

THE "DEVIL" STRAHD VON ZAROVICH A REALISTIC TAKE ON THE VAMPIRE LORD



Art Credit: Phill Simmer Deviant art

"BUT WHEN THE DEVIL STRAHD FELL UPON HIM, THE WIZARD'S MAGIC COULDN'T SAVE HIM. I SAW HIM THROWN A THOUSAND FEET TO HIS DEATH."

-VISTANA STORY-TELLER NARRATING THE BATTLE OF MORDEKAINEN WITH STRAHD.



SHORT DESCRIPTION

THIS DOCUMENT CONTAINS A CR27 VERSION OF LORD STRAHD VON ZAROVICH. I FELT THAT THE BOOK VERSION WAS PRETTY WEAK COMPARED TO THE NOVELS AND DESCRIPTIONS OF STRAHD. ACCORDING TO THE LORE, HE IS THE FIRST TRUE VAMPIRE AND THE ONE WHO DEFEATED MORDEKAINEN, WHILE THE CR15 VERSION THAT THE "CURSE OF STRAHD" BOOK USES; IS SIMILAR TO A NORMAL VAMPIRE WHO COULD HAVE NEVER MANAGED TO DEFEAT A WIZARD LIKE MORDERKAINEN. THIS VERSION IS MADE TO BE USED ONLY AT THE FINAL ENCOUNTER, IT IS QUITE DEADLY AND WILL MOST LIKELY RESULT IN A TOTAL PARTY KILL IF USED INCORRECTLY.



WHAT IS DIFFERENT?

THE FANES

IN THIS VERSION STRAHD IS BEING EMPOWERED BY THE THREE FANES OF WILDERNESS. YOU CAN FIND MORE INFORMATION ABOUT THE FANES ON THE "EXPEDITION TO CASTLE RAVENLOFT 3.5" MODULE. IF YOU LIKE YOU CAN JUST REMOVE THE FANES COMPLETELY, BY IGNORING THE BENEFITS LISTED IN THE STAT BLOCK AND AVOIDING THE SIDEQUESTS TO DESTROY THEM.

NEW LEGENDARY AND LAIR ACTIONS

NEW LEGENDARY AND LAIR ACTIONS HAVE BEEN ADDED TO THE ONES OF THE ORIGINAL STATBLOCK. THEY GIVE ENVIRONMENTAL, FLAVOUR AND MECHANICAL BENEFITS WORTHY ONLY TO THE LORD OF CASTLE RAVENLOFT. THE HEART'S OF SORROW BONUS LIFE POINTS HAVE BEEN DOUBLED TO MAKE THE SHIELDING EFFECT TO FEEL MORE DREADFUL.

NEW SPELL LIST AND NEW SPELLS

THE SPELL LIST OF STRAHD HAS BEEN ADJUSTED TO THE POWER OF SOMEONE WHO HAS ACCESS TO THE AMBER TEMPLE. I HAVE MADE HIS LIST COMBAT READY. THE SPELLS THAT YOU CAN FIND IN THE SPELL LIST OF THE BOOK ARE PRETTY USELESS TO A FINAL SHOWDOWN. YOU CAN ALSO FIND NEW SPELLS OF PREVIOUS EDITIONS TRANSLATED TO 5TH ED. AT THE END OF THIS FILE.

EQUIPMENT

AS THE LORD OF THE LAND, ITS TOTALLY UNACCEPTABLE FOR STRAHD TO NOT HAVE MAGIC ITEMS EQUIPPED WHEN HE FIGHTS TO KILL HIS ENEMIES. I HAVE EQUIPPED HIM WITH HIS ANIMATED ARMOR, A +3 LONGSWORD, A +3 RING OF PROTECTION, A RING OF COUNTERSPELL AND OTHER MAGICAL ITEMS THAT CAN BE FOUND IN THE STATBLOCK.

MONSTROUS FORM!

