

Strahd von Zarovich

LEGENDARY MEDIUM UNDEAD
(SHAPECHANGER)

Armor Class 18 (Elven Breastplate +2)
Hit Points 187 (22d8 + 88; bloodied 94)
Speed 40 ft., climb 30 ft.
Exertion Points 14

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

Proficiency +6; **Maneuver DC** 18
Saving Throws Dex +10, Wis +8, Cha +10
Skills Arcana +11 (+1d4), Perception +8 (+1d6), Religion +11, Stealth +10 (+1d8)
Damage Resistances necrotic; damage from nonmagical, non-silvered weapons
Senses darkvision 120 ft., passive Perception 21
Languages Abyssal, Common, Draconic, Elvish, Giant, Infernal
Challenge 17 (18,000 XP)

Legendary Resistance (3/Day). When Strahd fails a saving throw, he can choose to succeed instead. When he does so, Strahd visibly grows older. His original appearance is restored when he finishes a long rest.

Misty Recovery. When Strahd drops to 0 hit points, instead of falling unconscious, he turns into mist as if he had used the Mist Form legendary action. Strahd can't revert to his vampire form, and must reach his resting place within 2 hours or be destroyed. Once in his resting place, Strahd reverts to vampire form and is paralyzed for 1 hour, at which time he regains 1 hit point. While paralyzed in this way, Strahd can be destroyed by fire damage, radiant damage, damage from a magical weapon, or a wooden stake driven through the heart, but he is otherwise immune to damage.

Regeneration. Strahd regains 20 hit points at the start of his turn if he has at least 1 hit point and hasn't taken radiant damage since his last turn.

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

Spider Climb. Strahd can climb even on difficult surfaces and upside down on ceilings.

Vampire Weaknesses. Vampires' most common weaknesses are sunlight and running water. When Strahd ends his turn in contact with one of his weaknesses (such as being bathed in sunlight or running water), he takes 20 radiant damage. While in contact with his weakness, he can't use his Regeneration trait or his Mist Form or Shapechange actions.

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.

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.

Spellcasting. Strahd is a 9th level spellcaster. His spellcasting ability is Intelligence (spell save DC 19). He has the following wizard spells prepared:

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

1st level (4 slots): *comprehend languages, fog cloud, sleep*

2nd level (3 slots): *detect thoughts, mirror image*

3rd level (3 slots): *animate dead, counterspell, fireball, nondetection*

4th level (3 slots): *blight, greater invisibility*

5th level (3 slots): *animate objects, scrying*

6th level (1 slot): *create undead, disintegrate*

7th level (1 slot): *finger of death, forcecage*

Actions

Multiattack. Strahd makes four attacks.

Grab (Vampire Form Only). *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 4) bludgeoning damage plus 14 (4d6) necrotic damage. The target is grappled (escape DC 18) and restrained while grappled in this way.

Sabre of Lifestealing. *Melee Weapon Attack:* +10 to hit, 5 ft., one target. *Hit:* 11 (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.

Charm (Gaze). Strahd magically targets a creature within 30 feet, forcing it to make a DC 18 Wisdom saving throw. If the target has at least one level of strife, it makes this saving throw with disadvantage. On a failure, the target is charmed by Strahd for 24 hours. While charmed it regards Strahd as a trusted friend and is a willing target for his bite. The target repeats the saving throw each time it takes damage, ending the effect on itself on a success. If the target's saving throw is successful or the effect ends for it, it is immune to Strahd's Charm for 24 hours.

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.

Dangerous Strikes (1 Exertion). Strahd extends the range of his critical hits to 19-20 until the start of his next turn, then makes two attacks, either with his Sabre of Lifestealing or his Grab. If used while in Perfect Edge Stance, Strahd instead scores a critical hit on a roll of 17-20.

Saddled Blows (2 Exertion). Strahd makes two attacks, either with his Sabre of Lifestealing or his Grab. 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).

Striding Swings (1 Exertion). Strahd moves up to 20 feet, ignoring difficult terrain caused by a creature occupying a space. This movement can pass through the space of a hostile creature. During this maneuver, Strahd makes two attacks with either his Sabre of Lifestealing or his Grab.

Chill Touch (Cantrip; V, S). Ranged Spell Attack: +11 to hit, range 120 ft., one target. Hit: 14 (2d8 + 5) necrotic damage. The target cannot regain hit points until the end of its turn, and if it is undead, it makes attack rolls against Strahd with disadvantage.

Ray of Frost (Cantrip; V, S). Ranged Spell Attack: +11 to hit, range 60 ft., one target. Hit: 14 (2d8 + 5) cold damage. The target's Speed is reduced by 10 until the start of Strahd's next turn.

