

Curse of Strahd: Daggerheart Adversaries

Converted from D&D 5e to Daggerheart System

STRAHD VON ZAROVICH

Tier 4 Solo

The ancient vampire lord of Barovia, a tragic figure of immense power and cunning. Strahd appears as a handsome nobleman with dark hair, piercing eyes, and an aristocratic bearing. He wears fine noble garb and moves with predatory grace.

Motives & Tactics: Control, possess Ireena Kolyana, test worthy opponents, dominate through charm and terror, retreat when truly threatened, use the castle to his advantage

Difficulty: 20 | **Thresholds:** 15/30 | **HP:** 8 | **Stress:** 8

Attack Modifier: +5 | **Evasion:** 18

Standard Attack

Vampiric Strike - *Melee* - 2d12+8 magic damage. On a Major Hit (15+), the target also marks 2 Stress as Strahd drains their life force.

Experiences

Commander +3, Intimidation +3, Magical Knowledge +3, Nobility +3, Stealth +2

FEATURES

Shapechanger - *Passive*

Strahd can use an action to transform into a Tiny bat (fly speed), Medium wolf, or cloud of mist. His statistics remain the same except for movement. He reverts to his true form if reduced to 0 HP. In mist form, he can pass through tiny spaces and is immune to physical damage but vulnerable to sunlight.

Legendary Resistance - *Passive*

Three times per session, when Strahd would mark Stress or HP from an attack or harmful effect, he can choose to ignore it entirely.

Regeneration - *Passive*

At the start of each of Strahd's turns, he clears 2 Hit Points, provided he has at least 1 HP remaining and isn't in sunlight or running water.

Spider Climb - *Passive*

Strahd can climb any surface, including ceilings, without needing to make a roll.

The Heart of Sorrow - *Passive*

While in Castle Ravenloft, all damage dealt to Strahd is transferred to the Heart of Sorrow (a giant crystal heart hidden in area K20). The Heart has 8 HP that regenerate fully at dawn. When the Heart reaches 0 HP, it shatters and Strahd takes any excess damage. Strahd can sever this connection as an action, but can only re-establish it while in the castle.

Vampiric Weaknesses - *Passive*

- **Forbiddance:** Strahd cannot enter a residence without an invitation from an occupant
- **Sunlight Hypersensitivity:** True magical sunlight (not Barovia's dim daylight) causes Strahd to mark 2 Stress at the start of each of his turns. He cannot regenerate while in sunlight.
- **Running Water:** Strahd marks 2 Stress if he ends his turn in running water
- **Stake to the Heart:** If Strahd is reduced to 0 HP by a wooden stake through the heart while resting in his coffin, he is destroyed permanently

Misty Escape - *Reaction*

When Strahd reaches 0 HP outside his coffin, instead of being defeated, he transforms into mist and must reach his coffin within 2 hours or be destroyed. While at 0 HP in mist form, he cannot take actions or revert to vampire form. Once in his coffin, he regains 1 HP after 1 hour.

Charm - *Action (2 Stress)*

Strahd targets one humanoid he can see within Close range. The target must make a Presence roll (Difficulty 18). On a failure, they are Charmed and regard Strahd as a trusted ally. The effect lasts until Strahd or his allies harm the target, or until Strahd dismisses it. Charmed targets willingly allow Strahd to bite them.

Children of the Night - *Action (3 Stress, once per long rest)*

Strahd magically summons 2d4 bat swarms, 2d4 rat swarms, or 3d6 wolves (if outdoors). They arrive in 1d4 rounds and obey Strahd's commands for 1 hour. Add these creatures to the action tracker.

Bite - *Action (1 Stress)*

Make an attack roll against a willing, Charmed, Restrained, or Unconscious target within Melee range. On a success, deal 3d10+8 magic damage. The target's maximum HP is reduced by half the damage dealt (round down). Strahd clears HP equal to the damage dealt. This HP reduction lasts until the target completes a long rest. If this reduces a target to 0 HP, they die and rise as a vampire spawn under Strahd's control the following night.

Spectral Grasp - *Action (2 Stress)*

Strahd reaches across the battlefield with supernatural speed. He can move up to Far range and

make an unarmed strike or grapple attempt against a target. This movement doesn't provoke opportunity attacks.

Dominate - Action (3 Stress)

Strahd attempts to seize control of a creature's mind. Target one creature within Close range. They must make a Presence + Instinct roll (Difficulty 19). On a failure, Strahd can issue a single command that isn't directly harmful to the target, and they must obey it on their next turn.