STRAHD WILL TRANSFORM TO THE REAL "DEVIL STRAHD" IF YOU ANGER HIM ENOUGH ;)

STRAHD VON ZAROVICH

Medium undead (shapechanger), lawful evil

Armor Class 29 (+2 animated fullplate(20)+ ring of protection (+3)+ Mountain Fane (+6))

Hit Points 432 (27x8 + 216)

Speed 30ft., climb 30 ft. (fly 150 ft. while in monstrous form)

STR	DEX	CON	INT	WIS	CHA
26 (+8)	24 (+7)	26 (+8)	26 (+8)	14 (+2)	26 (+8)

Saving Throws Dex +16, Wis +11, Cha +17

Skills Arcana +14, History +14, Investigation +14, Perception +8, Religion +14, Stealth +13.

Damage Resistances Necrotic

Damage Resistances of the Swamp Fane

Fire,Cold,Lightning,Thunder,Acid

Damage Immunities Poison, bludgeoning, piercing, slashing from non magical weapons.

Condition Immunities exhaustion poisoned

Condition Immunities while in armor blinded, charmed, deafened, frightened, paralyzed, petrified

Senses passive Perception 21, Superior Darkvision, Blood Scent.

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

Challenge 27 (105.000 xp)

Shapechanger If Strahd isn't in running water or sunlight, he can use his bonus action to polymorph into a Tiny bat, a Medium or large 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 40 feet. In wolf form, his walking speed is 40 feet. His statistics, other than 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, Strand can't take any actions, speak, or manipulate objects. He is weightless, has a flying speed of 60 feet, can hover, 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.

Regeneration. Strahd regains 30 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

Preternatural Speed. Strahd can use a bonus action to take the Dash or Disengage action.

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 and is paralyzed for 1 hour until he regains 1 hit point.

Magic Weapons. Strahd's attacks are considered magical for overcoming resistances.

Rejuvenation If Strahd is killed, he regains all his hit points at the next sunset unless his body was destroyed or his head was removed or his heart was pierced with a wooden stake and the stake is not removed, in which case it will take 1d10 year to rejuvenate at the location of his death.

Unholy Persistence Strahd is immune to effects that turn undead unless the Icon of Ravenkind was used to turn him.

Monstrous Form If Strahd isn't in sunlight and if he has fewer than half of his hit points remaining, he immediately polymorphs into a Large monstrous form for 10 minutes. 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 monstrous form, the vampire has the following traits:

Strahd gains an additional action on each of its turns. That action can be used only to take the Attack (one weapon attack only) or Dash action.

Strahd grows batlike wings and gains a flying speed of 150 feet.

Strahd has resistance to all damage except radiant damage.

Strahd cannot use his shapechanger feature and is under the blood frenzy effect.

Blood Frenzy. Strahd has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Strahd can use the monstrous form once every 24 hours.

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

Vampire Weaknesses. Forbiddance. He can't enter a residence without an invitation from one of the occupants. Harmed by Running Water. He takes 10 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.

Blood Scent. Strahd can sense living creatures that have blood or similar to blood vital fluids in a radius of 240 feet.

Wilderness Fanes. The Three Wilderness Fanes were once three sacred sites in Barovia, each guarded by one of the priestesses that are known today as the Three Hags of Barovia. When Strahd corrupted the land with dark rituals, the Fanes were corrupted. Each one gives a concrete and continual mechanical benefit to Strahd. Each priestess turned hag dwells in the fane protecting it. If Strahd's Link to the fanes is cut, he loses the benefits provided by that fane.

Mountain Fane: The most ancient of the Three Wilderness Fanes, located on Lysaga Hill. As a result of his connection to the mountains of Barovia, Strahd is surrounded by a field of force armor that grants him a +6 armor bonus to AC. Because it is made of force, this armor protects him against incorporeal attacks and it also applies when Strahd is in gaseous form. If Strahd's connection to the Mountain Fane is severed, his Armor Class is reduced by 6 and his CR is reduced by 1.

