

# Règles générales

## MISTS OF RAVENLOFT

A deadly fog surrounds the land of Barovia and engulfs any creature that tries to leave. Even flying creatures are subject to the fog's effects, which are as follows:

- A creature that starts its turn in the fog must succeed on a DC 20 Constitution saving throw or gain one level of exhaustion (see appendix A in the *Player's Handbook*). This exhaustion can't be removed while the creature is in the fog.
- No matter how far a creature travels in the fog, or in which direction it goes, it gets turned around so that it eventually finds itself back in Barovia.
- The area within the fog is heavily obscured (see "Vision and Light" in chapter 8 of the *Player's Handbook*).

## SUNLIGHT IN BAROVIA

By the will of the Dark Powers, the sun never fully shines in the lands of Barovia. Even during the day, the sky is dimmed by fog or storm clouds, or the light is strangely muted. Barovian daylight is bright light, yet it isn't considered sunlight for the purpose of effects and vulnerabilities, such as a vampire's, tied to sunlight.

Nevertheless, Strahd and his vampire spawn tend to stay indoors most of the day and venture out at night, and they are subject to sunlight created by magic.

## RESURRECTION MADNESS

In Barovia, the souls of the dead are as trapped as the souls of the living. They become caught in the mists and can't travel to the afterlife.

When a humanoid who has been dead for at least 24 hours returns to life, either by way of a spell or some supernatural means, it gains a random form of indefinite madness brought on by the realization that its spirit is trapped in Barovia, likely forever. To determine how this madness is expressed, roll on the Indefinite Madness table in chapter 8 of the *Dungeon Master's Guide*.

### Sanity Checks

Situation which are not certain: throw a d100

Sanity	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Threshold	0	10	20	30	40	50	55	60	65	70	75	80	82	85	87	90	92	95	97	100

If dice > threshold, success

Success → good information

Failure → distorted information

### Carrying capacity

From 0kg to 3\*Str kg (5\*Str pounds) nothing

From 3\*Str kg (5\*Str pounds) to 5\*Str kg (10\*Str pounds) speed -10 feet

From 5\*Str kg (10\*Str pounds) to 7\*Str kg (15\*Str pounds) speed -20 feet, disadvantage on d20 of strength, dexterity and constitution

Over 7\*Str kg (15\*Str pounds), no movement

## THE LANDS OF BAROVIA: COMMON FEATURES

Unless the text says otherwise, the following rules apply to doors, secret doors, locks, and webs in these lands.

**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.

**Webs.** Characters can pass through ordinary webs, including thick cobwebs, without fear of being restrained or slowed down. A character can clear away the cobwebs from a 10-foot square as an action. Webs woven by giant spiders are a different matter; see "Dungeon Hazards" in chapter 5 in the *Dungeon Master's Guide* for rules on giant spider webs.

## RANDOM ENCOUNTERS

Dangers abound in the land of Barovia. Check for a random encounter after every 30 minutes that the adventurers spend on the roads or in the wilderness (don't check if they have already had two random encounters outdoors in the past 12 hours):

- If the characters are on a road, an encounter occurs on a roll of 18 or higher on a d20.
- If the characters are in the wilderness, an encounter occurs on a roll of 15 or higher on a d20.

## DAYTIME RANDOM ENCOUNTERS IN BAROVIA

### d12 + d8 Encounter

- |    |  |
|----|--|
| 2  | 3d6 Barovian commoners   |
| 3  | 1d6 Barovian scouts  |
| 4  | Hunting trap   |
| 5  | Grave  |
| 6  | False trail  |
| 7  | 1d4 + 1 Vistani bandits  |
| 8  | Skeletal rider   |
| 9  | Trinket  |
| 10 | Hidden bundle  |
| 11 | 1d4 swarms of ravens (50%) or 1 wereraven (see appendix D) in raven form (50%) |
| 12 | 1d6 dire wolves  |
| 13 | 3d6 wolves   |
| 14 | 1d4 berserkers   |
| 15 | Corpse   |
| 16 | 1d6 werewolves in human form   |
| 17 | 1 druid with 2d6 twig blights  |
| 18 | 2d4 needle blights   |
| 19 | 1d6 scarecrows   |
| 20 | 1 revenant   |

## NIGHTTIME RANDOM ENCOUNTERS IN BAROVIA

### d12 + d8 Encounter

- |    |                                     |
|----|-------------------------------------|
| 2  | 1 ghost                             |
| 3  | Hunting trap                        |
| 4  | Grave                               |
| 5  | Trinket                             |
| 6  | Corpse                              |
| 7  | Hidden bundle                       |
| 8  | Skeletal rider                      |
| 9  | 1d8 swarms of bats                  |
| 10 | 1d6 dire wolves                     |
| 11 | 3d6 wolves                          |
| 12 | 1d4 berserkers                      |
| 13 | 1 druid and 2d6 twig blights        |
| 14 | 2d4 needle blights                  |
| 15 | 1d6 werewolves in wolf form         |
| 16 | 3d6 zombies                         |
| 17 | 1d6 scarecrows                      |
| 18 | 1d8 Strahd zombies (see appendix D) |
| 19 | 1 will-o'-wisp                      |
| 20 | 1 revenant                          |

## PARALYZED

- A paralyzed creature is incapacitated (see the condition) and can't move or speak.
- The creature automatically fails Strength and Dexterity saving throws.
- Attack rolls against the creature have advantage.
- Any attack that hits the creature is a critical hit if the attacker is within 5 feet of the creature.

## INCAPACITATED

• An incapacitated creature can't take actions or reactions.

## Poisoned

- A poisoned creature has disadvantage on attack rolls and ability checks.

## BLINDED

- A blinded creature can't see and automatically fails any ability check that requires sight.
- Attack rolls against the creature have advantage, and the creature's attack rolls have disadvantage.

## RESTRAINED

- A restrained creature's speed becomes 0, and it can't benefit from any bonus to its speed.
- Attack rolls against the creature have advantage, and the creature's attack rolls have disadvantage.
- The creature has disadvantage on Dexterity saving throws.

## GRAPPLED

- A grappled creature's speed becomes 0, and it can't benefit from any bonus to its speed.
- The condition ends if the grappler is incapacitated (see the condition).
- The condition also ends if an effect removes the grappled creature from the reach of the grappler or grappling effect, such as when a creature is hurled away by the thunderwave spell.

## PRONE

- A prone creature's only movement option is to crawl, unless it stands up and thereby ends the condition.
- The creature has disadvantage on attack rolls.
- An attack roll against the creature has advantage if the attacker is within 5 feet of the creature. Otherwise, the attack roll has disadvantage.

## SUFFOCATING

A creature can hold its breath for a number of minutes equal to 1 + its Constitution modifier (minimum of 30 seconds).

When a creature runs out of breath, it can survive for a number of rounds equal to its Constitution modifier (minimum 1 round). At the start of its next turn, it drops to 0 hit points and is dying, and it can't regain hit points or be stabilized until it can breathe again.

For example, a creature with a Constitution of 14 can hold its breath for 3 minutes. If it starts suffocating, it has 2 rounds to reach air before it drops to 0 hit points.