

## STRAHD (TRUE FORM)

Huge Monstrosity (Shape Changer)

**Armor Class** 17 (natural armor)

**Hit Points** 210 (20d12 + 80)

**Speed** 40 ft., flying 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	19 (+4)	18 (+4)	20 (+5)	15 (+2)	18 (+4)

**Proficiency** +6

**Saving Throws** Dex +10, Con +10, Wis +8, Cha +10

**Skills** Arcana +17, Perception +14, Religion +11, Stealth +16

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

**Condition Immunities** charmed, frightened

**Senses** darkvision 120 ft., passive Perception 24

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

**Challenge** 18 (20,000 XP)

**Shapechanger.** Once Strahd finishes a long rest in his true form, he enters a stasis for one week. During that time in stasis he retreats into a cocoon. At the end of the week, he emerges from the cocoon in his base form.

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

**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.

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

### ACTIONS

**Multiattack.** Strahd makes three attacks; two claw attacks and one bite attack.

**Claws.** *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) slashing damage plus 14 (4d6) necrotic damage. If the target is a creature, Strahd can grapple it (escape DC 20) instead of dealing the slashing damage. Strahd can have two creatures grappled this way.

**Bite.** *Melee Weapon Attack:* +12 to hit, reach 5 ft., one creature. *Hit:* 16 (3d6+6) piercing damage plus 7 (2d6) necrotic damage.

**Parasitic Projectile.** *Ranged Weapon Attack:* +12 to hit, range 120 ft., one creature. *Hit:* 8 (1d4+6) piercing damage plus 14 (4d6) necrotic damage and Strahd gains temporary hit points equal to the necrotic damage dealt.

**Drink Blood.** Strahd makes a bite attack against a creature he has grappled. If the attack hits the creature takes an additional 14 (4d6) necrotic damage. Strahd regains hit points equal to the total necrotic damage dealt and the creature's hit point maximum is reduced by the same amount. The reduction lasts until the target finishes a long rest. The target dies if its hit point maximum is reduced to 0.

**Swarming Eruption (Recharge 5-6).** Strahd releases a swarm of dark insects in a 40 ft. radius centered around himself, spreading around corners. Each creature of Strahd's choice within the area must make a DC 18 Dexterity saving throw, taking 25 (10d4) magical piercing damage and 35 (10d6) necrotic damage and half as much on a successful one. Additionally, the buzzing insects that fill the air grant each creature of Strahd's choice half cover until the end of his next turn.

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

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

**Grasping Claw.** Strahd makes a claw attack. On a hit, instead of dealing damage, Strahd grapples the creature (escape DC 20).

**Buzzing Flight (costs 2 Actions).** Each creature that can hear Strahd within 60 ft. of himself that can hear him must succeed a DC 18 Wisdom saving throw or be frightened until the end of Strahd's next turn. Strahd then flies up to his speed.

**Parasitic Projectile (costs 2 Actions).** Strahd makes a parasitic projectile attack.

**Crimson Blast (costs 3 Actions).** If Strahd drank blood since the beginning of his last turn, he hurls a blast of corrupted blood in a 10 ft. radius centered on a point within 60 ft. of himself. Each creature in the area must succeed a DC 16 Constitution saving throw or take 21 (6d6) necrotic damage.

## DIVINE AUTHOR

Huge Celestial, lawful good

**Armor Class** 17 (natural armor)

**Hit Points** 210 (20d12 + 80)

**Speed** 60 ft., flying (hover) 60 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	14 (+2)	19 (+4)	17 (+3)	19 (+4)	10 (0)

**Proficiency** +4

**Saving Throws** Con +8, Wis +8

**Skills** Arcana +7, Perception +8, Religion +7

**Damage Resistances** radiant; bludgeoning, piercing and slashing damage from nonmagical attacks

**Condition Immunities** charmed, exhaustion, frightened

**Senses** darkvision 120 ft., passive Perception 18

**Languages** All, Telepathy 120 ft.

**Challenge** 12 (8,400 XP)

**Angelic Weapons.** The Divine Author's weapon attacks are magical. When the angel hits with any weapon, the weapon deals an extra 2d8 radiant damage (included in the attack).

**Spellcasting.** The Divine Author's spellcasting ability is Wisdom (spell attack +8, save DC 16). The Divine Author can cast the following spells, requiring its staff as spellcasting focus:

Cantrip (At Will): Guidance, Light, Mending, Sacred Flame, *Thaumaturgy*

1st Level (4/day): *Bless*, *Detect Evil and Good*, *Detect Magic*, *Illusory Script*

2nd Level (3/day): *Calml Emotions*, *Locate Object*, *Silence*, *Zone of Truth*

3rd Level (3/day): *Daylight*, *Dispell Magic*, *Glyph of Warding*, *Sending*

4th Level (3/day): *Banishment*, *Divination*, *Locate Creature*

5th Level (2/day): *Flame Strike*, *Hallow*, *Legend Lore*

6th Level (1/day): *Sunbeam*, *Word of Recall*

7th Level (1/day): *Divine Word*

**Magic Resistance.** The Divine Author has advantage on saving throws against spells and other magical effects.

### ACTIONS

**Multiattack.** The Principality Observation makes two weapon attacks.

**Staff.** *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 16 (3d6 + 6) bludgeoning damage plus 9 (2d8) radiant damage.

**Staff (Ranged).** *Ranged Spell Attack:* +9 to hit, range 120 ft., one target. *Hit:* 22 (5d8) radiant damage.

**Purging Light (Recharge 5-6).** The Divine Author calls down a radiant pillar of light in a cylinder that is 60 ft. high and has a 20 ft. radius centered on a point within 240 ft. of itself. Each creature in the area must make a DC 16 Dexterity saving throw, taking 31 (7d8) radiant damage on a failed save and half as much on a successful one. Any creature of evil alignment (alt. fiends or undead) have disadvantage on the saving throw.