Swamp Fane: The Swamp Fane is one of the Three Wilderness Fanes, located in Ivlis Marsh. It grants Strahd several elemental resistances. If Strahd's connection to the Swamp Fane is severed, he loses resistance to Fire, Cold, Lightning, Thunder, Acid and his CR is reduced by 1.

Forest Fane: The Forest Fane is one of the Three Wilderness Fanes, located in a random place of any forest in Barovia. It grants Strahd continual nondetection and the ability to eavesdrop and know the location of anyone who mentions his name. If Strahd's connection to the Forest fane is severed, he loses this benefit and his CR is reduced by 1.

Heart of Sorrow Any damage that Strahd takes is transferred to the Heart of Sorrow. If the heart absorbs damage that reduces it to 0 hit points, it is destroyed, and Strahd takes any leftover damage. The Heart of Sorrow has 100 hit points and is restored to that number of hit points each dawn, provided it has at least 1 hit point remaining. Strahd can, as a bonus action on his turn, break his link to the Heart of Sorrow so that it no longer absorbs damage dealt to him. Strahd can reestablish his link to the Heart of Sorrow as a bonus action on his turn, but only while in Castle Ravenloft.

Spellcasting. Strahd is a 16th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 22, +14 to hit with spell attacks). Strahd has the following spells prepared:

Cantrips (at will): mage hand, prestidigitation, ray of frost, Message

1st level (4 slots): fog cloud, sleep, shield, Ray of Sickness, Puppet, Cause Fear.

2nd level (3 slots): Gust of wind, Mirror Image (Active), Darkness, Flaming Sphere, Hold Person, Mind Spike, Misty Step, Ray of enfeeblement, Heat Metal, ground fog.

3rd level (3 slots): Counterspell, Dispel Magic, Enemies abound, Fly, Haste, Hypnotic Pattern, Lightning Bolt, rain of terror.

4th level (3 slots): blight, greater invisibility, Dimension Door, Phantasmal Killer, Storm Sphere, Shadowbind, Strahd's baneful attractor.

5th level (2 slot): animate objects, Control Winds, Cloud Kill, Far Step.

6th level (1 slot): Circle of death, Disintegrate, Guards and Wards (Active).

7th level (1 slot): Finger of Death, Reverse Gravity, Power Word Pain.

8th level (1 slot): Maddening Darkness

Actions

Multiattack. Strahd makes three attacks, any combination of longsword and unarmed strike or four unarmed strikes in Monstrous form.

Blacksteel longsword +3 (Vampire Form Only). *Melee Weapon Attack:* +17 to hit, reach 5ft., one target. *Hit* 25 (3d10 + 8) slashing damage plus 9 (2d8) necrotic damage.

Unarmed Strike. *Melee Weapon Attack:* +14 to hit, reach 5ft., one target. *Hit* 18 (3d6 + 8) slashing damage plus 9 (2d8) necrotic damage. If the target is a creature, Strahd can grapple it (escape DC 22) instead of dealing the bludgeoning damage.

Charm. Strahd targets one creature he can see within 60 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, by force if needed. The target isn't under Strahd's control, but it takes Strahd's request 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, in on a different plane of existence than the target, or takes a bonus action to end the effect.

Blood Drain (Mist Form Only). One creature in the vampire's space must make a DC 22 Constitution saving throw (undead and constructs automatically succeed). On a failed save, the target takes 22 (4d6+8) necrotic damage, its hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire regains hit points equal to that amount. This reduction to the target's hit point maximum lasts until the target finishes a long rest. It dies if this effect reduces its hit point maximum to 0.

Feral Swarm (Recharge 5-6). A giant swarm of bats gather around the higher vampire and descend upon a 90-foot cone. Each creature in that area must make a DC 22 Dexterity saving throw or be knocked prone and take 4d6 bludgeoning damage plus 4d4 piercing damage. On a successful save, the creature takes only half the damage and isn't knocked prone.

