

Strahd

TRIPLE THREAT



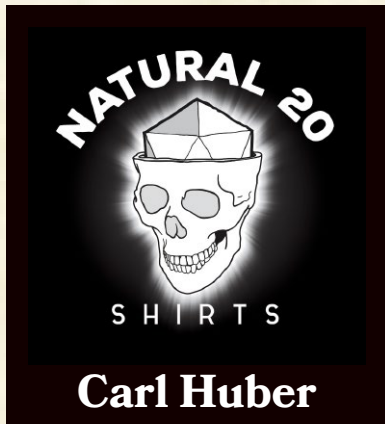
A Curse of Strahd campaign supplement, this tome evolves Strahd von Zarovich himself into a three-tiered epic Boss Battle.

Strahd: Triple Threat is an updated and expanded trio of stat blocks for Strahd von Zarovich, vampire ruler of Barovia, in various stages. His combat statistics as written in the *Curse of Strahd* campaign book are fairly weak compared to a sizeable party at higher levels – and may provide a disappointing finale. Hence this supplement!

Why have your PCs fight one Strahd when they can fight three? This supplement proposes a three-tiered boss fight against the vampire himself: Count Strahd, Beast Strahd, and Mist Strahd.

Also included are text descriptions of Strahd’s “evolution” from one form to the next, putting his transformation into a dramatic horror spotlight.

As with all my supplements, it’s up to the Dungeon Master to determine how to play the villain, and to make adjustments to the stat blocks (particularly hit points) to create a challenging but fair combat for the players. These stat blocks are guidelines. This version of Strahd should be *quite* challenging for a party of 5 at level 12.



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Beautiful, fun wine labels to impress players.
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Gorgeous full color maps of the tower, and bonus material such as an upgraded “door puzzle.”

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Count Strahd



Count Strahd

“The count appears resplendent in a long midnight black cape with a blood red lining. A twinkle at his chest reveals a large ruby brooch fastening the cloak. His crimson doublet shines with fine golden filigree thread, laying over a shirt of purest bone white. At his hip you do not fail to notice an elaborate black scabbard holding a longsword. He raises his eyes upon your entry and whispers with a faint menacing grin, “You have dared seek me out. At the very last.”

Count Strahd has all his standard Lair action per the description in the Curse of Strahd book.

Treasure:

- Cloak of Protection +2
- Silvered +3 Longsword with the von Zarovich seal emblazoned on the pommel
- Ruby Brooch worth 500GP

COUNT STRAHD

Medium undead, shapeshanger lawful evil

Armor Class 18 (natural armor and cloak of protection)
Hit Points 120 (+50 from the Heart of Sorrow)
Speed 30ft

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

Saving Throws Dex +9, Wis +7, Cha +9

Skills Arcana +15, Perception +12, Religion +10, Stealth +14

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 120 ft., passive Perception 22
Languages Abyssal, Common, Draconic, Elvish, Giant, Infernal

Shapeshanger. If Count 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, Count 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.

When Count Strahd drops to zero hit points, he transforms into Beast Strahd.

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

Regeneration. Count 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.

Spellcasting. Count Strahd is a 9th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 18, +10 to hit with spell attacks).

He has the following wizard spells prepared:

Cantrips (at will): Mage hand, Prestidigitation, Ray of frost
 1st Level (6 slots): Fog Cloud, Sleep
 2nd Level (5 slots): See Invisibility, Hold Person, Mirror Image
 3rd Level (4 slots): Animate Dead, Counterspell, Fireball
 4th Level (3 slots): Blight, Polymorph, Confusion, Greater Invisibility, Resilient Sphere
 5th Level (2 slots): Insect Plague, Dominate Person, Scrying

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

Vampire Weaknesses. Count 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.

Sunlight Hypersensitivity. While in sunlight, Count 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). Count Strahd makes two attacks, only one of which can be a bite attack.

Silvered +3 Longsword +12 to hit, 1d8 + 7 slashing dmg.
 Two-handed: 1d10+7 dmg.

Unarmed Strike +9 to hit, 1d8 + 4 bludgeoning dmg plus 4d6 necrotic damage. If the target is a creature, Count Strahd can grapple it (escape DC 18) instead of dealing the bludgeoning damage.

