W13

Cellar

One square = 5 feet

MS

© Wizards of the Coast | Art by Mike Schley

Wizard of Wines Winery

N

W E

S

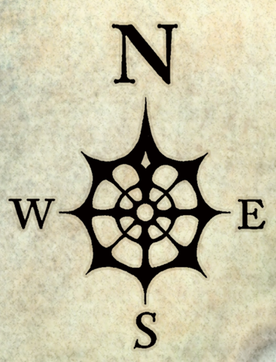


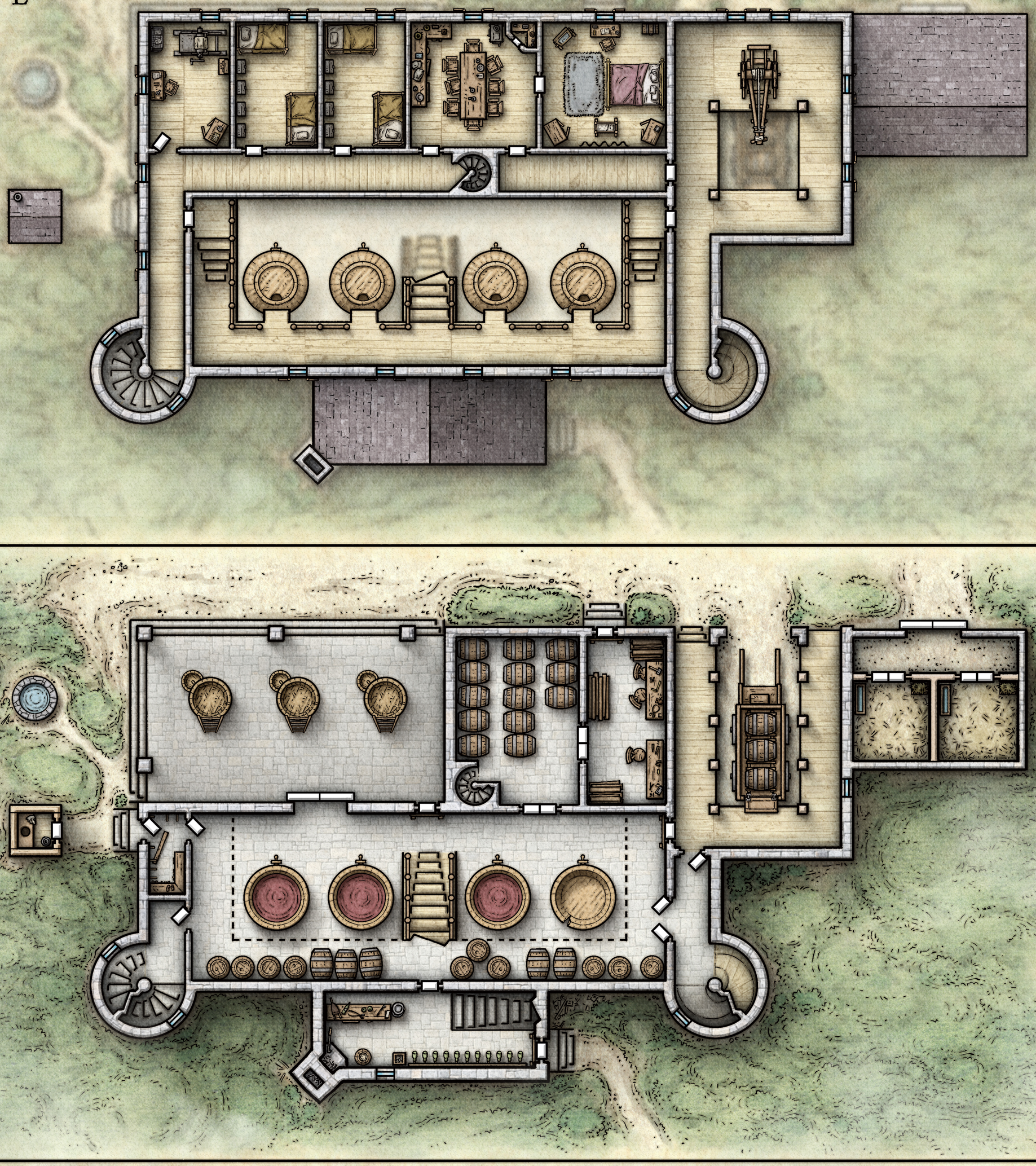
One square = 5 feet

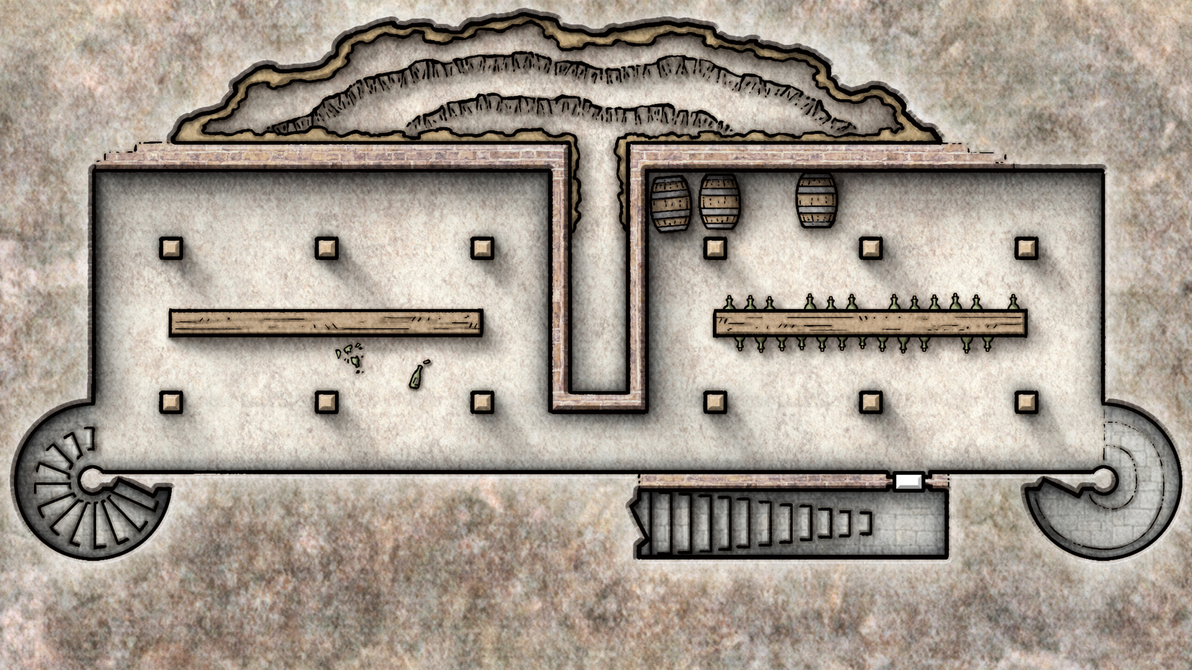
MS

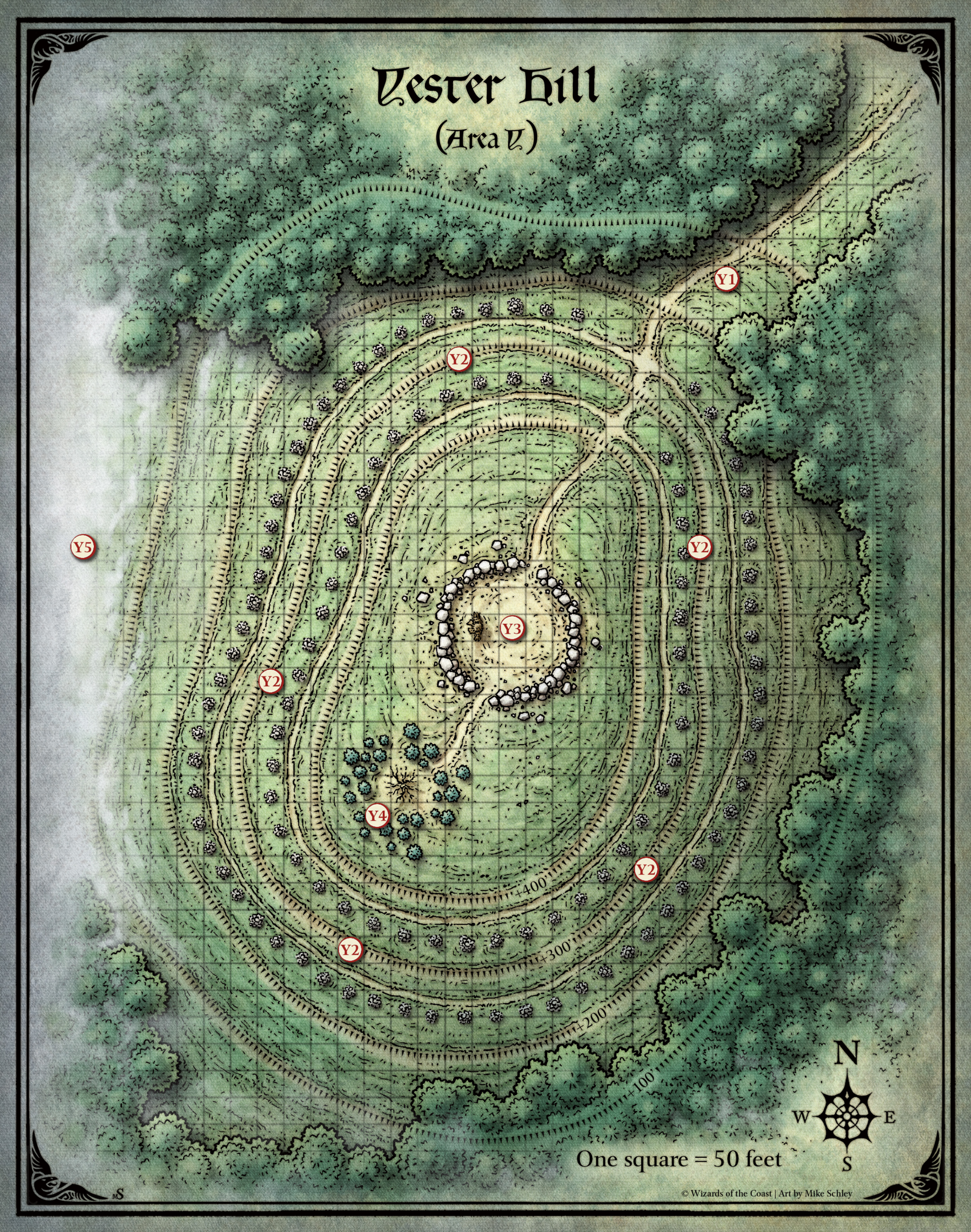
© Wizards of the Coast | Art by Mike Schley