Children of the Night. 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

Bite. Strahd can use a bonus action to make a bite attack. *Melee Weapon Attack:* +14 to hit, reach 5ft., one willing creature, or a creature that is grappled by Strahd, incapacitated, or restrained. *Hit* 18 (3d6 + 8) piercing damage plus 13 (3d8) 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.

Beguiling gaze. As a bonus action, Strahd fixes his gaze on a creature 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 or Strahd has advantage on all attack rolls against that target. The effect lasts until the target takes damage or until the start of Strahd's next turn. For that time, the affected creature is also a willing target for Strahd's bite attack. A creature that can't be charmed is immune to this effect. A creature that successfully saves against Strahd's gaze is immune to it for 1 hour.

Animated Armor of Strahd Strahd magically summons his armor and sword. The armor and sword magically replaces the armor, cloths and weapon that Strahd was wearing.

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. If Strahd has unspent legendary actions at the end of the round, it may spend and immediately use its remaining legendary actions. Strahd regains spent legendary actions at the start of its turn.

Attack (Cost 1 Action) Strahd makes a longsword or unarmed strike attack.

Move (Cost 1 Action) Strahd can move up to his speed without provoking opportunity attacks.

Shocking Bolt (Vampire form only, costs 1 action). Strahd's Armor attacks an enemy. Ranged Spell Attack: +4 to hit (with advantage on the attack roll if the target is wearing armor made of metal), range 60 ft., one target. *Hit:* 10 (3d6) lightning damage.

Frightening Gaze (Costs 2 Actions). Strahd fixes its gaze on one creature it can see within 10 feet of it. The target must succeed on a DC 22 WIS saving throw against this magic or become frightened for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this effect for the next 24 hours.

Ancient Might (Costs 3 Actions). The vampire makes one attack with its claws. If it hits, the attack is a critical hit. A creature taking damage from the attack suffers from a Lingering Injury (See p. 272 of the Dungeon Master's Guide).

Shadow Mirror (Costs 2 Actions). Strahd teleports up to 60 feet to an unoccupied space it can see along with any equipment it is wearing or carrying. Alternatively, it can choose a space within range that is occupied by a Small or Medium creature. If that creature is unwilling, it must make on a DC 22 Wisdom saving throw. On a failure, both creatures teleport, swapping places.

Charm (Cost 2 Actions). Strahd makes a charm 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 22 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.

- A shadowy and deathly mist rises from the ground in a 120-foot radius centered on Strahd, and the mist spreads around corners. This area is lightly obscured. Living creatures within the mist are vulnerable to necrotic damage. Undead within the mist have resistance to radiant damage. Light within the mist can be no brighter than dim unless created by a spell of 5th level or higher, or equivalent magic. The mist lasts for 1 minute, but a strong wind can disperse it, and sunlight burns the mist away instantly and clears the area such light touches.

- The psychic impressions of the ancient one's innumerable victims rises in the area for 1 minute. For this time, each creature hostile to and within 120 feet of the ancient one is overwhelmed by the voices of the dead and distracted by disturbing sensory input. Such a creature is deafened, and it has disadvantage on Wisdom (Perception) checks. At the end of each of its turns, a creature can make a DC 22 Wisdom saving throw, ending the effect on itself on a success. If this saving throw fails by 5 or more, the affected creature can't maintain concentration until the start of its next turn.

Magic Items

Ring of counterspell (3 charges/dawn). 1 Bead of Force!

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STRAHD'S NEW SPELLS

GROUND FOG

2nd-level Conjuraton

Casting Time: 1 action

Range: self (120ft radius)

Components: V, S

Duration: Concentration; 1 hour

You create a 50-foot-radius ground fog that only rises about 2 feet (knee-high on a Medium-size humanoid), centered on a point within range. The fog swirls mysteriously, so an invisible creature moving through the fog does not create enough of a stir to reveal its presence more readily than normal. The ground fog spreads around corners, and heavily obscures the ground beneath, as well as anything it covers, such as a Tiny creature, a prone human, or a hidden pit. It offers total cover to gaseous creatures, such as a spellcaster or vampire using gaseous form. It lasts for the duration or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it. At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the radius of the fog increases by 20 feet for each slot level above 2nd.

