

# THE BRIDES OF STRAHD VON ZAROVICH

## ANASTRASYA KARELOVA

*Medium undead, neutral evil*

**Armor Class** 15 (natural armor)

**Hit Points** 150 (20d8 + 60)

**Speed** 30 ft.

**STR** 20 (+5)   **DEX** 16 (+3)   **CON** 16 (+3)

**INT** 11 (+0)   **WIS** 10 (+0)   **CHA** 16 (+3)

**Saving Throws** DEX +7, WIS +4

**Skills** Perception +4, Stealth +7

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

**Senses** darkvision 60 ft., passive Perception 14

**Languages** Common

**Challenge** 8 (3,900 XP)

**Brutalize.** If Anastasya hits the same target with all three attacks granted by her Multiattack in a single turn, the target is stunned until the end of its next turn. If the creature is reduced to 0 hit points by the attacks, it gains one level of exhaustion.

**Regeneration.** Anastasya regains 10 hit points at the start of her turn if she has at least 1 hit point and isn't in sunlight or running water. If Anastasya takes radiant damage or damage from holy water, this trait doesn't function at the start of her next turn.

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

**Vampire Weaknesses.** Anastasya has the following flaws:

**Forbiddance.** She can't enter a residence without an invitation from one of the occupants.

**Harmed by Running Water.** She takes 20 acid damage when she ends her turn in running water.

**Stake to the Heart.** Anastasya is destroyed if a piercing weapon made of wood is driven into her heart while she is incapacitated in her resting place.

**Sunlight Hypersensitivity.** Anastasya takes 20 radiant damage when she starts her turn in sunlight. While in sunlight, she has disadvantage on attack rolls and ability checks.

## Actions

**Multiattack.** Anastasya makes three attacks, either three Claw attacks or two Claw attacks and one Bite attack.

**Claws.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 10 (2d4 + 5) slashing damage. Instead of dealing damage, Anastasya can grapple the target (escape DC 17).

**Bite.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one willing creature, or a creature that is grappled by Anastasya, incapacitated, or restrained. *Hit:* 8 (1d6 + 5) piercing damage plus 10 (3d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and Anastasya regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

## Bonus Actions

**Shove.** *Melee Weapon Attack:* +9 to hit, one target, reach 5 ft. *Hit:* The target is shoved prone or 5 feet away from Anastasya (her choice).

## Legendary Actions

Anastasya 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. Anastasya regains spent legendary actions at the start of her turn.

**Commanding Voice (1 Action).** Anastasya attempts to influence another humanoid with the sheer power of her commanding voice. She casts *command*; by spending 2 of her legendary actions, she can cast the spell at 2nd level. Her spellcasting ability for this ability is Charisma, her spell save DC is 15. One of her favorite commands is "grovel".

**Hurl (1 Action).** Anastasya throws one creature she has grappled. The target is hurled up to 20 feet. It must succeed on a DC 17 Dexterity saving throw or land prone and take 7 (2d6) bludgeoning damage, or half as much on a successful save. If it lands in the space of another creature, that creature also must succeed on a DC 17 Dexterity saving throw or fall prone and take 7 (2d6) bludgeoning damage, or half as much on a successful save.

**Bloody Talons (2 Actions).** If Anastasya has dealt damage to any target on her last turn, she can lick the blood dripping off her claws, relishing every drop. This instills her with a sudden blood rush and she can immediately move up to 45 feet and make one Bite attack, even if the target is not willing, restrained, incapacitated, or grappled by her. While moving in this way, Anastasya does not provoke opportunity attacks.