

Count Strahd von Zarovich

Medium undead (elf, shapechanger), lawful evil

Armor Class 19 (Strahd's Armor)

Hit Points 187 (22d8+88)

Speed 40 ft.

Exertion Points 14

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	20 (+5)	15 (+2)	18 (+4)

Saving Throws Dex + 10, Wis + 8, Cha + 10

Skills Arcana (1d6), Culture, History, Insight, Intimidation (1d4), Perception (1d4), Religion, Stealth (1d4)

Skill Specialties Forbidden Knowledge, the Planes, Etiquette, Wars, Reading Emotions, Authority, Ferocity, Farsight, Listening, Scent, the Undead

Passive Skills Stealth 28, Insight 18, Perception 23

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision no limit

Languages Abyssal, Common, Draconic, Elvish, Giant, Infernal

Challenge 17 (18,000 XP)

Shapechanger. If Strahd isn't in running water or sunlight, he can use his action to polymorph into a Tiny bat, a Medium wolf, or a Medium cloud of mist, or back into his true form. While in bat or wolf form, Strahd can't speak. In bat form, his walking speed is 5 feet, and he has a flying speed of 30 feet. In wolf form, his walking speed is 40 feet. His statistics, other than his size and speed, are unchanged. Anything he is wearing transforms with him, but nothing he is carrying does. He reverts to his true form if he dies. While in mist form, Strahd can't take any actions, speak, or manipulate objects. He is weightless, has a flying speed of 20 feet, can hover, and can enter a hostile creature's space and stop there. In addition, if air can pass through a space, the mist can do so without squeezing, and he can't pass through water. He has advantage on Strength, Dexterity, and Constitution saving throws, and he is immune to all nonmagical damage, except the damage he takes from sunlight.

Misty Escape. When Strahd drops to 0 hit points outside his coffin, he transforms into a cloud of mist (as in the Shapechanger trait) instead of falling unconscious, provided that he isn't in running water or sunlight. If he can't transform, he is destroyed. While he has 0 hit points in mist form, he can't revert to his vampire form, and he must reach his coffin within 2 hours or be destroyed. Once in his coffin, he reverts to his vampire form. He is then paralyzed until he regains at least 1 hit point. After 1 hour in his coffin with 0 hit points, he regains 1, hit point.

Regeneration. Strahd regains 20 hit points at the start of his turn if he has at least 1 hit point and isn't in running water or sunlight. If he takes radiant damage or damage from holy water, this trait doesn't function at the start of his next turn.

Spider Climb. Strahd can climb difficult surfaces, including upside down on ceilings, without having to make an ability check.

Vampire Weaknesses. Strahd has the following flaws:

- **Forbiddance.** He can't enter a residence without an invitation from one of the occupants.
- **Harmed by Running Water.** He takes 20 acid damage if he ends his turn in running water.
- **Stake to the Heart.** If a piercing weapon made of wood is driven into his heart while he is incapacitated in his coffin, he is paralyzed until the stake is removed.
- **Sunlight Hypersensitivity.** While in sunlight, Strahd takes 20 radiant damage at the start of his turn, and he has disadvantage on attack rolls and ability checks.

Undead Mind. Strahd gains an expertise die on saves to resist be charmed. Additionally, he cannot be put to sleep by magic.

Dueling. When Strahd is wielding a melee weapon in one hand and no other weapons, he gains a +2 bonus to damage rolls with that weapon.

Mounted Combatant. While mounted, Strahd gains an expertise die on attack rolls against creatures that are Medium sized or smaller and not mounted. In addition, Strahd gains an expertise die on saving throws made to resist being unmounted.

Burst of Strength. Strahd may spend 1 exertion to add +6 to a Strength check, even if he already adds his proficiency bonus to the check.

Extreme Leap. When Strahd takes the Dash action and makes a long jump after moving no less than 20 feet, his jump distance is doubled for the turn. He may spend 1 exertion to triple his jump distance for the turn instead, and may move the full distance of his jump even if it exceeds your Speed.

Mountaineer. Moving through nonmagical difficult terrain costs you no extra movement.

Armory Training. Strahd knows some of the finer minutiae that lets him feel comfortable in even the heaviest armors.

