

# Strahd von Zarovich

Medium, Undead (Vampire), Lawful Evil

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**ARMOR CLASS**

18

**HIT POINTS**

204 (24d8 + 96)

**CHALLENGE**

15 | 13,000 XP

**PROFICIENCY**

+5

**Speed** Walk 40 ft., Climb 40 ft.

**Initiative** +5

**Saving Throws** Cha +11, Dex +10, Wis +9

**Skills** Arcana +10, Stealth +10, Deception +11, Perception +9

**Damage Vulnerabilities** Radiant

**Damage Resistances** Necrotic; Bludgeoning, Piercing, Slashing from nonmagical attacks

**Damage Immunities** Poison

**Condition Immunities** Charmed, Exhaustion, Poisoned

**Senses** Darkvision 120 ft.; Passive Perception 19

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**Languages** Common plus three languages

**STR**20  
+5**DEX**20  
+5**CON**18  
+4**INT**20  
+5**WIS**18  
+4**CHA**22  
+6

## Traits

**Lord of Barovia.** Strahd has Advantage on saving throws against being Charmed or Frightened while in his domain or lair.

**Vampiric Regeneration.** At the start of his turn, Strahd regains 20 Hit Points if he has at least 1 Hit Point and has not taken Radiant damage since the end of his last turn.

## Actions

**Multiattack.** Strahd makes two attacks, only one of which can be Bite.

**Unarmed Strike.** Melee Attack Roll: +10, reach 5 ft. Hit: 14 (2d8 + 5) Bludgeoning damage plus 18 (4d8) Necrotic damage.

**Bite.** Melee Attack Roll: +10, reach 5 ft. Hit: 18 (3d8 + 5) Piercing damage plus 27 (6d8) Necrotic damage.

**Dark Command (Recharge 5-6).** Wisdom Saving Throw: creatures of Strahd's choice within 30 feet. Failure: 72 (16d8) Psychic damage and the target is Charmed or Frightened until the end of its next turn, Strahd's choice. Success: Half damage.

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## Bonus Actions

**Mist Step.** Strahd teleports up to 30 feet to an unoccupied space he can see in dim light, darkness, mist, or shadow.

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## Reactions

**Predatory Charm.** When a creature within 60 feet misses Strahd with an attack, it takes 10 Psychic damage.

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