LAIR ACTIONS

While in Castle Ravenloft, Strahd can spend 2 Fear at the start of each round to take one of these lair actions:

- **Phase Through Walls:** Until the start of the next round, Strahd can move through solid walls, floors, and ceilings as if they weren't there
 - **Seal the Castle:** Strahd targets any number of doors and windows in the castle, causing them to slam shut and magically lock (Difficulty 18 to force open)
 - **Summon Specter:** An angry spirit appears next to one enemy Strahd can see, makes one attack (use Standard adversary of appropriate tier), then vanishes
 - **Living Shadow:** Target one creature within Close range of Strahd whose shadow is visible. The shadow detaches and becomes a hostile shadow creature under Strahd's control
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ROLEPLAYING STRAHD

Personality: Cold, calculating, supremely confident. Strahd sees himself as above mortal concerns. He can be charming and philosophical when it suits him, but his cruelty is casual and absolute. He views the PCs as either amusing distractions or potential successors/consorts.

In Combat: Strahd never fights fairly. He attacks from advantage, uses the environment, and retreats without shame when outmatched. He prefers to toy with opponents, testing their capabilities. He focuses attacks on charismatic or arrogant PCs who remind him of himself.

Quotes:

- *"I am The Ancient. I am The Land."*
 - *"You think you can destroy me? I have faced armies. You are but gnats."*
 - *"She looks so much like Tatyana... Perhaps you will deliver her to me willingly?"*
 - *"Your courage is... amusing. But ultimately futile."*
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IREENA KOLYANA

Tier 1-2 Social

A striking young woman with auburn hair and determined eyes. She wears simple but well-made clothes and carries herself with quiet dignity despite her fear.

Motives & Tactics: Survival, protect herself from Strahd, help her people, discover her true identity

Difficulty: 12 | **Thresholds:** 4/8 | **HP:** 3 | **Stress:** 4

Attack Modifier: +1 | **Evasion:** 13

Standard Attack

Desperate Defense - *Melee* - 1d8+2 physical damage

Experiences

Nobility +1, Quick Reflexes +1, Socialite +2

FEATURES

Tatyana's Soul - *Passive*

Ireena is the reincarnation of Tatyana, Strahd's lost love. She has an inexplicable connection to Castle Ravenloft and sometimes experiences flashes of memories from past lives. Strahd is obsessed with claiming her.

Bite Marks - *Passive*

Strahd has bitten Ireena twice. She bears the marks on her neck and sometimes experiences vivid nightmares of the vampire. She is more resistant to fear effects from undead (advantage on rolls).

Iron Will - *Reaction*

Once per session, when Ireena would be Charmed or dominated, she can immediately make a reroll with Hope.

Ally Action - *Action*

If accompanying the party, Ireena can spend Hope to aid an ally within Close range, giving them advantage on their next roll.

ROLEPLAYING IREENA

Personality: Strong-willed, compassionate, brave despite her fear. She refuses to be a damsel, though she knows she needs help. She's determined to understand why Strahd pursues her.

Quotes:

- *"I won't let him take me without a fight."*
- *"Sometimes I dream of this place... but I've never been here before."*

- *"The people of Barovia have suffered enough. We must end this."*
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RAHADIN

Tier 3 Standard/Leader

A dusk elf with dusky brown skin, long black hair, and cold, merciless eyes. He wears fine dark clothes and carries an ornate scimitar. His movements are precise and deadly.

Motives & Tactics: Serve Strahd absolutely, eliminate threats to his master, command lesser servants, fight with deadly precision

Difficulty: 17 | **Thresholds:** 10/20 | **HP:** 6 | **Stress:** 6

Attack Modifier: +4 | **Evasion:** 16

Standard Attack

Deathly Scimitar - *Melee* - 2d8+6 physical damage

Experiences

Blademaster +3, Commander +2, Intimidation +3, Stealth +2

FEATURES

Mask of the Wild - *Passive*

Rahadin has advantage on Agility rolls to hide or move silently.

Screams of the Dead - *Passive*

The souls of those Rahadin has killed shriek around him constantly. Any creature that starts its turn within Very Close range of Rahadin must mark 1 Stress or become Frightened until the end of their turn.