- His passive Perception score is not reduced while wearing a helm or visored helm.
- Strahd never has disadvantage on Acrobatics or Stealth checks due to wearing armor.

Legendary Resistance (3/Day). If Strahd fails a saving throw, he can choose to succeed instead.



Spellcasting. Strahd is an 9th level spellcaster. His spellcasting ability is Intelligence (spell save DC 19, +11 to hit with spell attacks). He has the following wizard spell prepared:

Cantrips (at will): *chill touch, mage hand, prestidigitation, ray of frost*

1st Level (4 slots): *comprehend languages, false life, shield, sleep*

2nd Level (3 slots): *alter self, darkness, detect thoughts, hold person*

3rd Level (3 slots): *animate dead, counterspell, lightning bolt*

4th Level (3 slots): *dimension door, greater invisibility*

5th Level (1 slot): *dominate person, scrying*

Signature Spell Strahd always has *false life* prepared and can cast it at 1st-level without expending a spell slot. Once he does this, he must complete a short or long rest before doing so again.

Quick Step. After Strahd casts a wizard spell of 1st-level or higher, he can immediately move up to 15 feet without provoking opportunity attacks or spending any of his normal movement.

War Magic. When Strahd deals damage with a spell, he add his Intelligence modifier to the roll.

Battle Caster. Strahd gains a 1d6 expertise die on concentration checks to maintain spells he has cast, and can perform the seen components of a spell while using a weapon or shield with his hands. Additionally, instead of making an opportunity attack with a weapon when an enemy leaves his melee range, Strahd may cast a spell with a casting time of one action that targets only that creature.

Strahd's Armor. This suit of armor is made up of a +1 Elven Breastplate and a +1 Hands-Free Light Shield. While not wearing this armor, Strahd's Armor Class is 16 (natural armor).

Devil's Eye Ring. While attuned to this ring, Strahd can see up to 120 ft. through magical darkness.

Actions

Multiattack. Strahd makes 3 attacks, only one of which can be a bite attack.

Sabre of Lifestealing (Vampire Form Only). *Melee Weapon Attack:* +10 to hit, 5 ft., one target. *Hit* 1d8+6 Slashing damage (1d10 mounted). On a critical hit, this weapon deals an additional 3d6 necrotic damage, and Strahd receives hit points equal to that amount.

Bite (Bat or Vampire Form Only). *Melee Weapon Attack:* +10 to hit, 5 ft., one target. *Hit* 1d10+4 piercing damage plus 6d6. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and Strahd regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if its hit point maximum is reduced to 0. A humanoid slain in this way and then buried in the ground rises the following night as a vampire spawn under Strahd's control

Unarmed Strike (Vampire Form Only). *Melee Weapon Attack:* +10 to hit, 5 ft., one target. *Hit* 1d8+4 Slashing damage plus 2d6 necrotic damage. If the target is a creature, Strahd can grapple it (escape DC 18) instead of dealing the bludgeoning damage.

Inspiring Charge. Strahd can use an action and spend 1 exertion point to perform an Inspiring Charge. Strahd moves up to his Speed (or his mount's Speed) in a straight line and makes a melee weapon attack. He gains an expertise die on this attack. Until the end of Strahd's next turn, attacks made by him or his allies within 10 feet gain an expertise die.

Charm. Strahd targets one humanoid he can see within 30 feet of him. If the target can see Strahd, the target must succeed on a DC 18 Wisdom saving throw against this magic or be charmed. The charmed target regards Strahd as a trusted friend to be heeded and protected. The target isn't under Strahd's control, but it takes Strahd's requests and actions in the most favorable way and lets Strahd bite it.

Each time Strahd or his companions do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until Strahd is destroyed, is on a different plane of existence than the target, or takes a bonus action to end the effect.

Children of the Night (1/Day). Strahd magically calls 2d4 **swarms of bats** or **swarms of rats**, provided that the sun isn't up. While outdoors, Strahd can call **3d6 wolves** instead. The called creatures arrive in 1d4 rounds, acting as allies of Strahd and obeying his spoken commands. The beasts remain for 1 hour, until Strahd dies, or until he dismisses them as a bonus action.