Fireball (3rd level; V, S, M). Fire streaks from Strahd to a point within 120 feet and explodes in a 20-foot radius, spreading around corners. Each creature in the area makes a DC 19 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save or half damage on a success.

Blight (4th-Level; V, S). Strahd targets a living creature or plant within 30 feet, draining moisture and vitality from it. The target makes a DC 19 Constitution saving throw, taking 36 (8d8) necrotic damage on a failure or half damage on a success. Plant creatures have disadvantage on their saving throw and take maximum damage. A nonmagical plant dies.

Disintegrate (6th-Level; V, S, M). Strahd targets a creature, object, or creation of magical force within 60 feet, attempting to undo it. The target makes a DC 19 Dexterity saving throw or takes 75 (10d6 + 40) force damage. A creature reduced to 0 hit points is obliterated, leaving nothing behind but fine dust, along with anything it was wearing or carrying (except magic items). Only true resurrection or a wish spell can restore it to life. This spell automatically disintegrates nonmagical objects and creations of magical force that are Large-sized or smaller. Larger objects and creations of magical force have a 10-foot-cube portion disintegrated instead. Magic items are unaffected.

Finger of Death (7th-level; V, S). Strahd points a wicked finger at one creature within 60 feet, beckoning it closer to death. The target makes a DC 19 Constitution saving throw, taking 62 (7d8 + 30) necrotic damage, or half on a successful save. A humanoid killed by this spell turns into a zombie at the start of Strahd's next turn. It is permanently under his control and follows his spoken commands.

Bonus Actions

Bite. Melee Weapon Attack: +20 to hit, reach 5 ft., one target that is grappled, incapacitated, restrained, willing, or unaware of the vampire's presence. Hit: 10 (1d10 + 4) piercing damage plus 21 (6d6) necrotic damage, and the target takes 1 level of strife. The target's hit point maximum is reduced by an amount equal to the necrotic damage dealt, and the vampire regains this number of hit points. The reduction lasts until the target finishes a long rest. If the target is reduced to 0 hit points by this attack, it dies and rises the following night as a vampire spawn in the vampire's thrall. Before the target first rises as a vampire spawn, a *bles*, *gentle repose*, or similar spell cast on the body prevents this transformation.

Heart of Sorrow. Strahd breaks his connection to the Heart of Sorrow. If he is within Castle Ravenloft, he can use this feature to reestablish the connection.

Intimidating (1 Exertion). Strahd points to one creature he can see. The creature makes a 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.



Cavalier Stance (1 Exertion). Strahd increases the Armor Class of his mount by 3. This effect remains active until he is stunned, activates another stance, begins a long rest, dies, or until he chooses to end it on his turn.

Perfect Edge Stance. Strahd spends 2 exertion points to enter a stance that extends his critical hit range to 18-20. This effect remains active until he is stunned, activates another stance, begins a long rest, dies, or until he chooses to end it on his turn.

Reactions

Hissing Scuttle (1/Day). When Strahd takes radiant damage, it moves up to its Speed without provoking opportunity attacks.

Warding Charm (1/Day). When a creature Strahd can see targets him with a melee attack but before the attack is made, Strahd uses Charm on that creature.

Counterspell (3rd-Level; S). When a creature Strahd can see within 60 feet casts a spell, he attempts to interrupt it. If the creature is casting a 2nd-level spell or lower, the spell fails. If the creature is casting a 3rd-level or higher spell, Strahd makes an Intelligence check against a DC of 10 + the spell's level. On a success, the spell fails, and the spellcasting creature can use its reaction to try to cast a second spell with the same casting time so long as it uses a spell slot level equal to or less than half the original spell slot. If Strahd casts counterspell with a higher spell slot, the interrupted spell fails if its level is less than that of counterspell.

Legendary Actions

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

Blood Charm. Strahd uses Charm.

Grab. Strahd makes a grab attack.

Bite (Costs 2 actions.) Strahd makes a bite attack.

Mist Form. Strahd transforms into a mist or back into his true form. As mist, Strahd has a flying speed of 30, can't speak, can't take actions or manipulate objects, is immune to nonmagical damage from weapons, and has advantage on saving throws and Stealth checks. He can pass through a space as narrow as 1 inch without squeezing but can't pass through water. Anything he's carrying transforms with him.

Shapechange. Strahd transforms into the shape of a Medium or smaller beast or back into his true form. While transformed, he has the beast's size and movement modes. He can't use reactions or legendary actions, and can't speak. Otherwise, it uses Strahd's statistics. Anything he's carrying transforms with him.

Special Traits

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.

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.