Deathly Choir - *Action (2 Stress)*

Rahadin unleashes the full force of the tormented souls. All enemies within Close range must make an Instinct roll (Difficulty 17) or mark 2 Stress and gain the Frightened condition until the end of the round.

Perfect Warrior - *Reaction (1 Stress)*

When attacked, Rahadin can spend his reaction to gain +3 to Evasion against that attack.

For the Master - *Action (3 Stress)*

Rahadin can summon 1d4+1 vampire spawn or 2d6 wolves to aid him in battle. They arrive in 1d4 rounds.

ROLEPLAYING RAHADIN

Personality: Utterly devoted to Strahd. Cold, efficient, and merciless. He shows no emotion except when Strahd is threatened, at which point he becomes furious and vengeful.

Quotes:

- *"You dare threaten my master? You will suffer eternally for this."*
 - *"I have served the von Zarovich family for centuries. I will not fail now."*
 - *"Your screams will join the chorus that surrounds me."*
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MADAM EVA

Tier 2 Social

An elderly Vistana woman with penetrating eyes and a knowing smile. She wears colorful robes and carries herself with quiet power. Her age is impossible to determine.

Motives & Tactics: Guide the PCs toward their destiny, read fortunes, maintain balance, protect the Vistani, serve her own mysterious agenda

Difficulty: 15 | **Thresholds:** 6/12 | **HP:** 4 | **Stress:** 5

Attack Modifier: +0 | **Evasion:** 14

Standard Attack

Staff Strike - Melee - 1d6+1 physical damage

Experiences

Magical Knowledge +3, Nature's Friend +1, Socialite +2

FEATURES

Ageless - Passive

Madam Eva appears old but is ancient beyond measure. She is immune to aging effects and diseases.

Fortune Telling - Action

Madam Eva can read the tarokka cards to divine the future. This is primarily a narrative ability used to conduct the Fortunes of Ravenloft reading that determines artifact locations. She cannot be forced to read fortunes.

Evil Eye - Action (2 Stress, once per long rest)

Madam Eva targets one creature within Close range. The target must make an Instinct roll

(Difficulty 16) or be affected by one of the following: charmed, paralyzed, or compelled to speak only truth for 1 hour. If the target succeeds, Madam Eva is Blinded until the end of her next turn.

Curse - Action (3 Stress)

Madam Eva places a curse on a creature she can see within Close range. The target must make a Presence roll (Difficulty 16) or suffer a curse of the GM's choice (disadvantage on certain rolls, bad luck, haunting visions, etc.). The curse lasts until removed by powerful magic. If Madam Eva dies while the curse is active, she takes 5d6 magic damage (which may kill her permanently).

Vistani Insight - Passive

Madam Eva can sense the general disposition and intentions of those she meets. She knows when someone is lying to her.

Protected by Fate - Reaction

Once per session, when Madam Eva would be reduced to 0 HP, she instead remains at 1 HP and teleports to a safe location of the GM's choice.

ROLEPLAYING MADAM EVA

Personality: Mysterious, knowing, cryptic. She speaks in riddles and sees far more than she reveals. She genuinely wants to help end the curse, but her methods are inscrutable. She is Strahd's half-sister, though he doesn't know this.

Quotes:

- *"The cards have spoken. Your fate is written, but not yet sealed."*
- *"I have walked this land for longer than you can imagine, child."*
- *"Even I cannot see all ends. Some futures are shrouded in mist."*
- *"Strahd is both prisoner and jailer. To free one, you must free the other."*

VAMPIRE SPAWN

Tier 2 Standard

Pale, gaunt humanoids with extended fangs and bloodshot eyes. Former adventurers and Barovians turned into undead servants of Strahd.

Motives & Tactics: Obey Strahd, hunt prey, feed on the living, protect their master

Difficulty: 14 | **Thresholds:** 7/14 | **HP:** 4 | **Stress:** 4

Attack Modifier: +3 | **Evasion:** 14

Standard Attack

Claws - *Melee* - 2d6+4 physical damage

Experiences

Hunt from Above +2, Stealth +2

FEATURES

Regeneration - *Passive*

At the start of each turn, the vampire spawn clears 1 HP, provided it has at least 1 HP and isn't in sunlight or running water.

Spider Climb - *Passive*

Can climb any surface without rolling.