Bite (Bat or Vampire Form). +9 to hit, one willing creature, or a creature that is grappled, incapacitated, or restrained. Hit: 1d6 + 4 piercing damage plus 3d6 necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and Count 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.

Charm. Count Strahd targets one humanoid he can see within 30 feet of him. If the target can see Count Strahd, the target must succeed on a DC 17 Wisdom saving throw against this magic or be charmed. The charmed target regards Strahd as a trusted friend to be heeded and protected. It takes Strahd's requests and actions in the most favorable way and lets Count Strahd bite it.

Each time Count Strahd or his companions do anything harmful to the target, it can repeat the saving throw. Otherwise, the effect lasts 24 hours.

Children of the Night (1/Day). Count 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.

LEGENDARY ACTIONS

Count 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. Count Strahd regains spent legendary actions at the start of his turn.

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

Unarmed Strike. Count Strahd makes one unarmed strike.

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

50

120

Beast Strahd



Beast Strahd

“ Strahd collapses in a limp pile to the stone beneath his feet. The cape billows over him. For a few seconds, the echo of silence covers the area. Suddenly the form of Strahd’s body jerks and shudders. He is up on his knees and forearms, his face black and eyes burning red. The cloak and sword are thrown from him by a blast of force. His clothes tear as black tar bubbles from every surface of his - it’s - skin! A hellish howl emerges from Strahd as he bubbles up like a cauldron full of filth, becoming huge, taking on new bulk and new shape. Another much more powerful shockwave of force pushes you backward, stumbling. As you right yourself, you see before you a monstrosity; a massive batlike creature with powerful arms ending in sharp talons attached to sweeping wings, standing on grotesque goat-like legs. Its head is that of a hideous dire wolf. It roars at you in fury and challenge.

All PCs within 30’ of Strahd during the transformation take 1d4 force damage from the shockwave and are blown 10’ backward.

The transformation takes two rounds, and players may act in these two rounds. Beast Strahd is functionally invulnerable until the transformation is complete.

Beast Strahd is at least a Large creature, but should be Huge if it can move freely in its current environment.

If Beast Strahd spends 12 hours in its coffin area, it reverts to Count Strahd.

When Beast Strahd reaches 0 hit points, it transforms into Mist Strahd.

Beast Strahd has no Lair Actions.

120

BEAST STRAHD

Large+ undead, shapechanger lawful evil

Armor Class 17 (natural armor)
Hit Points 120
Speed 30ft walk, 80ft fly

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	18 (+4)	12 (+1)	10 (+0)	8 (-2)

Saving Throws Dex +4, Wis +2
Skills Perception +15,
Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical, non-silvered attacks
Senses darkvision 120 ft., passive Perception 22
Languages Understands Abyssal, Common, Draconic, Elvish, Giant, Infernal, but speaks guttural common, poorly.

Legendary Resistance (2/Day). If Beast Strahd fails a saving throw, he can choose to succeed instead.

Regeneration. Beast Strahd regains 10 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. Beast Strahd can climb difficult surfaces, including upside down on ceilings, without having to make an ability check.

Vampire Weaknesses. Beast Strahd has the following flaws:

Harmed by Running Water. He takes 20 acid damage if he ends his turn in running water.

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. Beast Strahd makes two attacks, only one of which can be a bite attack.

Unarmed Strike +9 to hit, 2d8 + 5 bludgeoning dmg plus 4d6 necrotic damage. If the target is a creature, Count Strahd can grapple it (escape DC 19) instead of dealing the bludgeoning damage.

Bite. +9 to hit, 1d12 + 5 piercing damage plus 3d6 necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and Beast 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.

Dominate (1/day). Beast Strahd casts the spell Dominate Person against one target it can see and who can see it. Spell Save DC is 18.

Deathly Howl (2/Day). Beast Strahd unleashes an ear-piercing screech, shaking the very stones of Ravenloft. All creatures within 30' of Beast Strahd must make a DC16 Constitution save or be Frightened until the end of Beast Strahd's next turn.

LEGENDARY ACTIONS

Beast 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. Beast Strahd regains spent legendary actions at the start of his turn.

Move. Count 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.

