

Curse of Strahd CR Calculator Important: Read this thread before using this calculator to understand the options! Make a copy for yourself to use this.	Make your selections in this column from the drop down lists (click the little arrow)		
1. Phasing (Choose 1 from dropdown list to the right)	A. Doesn't phase through walls or retreat to regenerate hp		
2. Actions. Answer yes or no to each option to the right.			
Uses Bite 1/3 or more combat turns.	No		
Uses unarmed strike against adjacent PC	No		
Uses Fireball to punish grouping up or to use up PC resources	No		
Uses Ray of Frost to chip away at PC hp on at least 1/3 of his turns in combat AND uses hit-and-run phasing	No		
Uses Ray of Frost to chip away at PC hp on at least 1/3 of his turns in combat AND does NOT use hit-and-run phasing	No		
Uses sleep to incapacitate a wounded PC to transport to dungeon	No		
Uses Polymorph (frog) to incapacitate a PC to dungeon	No		
Use Polymorph (killer/sperm whale) to incapacitate low-WIS PC and/or Sunsword user >=1min	No		
Use Polymorph (killer/sperm whale) to incapacitate low-WIS PC and/or Sunsword user <1min	No		
3. Legendary Actions. Answer yes or no to each option to the right.			
Uses Bite 2 times/round for 1/3 or more combat turns	No		
Uses Bite infrequently	No		
Unarmed strike used to strike and grapple a low-HP PC, used about 2 times/round for 1/3 or more of his combat rounds	No		
Unarmed strike used but infrequently	No		
Move action used 2+ times/rd for 1/3+ of his combat rounds AND is using <i>No Phasing</i>	No		

4. Charm (Choose 1 from drop-down list to the right)	Doesn't use charm due to PCs having Icon, Oath of Devotion paladin, or DM choosing not to		
5. Lair Actions (except phasing, above). Answer yes or no to each option to the right.			
Unlock/open doors/windows to lure PCs through them at least 2 times/10 rounds	No		
Lock/close doors/windows to isolate single PC at least 2 times/10 rounds	No		
Conjure Specter at least 2 times/10 rounds	No		
Sever Shadow successful use at least 5 times	No		
6. Method of Isolation (Select one from the drop-down list to the right)	Defenestration		
7. Pre-combat strategies. Answer yes or no to each option to the right.			
None (never allows initiative to lapse, reliably attacks or appears to the party every 2-4 rounds)	No		
Fog Cloud to attack without disadvantage in sunlight	No		
Uses Greater Invisibility	No		
Mirror Image, and party can use <i>Dispel Magic</i> and/or avoid looking at Strahd to evade <i>Charm</i>	No		
Mirror Image: party does not have <i>Dispel Magic</i> or does not try to avoid looking at Strahd to evade <i>Charm</i>	No		
Uses Hide, utilizing his stealth bonus	No		
8. Response to provocation (chose one from the drop-down list to the right)	Stoic		
9. Number of players with a Wisdom save modifier less than or equal to +2 (add your number and hit "Enter")		0	
10. At least one player knows the spell <i>Wall of Force</i>	No		

		Final score for Count Strahd's CR:	6

Phasing	Actions	Legendary Actions	Charm	Lair actions	Isolation Method	Pre-Combat Strategies	Responses to Provocation
No phasing, no retreat to regen: CR 6	Bite 1/3 or more combat turns -1	Bite 1/3 or more combat turns: -2	Doesn't use Charm +0	Unlock/open doors/windows to lure PCs at least 2x/10rds and No phasing +0	Defenestration +0	None (never allows initiative to lapse, reliably attacks q 2-4 rds) +0	Stoic: +0
No phasing, retreats to regen: CR 8	Unarmed strike +0	Unarmed strike 2+x/rd for 1/3+ rounds: -2	Can't use Charm +1	Unlock/open doors/windows to lure PCs at least 2x/10rds and phasing -2	Imprisonment/draughting +0	Fog Cloud to attack w/o disadv in sunlight, and Can't use charm: +0	Petty +0
Minor phasing: CR 9	Fireball +0	Move action 2+ times/rd for 1/3+ rds: -2	Uses Charm (+2/ea PC w/ WIS save mod <= +2)	Lock/close doors/windows to isolate single PC at least 2x/10rds and No phasing +0	Execution, Strahd stays mainly on Ravenloft levels 1 and 2: +1	Fog Cloud to attack w/o disadv in sunlight, and Uses Charm or Doesn't use charm: +1	Vengeful: -1
Advanced phasing: CR 11	Ray of Frost w/ Hit and run phasing +2			Lock/close doors/windows to isolate single PC at least 2x/10rds and No phasing +0	Execution, Strahd uses more than levels 1 and 2: +0	Greater Invisibility: +1	Wrathful, no phasing: +0
Hit-and-run phasing w/lvl 7 incapacitation spell: CR 13	Ray of frost other phasing -2			Conjure Specter at least 2x/10rds and no phasing +1		Mirror Image: PC can dispel magic or don't look at Strahd: +0	Wrathful, phasing allowed: reduce CR to default 7
Hit-and-run phasing, w/o lvl 7 incapacitation spell: CR 17	Sleep +0			Conjure Specter at least 2x/10rds and phasing -2		Mirror Image: no dispel magic and players look at Strahd: +2	
	Polymorph (frog) +0			Sever Shadow successful use 5+x with Advanced or hit-and-run phasing: +1		Hide Action with No Phasing: +0	
	Polymorph (killer/sperm whale) Sunsword user >=1min +2			Sever Shadow successful use 5+x with minor or no phasing phasing: 0		Hide action, uses phasing: +1	
	Polymorph (killer/sperm whale) Sunsword user <1min +0						