Vampire Weaknesses - *Passive*

- Cannot enter residences without invitation
- Takes 2 Stress per round while in sunlight
- Takes 2 Stress if ending turn in running water
- Destroyed if a stake is driven through its heart while at 0 HP

Bite - *Action (2 Stress)*

Against a willing, restrained, or unconscious target. Make an attack roll. On success, deal 2d6+3 magic damage and clear that much HP. Target's max HP is reduced by the damage dealt until they complete a long rest.

Leap - *Action*

The vampire spawn can leap up to Far range as part of its movement and doesn't provoke attacks when doing so.

STRAHD ZOMBIES

Tier 1 Minion (Horde)

Shambling corpses of ancient Barovian guards, their armor rusted and bodies decaying. They move with unnatural determination.

Motives & Tactics: Overwhelm with numbers, absorb damage, serve Strahd mindlessly

Difficulty: 11 | **Thresholds:** 3/6 | **HP:** 1 per zombie | **Stress:** 2

Attack Modifier: +1 | **Evasion:** 10

Standard Attack

Rotting Slam - *Melee* - 1d8+2 physical damage per zombie

FEATURES

Horde - *Passive*

This stat block represents 2d4+2 zombies acting as a single unit. Each time they mark Major damage, one zombie is destroyed. When all zombies are destroyed, the horde is defeated.

Loathsome Limbs - *Passive*

When a zombie takes damage, there's a chance body parts fall off. Roll 1d6: on a 5-6, reduce the horde's attack modifier by 1 as a limb is severed (minimum +0).

Undead Fortitude - *Passive*

When reduced to 0 HP, roll 1d6. On a 5-6, the last zombie in the horde clings to animation with 1 HP remaining.

WEREWOLVES

Tier 2 Bruiser

Muscular humanoids who transform into savage wolf-human hybrids. They serve the pack alpha and hunt the forests of Barovia.

Motives & Tactics: Hunt in packs, protect the den, serve the pack leader, spread the curse

Difficulty: 14 | **Thresholds:** 8/16 | **HP:** 5 | **Stress:** 4

Attack Modifier: +3 | **Evasion:** 13

Standard Attack

Bite - *Melee* - 2d8+4 physical damage. On Major damage (16+), the target must mark 1 Stress or contract lycanthropy.

Experiences

Hunt from Above +2, Keen Senses +2, Tracker +2

FEATURES

Shapechanger - *Action*

The werewolf can transform between human, hybrid, and wolf form. Gear transforms with them. Their statistics remain the same except:

- **Human form:** Standard movement, can use weapons
- **Hybrid form:** As above (this is their combat form)

- **Wolf form:** Cannot use weapons, increased movement speed, smaller size

Damage Resistance - *Passive*

The werewolf has resistance to physical damage from non-magical, non-silvered weapons. Reduce incoming physical damage by half (round down) before comparing to thresholds, unless the attack is magical or uses silvered weapons.

Pack Tactics - *Passive*

When attacking a target that's also threatened by an ally within Melee range, the werewolf has advantage on attack rolls.

Keen Hearing and Smell - *Passive*

The werewolf has advantage on Instinct rolls that rely on hearing or smell.

Curse of Lycanthropy - *Special*

A humanoid infected with lycanthropy must make a Presence roll (Difficulty 14) after each long rest. After three failures, they become a werewolf under the GM's control during full moons. The curse can be removed with powerful magic.

NIGHT HAGS

Tier 3 Support

Hideous crones with blue-gray skin, iron teeth, and terrible claws. They corrupt innocent souls and feed on nightmares.

Motives & Tactics: Corrupt mortals, trade in souls, bake dream pastries, work with their coven

Difficulty: 16 | **Thresholds:** 9/18 | **HP:** 5 | **Stress:** 6

Attack Modifier: +2 | **Evasion:** 15

Standard Attack

Claws - *Melee* - 2d8+3 magic damage

Experiences

Magical Knowledge +3, Intimidation +2, Stealth +2

FEATURES

Magic Resistance - *Passive*

The night hag has advantage on rolls against magical effects and spells.

Night Hag Items - *Passive*

Each night hag carries a heartstone and soul bag. The heartstone allows ethereal travel. The soul

bag can trap the souls of dying creatures.

Etherealness - *Action (2 Stress)*

The night hag shifts to the Ethereal Plane, becoming invisible and intangible. She can observe and travel but cannot affect or be affected by creatures on the Material Plane. She can return as an action.

Nightmare Haunting - *Special (once per long rest)*

While on the Ethereal Plane, the night hag can invade the dreams of a sleeping creature she has touched. The target gets no rest and takes 2d8 magic damage. The haunting ends if the hag is killed or decides to stop.