RAIN OF TERROR

3rd-level Necromancy

- **Casting Time:** 1 action
- **Range:** self, 100 feet radius
- **Components:** V,S
- **Duration:** Concentration, up to 10 minutes

You cause a terrifying rain to begin falling from the sky within a 100-foot-radius centered on you. All creatures other than you within this radius suffer disadvantage on all saving throws versus fear effects. Additionally, you double your proficiency bonus on Intimidation checks while this spell is in effect. Rain of terror can manifest in a variety of grotesque and horrifying ways, from torrents of hot blood to a hail of writhing snakes. Regardless of its form, this gruesome rain has all the effects of heavy rain, lightly obscuring everything within the area, and giving all creatures within the area disadvantage on Wisdom (Perception) checks that rely on sight and hearing, as well as extinguishing open flames. The animals and effects of this spell are summoned, not illusory, but you have no control over them. Living creatures that rain down are 50% likely to survive. Thus, after a rain of toads, half are alive and hopping around and the other half are dead, killed by the impact. None of these animals are dangerous or able to harm anyone, yet their presence is no less unnerving. Roll on the following chart to see how rain of terror manifests with each casting. If you wish, you can make a DC 20 Constitution check to concentrate on controlling the type of rain (failure results in a random roll).

- 1d8 Type of Rain
- 1 Black, putrid water
 - 2 Ash and embers
 - 3 Steaming blood
 - 4 Frogs or toads
 - 5 Dead bats
 - 6 Snakes
 - 7 Spiders

8 Reroll for a combination of 2 types (ignore any further results of 8)

SHADOWBIND

4th-level Evocation

Casting Time: 1 action

Range: 100ft

Components: V,S

Duration: 10 minutes

Area of Effect: 1 to 6 creatures

You target up to six creatures that you can see. Each creature must be adjacent to (within 5 feet of) at least one other creature targeted by this spell. Each targeted creature must make a Wisdom saving throw. If the saving throw fails, its shadow becomes quasi-real and merges into the shadows of all the other creatures that failed their saving throws. For the duration of the spell, creatures with merged shadows must remain within 5 feet of at least one other creature with a merged shadow. For the sake of simplicity, all of the creatures can move together on the turn of whichever creature comes last in the initiative order, at the speed of the slowest creature in the group. There are likely to be gaps of more than 5 feet between creatures, caused by creatures making successful saves. Affected creatures must move to become adjacent to other affected creatures at their first opportunity. Each affected creature can repeat the saving throw at the end of its turn; a successful save ends the effect for that creature. The spell ends entirely when only one creature is affected by the spell.

STRAHD'S BANEFUL ATTRACTOR

4th-level evocation

Casting Time: 1 action

Range: 120ft

Components: M, V, S (a few bits of broken glass)

Duration: Concentration, up to 10 minutes

You cause spells to divert from their original paths to strike your target. Upon casting this spell, you surround the target with a 15-foot-diameter invisible aura that attracts spells aimed at nearby creatures. Any ranged spell that deals damage and targets a specific creature (such as disintegrate, magic missile, or scorching ray) within 15 feet is diverted to strike the target of this spell instead. The diverted spell strikes the creature affected by Strand's baneful attractor, even if this would cause it to exceed its normal range. The aura of this spell does not pass through barriers that would impede line of effect. Ranged beneficial spells with a specific target, or area-affecting spells (like fireball, flame strike, or lightning bolt) are not affected by Strand's baneful attractor. Potentially harmful spells that don't directly deal damage (like magic jar, silence, or many enchantment spells) are also not diverted by this spell.

LEGAL STUFF

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