Bonus Actions

Intimidating. Strahd spends 1 exertion point to intimidate one creature he can see. The creature makes a DC 18 Wisdom saving throw or becomes frightened of him for 1 minute. At the end of each of its turns, a frightened creature can repeat the saving throw, ending the effect on itself on a success.



Combat Maneuvers

Strahd has a variety of combat maneuvers that he may spend Exertion Points to perform. Unless otherwise stated, if a Maneuver calls for a saving throw, the DC is 19. When Strahd enters a combat stance, it remains active until he is stunned, activates another stance, begins a long rest, dies, or until he chooses to end it on his turn.

Cavalier Stance, Bonus Action (stance). Strahd spends 1 exertion to increase the Armor Class of his mount by 3.

Dangerous Strikes, Action. Strahd spends 1 exertion to extend the range of his critical hits to 19-20 until the start of his next turn. He then uses his Multiattack. Any attack that hits while Strahd is under this effect deals an additional 2 damage. If used while in Perfect Edge Stance, Strahd instead scores a critical hit on a roll of 17-20.

Defy Magic, Reaction. Strahd spends 2 exertion to resist a spell being cast on him. When a creature within 30 feet of Strahd makes a spell attack against him, the creature must make a DC 18 spellcasting ability check or the spell attack automatically miss. If the spell is 7th level or higher, this maneuver has no effect.

Gaze of Conviction, Bonus Action. Strahd spends 1 exertion. One creature within 30 feet makes a Wisdom saving throw DC 19. On a failure, the creature is compelled to attack him. On its turn the creature moves towards Strahd and makes as many attacks against him as it can. The effects of this maneuver end when you attack a different creature or the creature is unable to attack you.

Perfect Edge Stance, Bonus Action (stance). Strahd spends 2 exertion to enter a stance that extends his critical hit range to 18-20.

Purge Magic, Reaction. Strahd spends 1 exertion and makes a melee weapon attack against a creature within his reach that is casting a spell.

Saddled Blows, Action. Strahd spends 2 exertion and uses his Multiattack. Until the end of his next turn, while he is mounted, if he uses a melee weapon attack to hit a creature of a size smaller than his mount, it makes a Strength Saving throw. On a failure, it is either confused until the start of Strahd's next turn, knocked prone, or slowed until the end of his next turn (pick one). Weapon attacks deal 2 additional damage while under the effect of this maneuver.

Striding Swings, Action. Strahd spends 1 exertion and moves up to 20 feet. This movement ignores difficult terrain created by a space being occupied by another creature and can pass through the space of a hostile creature up to one size larger than him. During this maneuver, Strahd uses his Multiattack, dealing an additional 2 damage for each attack that hits.

Legendary Actions

Strahd can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Strahd regains spent legendary actions at the start of his turn.

Move. Strahd moves up to his speed without provoking opportunity attacks.

Unarmed Strike. Strahd makes one unarmed strike.

Bite (Costs 2 Actions). Strahd makes one bite attack.

Lair Actions

While Strahd is in Castle Ravenloft, he can take lair actions as long as he isn't incapacitated. On initiative count 20 (losing initiative ties), Strahd can take one of the following lair action options, or forgo using any of them in that round:

- Until initiative count 20 of the next round, Strahd can pass through solid walls, doors, ceilings, and floors as if they weren't there.
- Strahd targets any number of doors and windows that he can see, causing each one to either open or close as he wishes. Closed doors can be magically locked (needing a successful DC 20 Strength check to force open) until Strahd chooses to end the effect, or until Strahd uses this lair action again.
- Strahd summons the angry spirit of one who has died in the castle. The apparition appears next to a hostile creature that Strahd can see, makes an attack against that creature, and then disappears. The apparition has the statistics of a **specter**.
- Strahd targets one Medium or smaller creature that casts a shadow. The target's shadow must be visible to Strahd and within 30 feet of him. If the target fails a DC 17 Charisma saving throw, its shadow detaches from it and becomes a **shadow** that obeys Strahd's commands, acting on initiative count 20. A *greater restoration* spell or a *remove curse* spell cast on the target restores its natural shadow, but only if its undead shadow has been destroyed.