Change Shape - *Action (1 Stress)*

The night hag can assume the form of a Medium or Small humanoid, or revert to her true form. Her statistics stay the same.

Coven Magic - *Special*

When three night hags work together, they share spellcasting abilities. Use the GM spell rules to create appropriate magical effects. The coven's power breaks if reduced to two or fewer hags.

WERERAVENS

Tier 1-2 Skulk/Support

Members of the Keepers of the Feather, a secret society dedicated to fighting Strahd. They can transform into ravens or raven-human hybrids.

Motives & Tactics: Spy on Strahd, help good-hearted visitors, protect allies, gather information

Difficulty: 13 | **Thresholds:** 5/10 | **HP:** 3 | **Stress:** 3

Attack Modifier: +2 | **Evasion:** 14

Standard Attack

Rapier (human) or **Beak** (raven) - *Melee* - 1d8+2 physical damage

Experiences

Stealth +3, Keen Senses +2, Socialite +1

FEATURES

Shapechanger - *Action*

The wereraven can transform between human, hybrid, and raven form. In raven form, they can fly and are Tiny-sized but cannot use weapons. In hybrid form, they can fly short distances and use weapons.

Mimicry - Passive

In raven or hybrid form, the wereraven can mimic simple sounds and voices they've heard.

Damage Resistance - Passive

The wereraven has resistance to physical damage from non-magical, non-silvered weapons (reduce by half before comparing to thresholds).

Messenger Network - Action

The wereraven can send a message to any other member of the Keepers of the Feather within Barovia. The message arrives within 1 hour.

Flock Tactics - Action (1 Stress)

Summon 1d4+1 normal ravens to swarm an enemy within Close range. The target has disadvantage on their next roll as the ravens harass them.

DIRE WOLVES

Tier 1 Standard

Enormous wolves with shaggy black fur and glowing red eyes. They serve Strahd and hunt his enemies through the Svalich Woods.

Motives & Tactics: Hunt in packs, obey Strahd's commands, pursue fleeing prey

Difficulty: 13 | **Thresholds:** 6/12 | **HP:** 4 | **Stress:** 3

Attack Modifier: +3 | **Evasion:** 13

Standard Attack

Bite - Melee - 2d6+4 physical damage. On Major damage, the target is knocked Prone.

Experiences

Keen Senses +2, Tracker +3

FEATURES

Pack Tactics - Passive

When attacking a target that's threatened by an ally within Melee range, the dire wolf has advantage.

Keen Hearing and Smell - Passive

Advantage on Instinct rolls related to hearing or smell.

Pounce - Action

The dire wolf can leap up to Close range and make an attack. If the attack succeeds and deals

Major damage, the target is knocked Prone.

Relentless - Passive

The dire wolf can track prey for days without rest. It has advantage on rolls to follow tracks or pursue fleeing enemies.

More adversaries to be added: The Abbot, Baba Lysaga, Izek Strazni, mongrelfolk, ghosts, revenants, etc.

CONVERSION NOTES

Difficulty Guidelines

- D&D CR 0-2 → Tier 1 (Difficulty 11-13)
- D&D CR 3-5 → Tier 1-2 (Difficulty 13-15)
- D&D CR 6-10 → Tier 2-3 (Difficulty 15-17)
- D&D CR 11-15 → Tier 3-4 (Difficulty 17-19)
- D&D CR 16+ → Tier 4 (Difficulty 19-20+)

HP and Thresholds

- D&D HP divided by 10-15 roughly converts to Daggerheart HP
- **Thresholds** should be set so Major = $\sim 1/3$ max HP, Severe = $\sim 2/3$ max HP
- **Stress** typically equals HP for most creatures

Damage Conversion

- D&D average damage $\div 2$ gives approximate Daggerheart damage
- Add attack modifier to damage for simplicity
- Use damage dice that feel appropriate (d6s for weak, d8s standard, d10s strong, d12s legendary)

Special Abilities

- **Legendary Actions** → Multiple actions per round or powerful once-per-rest abilities
 - **Lair Actions** → Spend Fear to activate environmental effects
 - **Legendary Resistance** → Limited uses of "ignore this effect"
 - **D&D Saving Throws** → Daggerheart rolls (Agility, Presence, Instinct, etc.)
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This is the first set of major adversaries. More will be added as the conversion continues!