Mist Strahd



Mist Strahd

“The beast staggers, black blood pouring from its mouth and nostrils, and falls in a heap to the floor. You see the belly of the monstrosity distend and malform, as if something within were trying to escape. Suddenly the gut ruptures, a sick wet sound, along with a rising peal of laughter that turns your blood cold. Arising from the mess of viscera billows a growing cloud of dark grey mist – the very choking mists of Barovia itself! Pouring out of the corpse, it fills the room in seconds, tendrils of it playing in your nostrils as you breathe and prickling at your skin. At the center of the mass of it, details form. Huge eyes, a mouth... it is the Face of Strahd! He is the Land. Black lightning flickers around the edges of its so-called visage. The cacophonous laughter reverberating in your ears quiets suddenly, and the cloud of mist speaks: “I am unleashed! And I suppose I have you to thank for it. Let me...repay you. I offer the gift of immortality. Just come to me and it shall be yours.”

The transformation takes two rounds, and players may act in these two rounds. Mist Strahd is functionally invulnerable until the transformation is complete.

Mist Strahd fills the area completely. The whole area counts as heavily obscured, giving PCs the “blinded” condition. Mist Strahd can see perfectly. Bright light sources, such as the Sunsword, allow PCs to see only for the diameter that it casts bright light; dim light is snuffed out by the mist. Sunlight does continue to harm Mist Strahd. Gust of Wind, Wind wall, or other creative ways to disperse the mist will beat it back to the roiling face of Mist Strahd for the duration, allowing characters to see and preventing its Mist Tentacles attack.

A creature that starts its turn in the fog must succeed on a DC 10 Constitution saving throw or gain one level of exhaustion.

Only attacks on the Face of Mist Strahd deal damage to it. Its Face is a “large” sized target. Its tendrils and general mist “body” are invulnerable.

If Mist Strahd spends 24 hours in its coffin, it reverts to Count Strahd.

Mist Strahd has no Lair Actions.

When reduced to 0 hit points, Mist Strahd retreats to its coffin as per the campaign book.

100

MIST STRAHD

Gargantuan undead, shapeshifter lawful evil

Armor Class 13 (*natural armor*)
Hit Points 100
Speed 40ft fly

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (0)	20 (+5)	17 (+3)	14 (+2)	8 (-2)

Saving Throws Con+9
Skills Perception +15,
Damage Resistances necrotic, lightning, cold, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 120 ft., passive Perception 22
Languages Understands Abyssal, Common, Draconic, Elvish, Giant, Infernal.

Mist Form. Mist Strahd can move itself through openings as wide as 1 inch without squeezing.

Choking Mist. A creature that starts its turn in the fog of Mist Strahd must succeed on a DC10 Constitution saving throw or gain one level of exhaustion.

Legendary Resistance (1/Day). If Mist Strahd fails a saving throw, he can choose to succeed instead.

Regeneration. Mist Strahd regains 10 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.

Vampire Weaknesses. Mist Strahd has the following flaws:

Sunlight Hypersensitivity. While in sunlight, Mist Strahd takes 10 radiant damage at the start of his turn, and he has disadvantage on attack rolls and ability checks.

Spellcasting. Mist Strahd is a 9th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 18, +10 to hit with spell attacks).

He has the following wizard spells prepared:
 Cantrips (at will): Ray of frost
 1st Level (5 slots): Entangle (with mist tendrils), Hellish Rebuke (does thunder damage), Hideous Laughter, Thunderwave
 2nd Level (4 slots): Hold Person, Gust of Wind, Mirror Image
 3rd Level (3 slots): Call Lightning, Counterspell, Lightning Bolt, Stinking Cloud, Wind Wall
 4th Level (1 slots): Ice Storm
 5th Level (1 slots): Cloudkill, Cone of Cold
 6th Level (1 slot): Chain Lightning

ACTIONS

Multiattack. Mist Strahd makes three attacks.

Mist Tentacles +9 to hit, reach 30 feet, 2d12+5 bludgeoning dmg plus 4d6 necrotic damage. If the target is a creature, Mist Strahd can grapple it (escape DC 19) instead of dealing the bludgeoning damage.

LEGENDARY ACTIONS

Mist 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. Mist Strahd regains spent legendary actions at the start of his turn.

Move. Mist Strahd's face moves up to his speed without provoking opportunity attacks.

Mist Tentacles. Strahd makes one Mist Tentacles attack.

Spell (Costs 3 Actions). Mist Strahd may cast a spell.

Thank You!

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