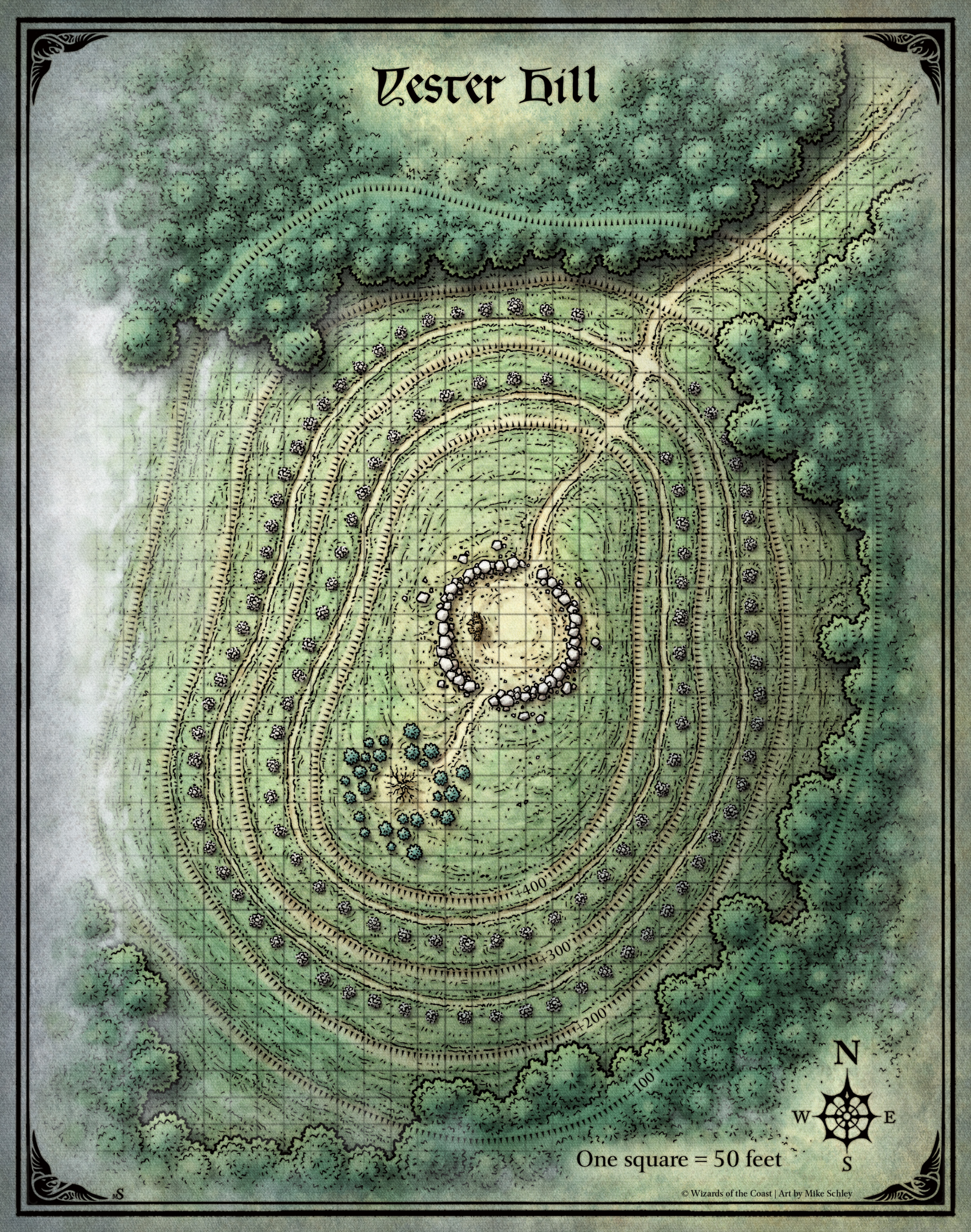
Wizard of Wines Winery



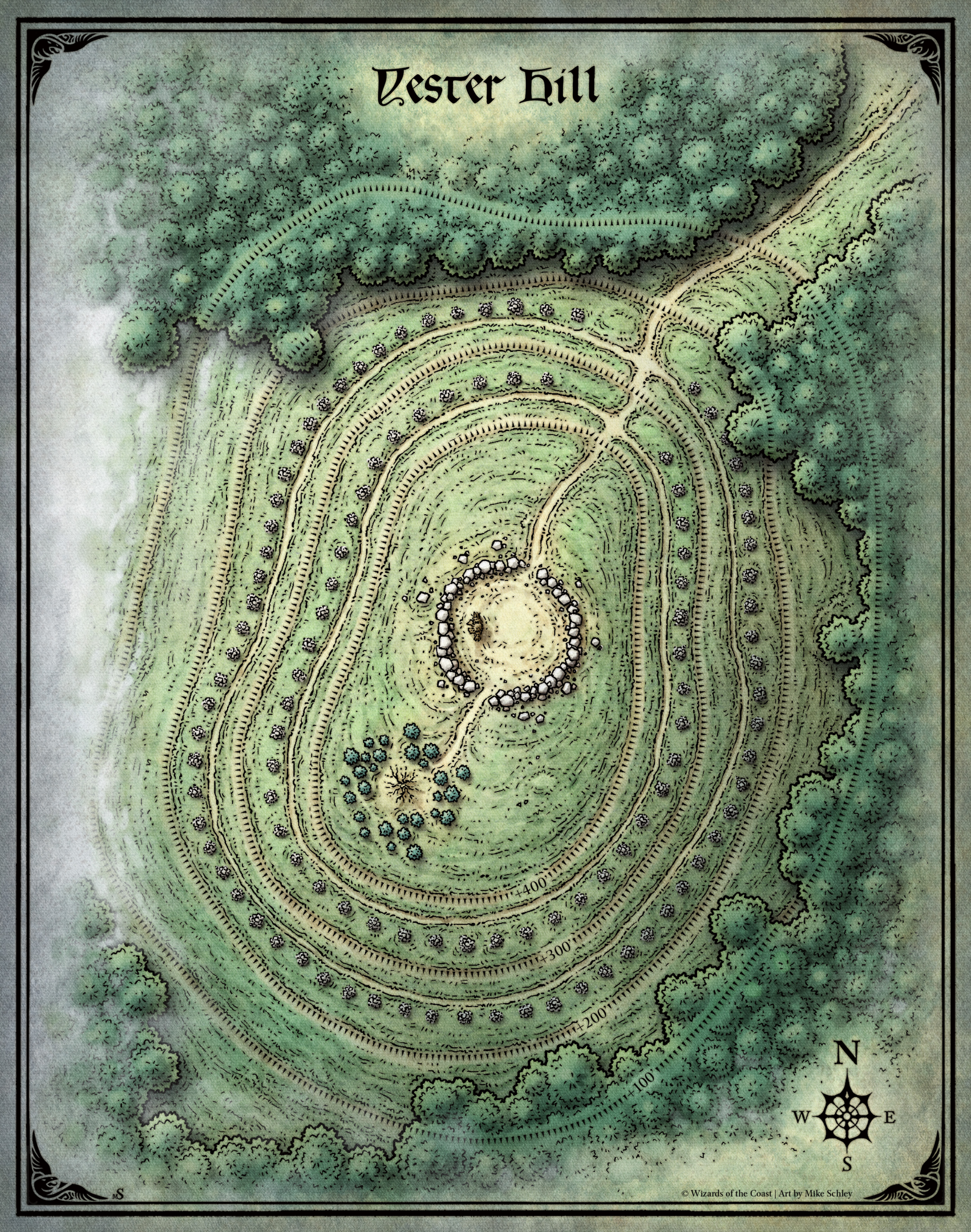





Yester Hill
(Area Y)
Y1
Y2
Y2
Y5
Y2
Y3
Y2
Y4
Y2
Y2
+400'
+300'
+200'
+100'
N
W
E
S
One square = 50 feet
© Wizards of the Coast | Art by Mike Schley



© Wizards of the Coast | Art by Mike Schley


Yester Hill
+400'
+300'
+200'
+100'
N
W
E
S
© Wizards of the Coast | Art by Mike Schley