### BONUS ACTIONS

**Call Weapon.** The Divine Author summons its staff into its empty hands.

### REACTIONS

**Arcane Sacrament (1/Short Rest).** When an allied creature within 60 ft. of the Divine Author casts a spell of 7th level or lower, the Divine Author infuses the spell with divine power and the spell is treated as if it were cast at 7th level.

## SORCERER (BASE)

Medium humanoid (any humanoid)

**Armor Class** 16 (Weird Defense)

**Hit Points** 75 (10d8 + 20)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	16 (+3)	13 (+1)	8 (-1)	18 (+4)

**Proficiency** +3

**Saving Throws** Con +6, Cha +7

**Skills** Arcana +4, Intimidation +7

**Senses** passive Perception 9

**Languages** Common, and any 2 other languages.

**Challenge** 7 (2,900 XP)

**Weird Defense.** When the sorcerer wears no armor, they add Charisma modifier to their armor class.

**Potent Cantrips.** The sorcerer adds their charisma modifier to any cantrip.

**Metamagic (Recharge 4-6).** When the sorcerer casts a spell, they can choose one of the following effects:

- **Distant.** When the spell has a range of 5 feet or greater, the range is doubled. If the spell has a range of touch, the range of the spell becomes 30 feet.
- **Elemental.** When the spell deals damage, the sorcerer can choose to have the spell deal acid, cold, fire, lightning, or thunder damage.
- **Powerful.** When the spell requires an attack roll the sorcerer has advantage on the attack. If the spell forces a creature to make a saving throw to resist its effect, one target of the spell has disadvantage on the first saving throw made against the spell.
- **Subtle.** The sorcerer casts the spell without somatic or verbal components.

**Spellcasting.** The sorcerer is a 10th level spellcaster. Their spellcasting ability is Charisma (spell save DC 15, +7 to hit). The sorcerer can cast the following spells:

Cantrips (at will): *Acid Splash*, *Dancing Lights*, *Fire Bolt*, *Gust*, *Message*, *Shocking Grasp*

1st Level (4/day): *Catapult*, *Chaos Bolt*, *Expeditious Retreat*

2nd Level (3/day): *Alter Self*, *Scorching Ray*, *Pyrotechnics*,

3rd Level (3/day): *Lightning Bolt*, *Stinking Cloud*

4th Level (3/day): *Ice Storm*

5th Level (2/day): *Cone of Cold*, *Telekinesis*

### ACTIONS

**Spear (One Handed).** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d6+1) piercing damage.

**Fire Bolt.** *Ranged Spell Attack:* +7 to hit, range 120 ft., one target. *Hit:* 15 (2d10+4) fire damage. A flammable object hit by this attack ignites if it isn't being worn or carried.

**Shocking Grasp.** *Melee Spell Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 13 (2d8+4) lightning damage and the creature can't take reactions until the start of its next turn. If the target creature wears metal armor, the attack is made with advantage.

**Power Overwhelming (1/day).** The sorcerer casts two spells that are not of the same level. Only one of these spells can require concentration.

**FROST FANG***Medium Elemental***Armor Class** 15 (natural armor)**Hit Points** 38 (6d8 + 6)**Speed** 40 ft., 30 ft. climbing

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	13 (+1)	6 (-2)	12 (+1)	8 (-1)

**Proficiency** +2**Skills** Perception +3, Stealth +4**Damage Resistances** bludgeoning, piercing, and slashing damage from nonmagical attacks**Damage Immunities** cold, poison**Condition Immunities** poisoned, exhausted**Senses** darkvision 60 ft., passive Perception 13**Languages** Auran**Challenge** 2 (450 XP)**Ice Camouflage.** The frost fang has advantage on stealth checks in icy terrain and snowy weather.**Ice Walk.** The frost fang can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow does not cost it extra movement.**Winter Trail.** The ground within 5 ft. of the frost fang is frozen over and is difficult terrain. At the end of the frost fang's turn, any water (or similar liquid) on the ground within 5 ft. of it freezes solid.**ACTIONS****Multiattack.** The frost fang makes a bite and a claw attack.**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8+2) piercing damage plus 4 (1d8) cold damage and if the target is a creature, its speed is reduced by 10 ft. until the end of the frost fang's next turn.**Claw.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) piercing damage and 3 (1d6) cold damage.**CIRCUS FREAK***Medium monstrosity***Armor Class** 15 (costume)**Hit Points** 11 (2d8 + 2)**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	12 (+1)	9 (-1)	7 (-2)	13 (+1)

**Proficiency** +2**Skills** Acrobatics +4, Performance +3**Senses** passive Perception 8**Languages** Common**Challenge** 1/2 (100 XP)**Cackling Cacophony.** A creature that starts its turn within 10 ft. of 3 or more circus freaks and can hear them has disadvantage on wisdom saving throws until the beginning of its next turn.**Mob Attack.** A circus freak deals an additional 3 (1d6) damage to a creature that is within 5 ft. of at least other allied circus freak and the ally isn't incapacitated.**ACTIONS****Rubber Chicken.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d6+1) bludgeoning damage.**Juggling Torch.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 3 (1d4+1) fire damage and if the target is a flammable object, it is set on fire.**Dagger.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 3 (1d4+1) piercing damage.**Throwing Knife.** *Ranged Weapon Attack:* +4 to hit, range 20/60 ft., one target *Hit:* 6 (1d4+4) piercing damage.

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