

# STRAHD VON ZAROVICH

Medium Undead, lawful evil

Armor Class 17/21 (in armor)

Hit Points 244 (+150 from Heart of Sorrow)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	18 (+4)	21 (+5)	26 (+8)	18 (+4)	26 (+8)

**Saving Throws** Dex +10, Con +11, Wis +10, Cha +14

**Skills** Arcana +14, History +14, Perception +10, Insight +10, Stealth +16

**Damage Resistances** piercing, bludgeoning, and slashing from nonmagical attacks

**Damage Immunities** necrotic, poison

**Condition Immunities** exhausted, poisoned, reduced hit point maximum.

**Senses** darkvision 120ft, passive Perception 20

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

**Proficiency Bonus** +6

**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.

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

**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.

**Innate Spellcasting.** While within the domain of Barovia Strahd can innately cast spells. Strahd's innate spellcasting ability is Charisma (spell save DC 22, +14 to hit with spell attacks). Strahd can innately cast the following spells requiring no material components.

At will: Animate Dead, Fog Cloud, Misty Step (BA)

2/day each: Control Weather, Scrying, True Seeing

**Spellcasting.** Strahd is a 15th level spellcaster. His spellcasting ability is Intelligence (spell save DC 22, +14 to hit with spell attacks). Strahd has the following spells prepared from the wizard spell list:

Cantrips (at will): Chill Touch, Mage Hand, Minor Illusion, Ray of Frost

1st level (4 slots): Absorb Elements (R), Disguise Self, Feather Fall (R), Shield (R)

2nd level (3 slots): Blindness/Deafness, Detect Thoughts, Hold Person (c)

3rd level (3 slots): Dispel Magic, Counterspell (R), Fireball, Nondetection

4th level (3 slots): Blight, Dimension Door, Greater Invisibility

5th level (2 slots): Cone of Cold, Mislead (c), Wall of Force (c)

6th level (1 slot): Disintegrate, Mass Suggestion (c)

7th level (1 slot): Forcecage, Teleport

8th level (1 slot): Maze (c)

**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.

## Actions

**Multiattack (Vampire Form Only).** Strahd makes two attacks, only one of which can be a bite attack.

**Longsword (vampire Form Only).** Melee Weapon Attack: +14 to hit, reach 5ft., one target. Hit: 19 (2d10+8) slashing damage plus 7 (2d6) lightning damage.

**Unarmed Strike (Vampire or Wolf Form Only).** Melee Weapon Attack: +12 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 6) slashing damage, plus 14 (4d6) necrotic damage. If the target is a creature, Strahd can grapple it (escape DC 22) instead of dealing the slashing damage.

**Bite.** Melee Weapon Attack: +12 to hit, reach 5 ft., one willing creature, or a creature that is grappled by Strahd, incapacitated, or restrained. Hit: 7 (1d6 + 6) piercing damage plus 21 (6d6) necrotic damage. 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.

**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 22 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 1d6 strigoi (VRGtR) or 2d4 swarms of zombie limbs (VRGtR), provided that the sun isn't up. While outdoors, Strahd can call 3d6 dire wolves instead. The called creatures arrive in 1d4 rounds, acting as allies of Strahd and obeying his spoken commands. The creatures remain for 1 hour, until Strahd dies, or until he dismisses them as a bonus action.

## Bonus Actions

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**Bite.** Strahd can use a bonus action to make a bite attack.

**Armor of Strahd.** Strahd magically summons his armor and sword. The armor and sword replace the clothes and equipment Strahd was wearing.

## Legendary Actions

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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. Strahd regains spent legendary actions at the start of its turn.

**Attack.** Strahd uses an attack (Longsword, Unarmed, or Bite).

**Cantrip.** Strahd casts a cantrip.

**Move.** Strahd moves up to his speed without triggering opportunity attacks.

**Charm (costs 2 actions).** Strahd uses a charm action.

**Spell (costs 2 actions).** Strahd casts a spell of 6th level or lower.

## STRAHD'S LAIR

### Lair Actions

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On initiative count 20 (losing initiative ties), Strahd can take a lair action to cause one of the following magical effects

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 requiring a DC 20 Strength check to open them, until Strahd chooses to end the effect or until Strahd uses his lair action again.

Strahd summons an angry spirit of one who has died in the castle. The apparition appears next to a hostile creature Strahd can see, makes an attack against that creature, and then disappears. The apparition has the statistics of a spectre.

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 22 Charisma saving throw its shadow detaches from it and becomes a shadow that obey's Strahd's commands, acting on initiative count 20. A greater restoration or remove curse restores the natural shadow but only if the undead shadow has been destroyed.