



Barovian Names

Male Names: Alek, Andrej, Anton, Balthazar, Bogan, Boris, Dargos, Darzin, Dragomir, Emeric, Falkon, Frederich, Franz, Gargosh, Gorek, Grygori, Hans, Harkus, Ivan, Jirko, Kobal, Korga, Krystofor, Lazlo, Livius, Marek, Miroslav, Nikolaj, Nimir, Oleg, Radovan, Radu, Seraz, Sergei, Stefan, Tural, Valentin, Vasily, Vladislav, Waltar, Yesper, Zsolt

Female Names: Alana, Clavdia, Danya, Dezdrelda, Diavola, Dorina, Drasha, Drilvia, Elisabeta, Fatima, Grilsha, Isabella, Ivana, Jarzinka, Kala, Katerina, Kereza, Korina, Lavinia, Magda, Marta, Mathilda, Minodora, Mirabel, Miruna, Nimira, Nyanka, Olivenka, Ruxandra, Sorina, Tereska, Valentina, Vasha, Victoria, Wensencia, Zondra

Family Names: Alastroi, Antonovich/Antonova, Barthos, Belasco, Cantemir, Dargovich/Dargova, Diavolov, Diminski, Dilisnya, Drazkoi, Garvinski, Grejenko, Groza, Grygorovich/Grygorova, Ivanovich/Ivanova, Janek, Karushkin, Konstantinovich/Konstantinova, Krezkov/Krezkova, Krykski, Lansten, Lazarescu, Lukresh, Lipsiege, Martikov/Martikova, Mironovich/Mironovna, Moldovar, Nikolovich/Nikolova, Nimirovich/Nimirova, Oronovich/Oronova, Petrovich/Petrovna, Polensky, Radovich/Radova, Rilsky, Stefanovich/Stefanova, Strazni, Swilovich/Swilova, Taltos, Targolov/Targolova, Tyminski, Ulbrek, Ulrich, Vadu, Voltanescu, Zalenski, Zalken

Marks of Horror

The Unknown

- When it seems as though the characters have everything under control, you can have a gust of wind suddenly blow out their torches, plunging them into darkness.
- Before a monster appears, take a moment to describe the odor that precedes it, the eerie sound it makes, or the weird shadow it casts.

Foreshadowing

- Before characters encounter a monster, hint at the monster's presence with clues such as claw marks, gnawed bones, and bloodstains.
- Whenever characters take a long rest, give one character a prophetic dream in which he or she glimpses something yet to be found or encountered.

Age

- Take time to describe the rotting timbers of buildings, the faded and moth-eaten clothing of the Barovian peasantry, the worm-ridden pages of old books, and the rust on iron fences and gates.

- A character gazing into a mirror, a pool, or other reflective surface might glimpse an older, more decrepit version of himself or herself.

Light

- In a land as dreary as Barovia, take the time to describe the occasional scene of beauty, such as a pretty flower growing atop a grave.
- Make sure that the heroes have contact with NPCs who are honest, friendly, and helpful, such as the Martikovs in Vallaki or the Krezkovs in Krezk.

Personification

- Imagine darkness as a silent crowd that follows the characters everywhere and stares at them while they sleep.
- Imagine trees as towering giants that stand idle yet ever watchful as characters face the perils of the Svalich Woods alone.

Details

- In a given encounter area, choose one object or feature to describe in some detail. It need not be important to the story.
- Allow the character who has the highest passive Wisdom (Perception) score to see, hear, or smell something that no one else can perceive.

Common Features

Doors A wooden door can be forced open with a successful DC 10 Strength check, or DC 15 if the door is barred or reinforced in some other manner. Increase the DC by 5 if the door is made of stone, or by 10 if it is made of iron. Decrease the DC by 5 if the door is made of glass or amber, or if the door is weakened in some manner (such as by rot or corrosion).

Secret Doors If there are obvious clues to a secret door's presence, such as scratch marks on a nearby wall or footprints leading to it, a character with a passive Wisdom (Perception) score of 15 or higher notices the secret door. Otherwise, finding a secret door requires a search of the area and a successful DC 15 Wisdom (Perception) check.

Locks A creature proficient with thieves' tools can use them to pick a typical lock with a successful DC 15 Dexterity check. A typical padlock can be broken by smashing it with a bludgeoning or slashing weapon and succeeding on a DC 20 Strength check.