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/10rounds	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 Dispel Magic or does not try to avoid looking at Strahd to evade Charm	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

Curse of Strahd CR Calculator	Phasing choice (Select 1)	Actions (Select 1 or more)	Legendary Actions (Select 1 or more)	Charm (Select 1)	Lair Actions (Select 1 or more)	Isolation method (Select	Pre-combat strategies (Select 1 or more)	Responses to provocation (Select 1)		Responses	Formulas	Calculations		no phase no regen			adv	hit and run witd 7 spell	run no M	Can't use charm	Wrathful	Wall of force?	Vengeful		Doesn't use charm
	A. Doesn't phase through walls or retreat to regenerate hp			Doesn't use charm due to PCs having Icon, Oath of Devotion peladin, or DM choosing not to		Defenestration		Stoic	62	A. Doesn't phase through walls or retreat to regenerate to		3			10	0	0	0	0	0	0	0	0	0	1
	B. Doesn't phase through walls, does retreat to regenerate to			Can't use charm because PCs refuse to look at him or are blinded		Imprisonmention		Petty	65	No															
	C. Minor phasing to rooms in the same vicinity as players, and encounter ends when players get a successful grapple or incepacitate him.			Freely uses charm		Execution, Strahd stays mainly on Reventort levels 1 and 2		Vergeful	56	No															
	D. Advanced phasing: Strahd leads party around entire castle and through trapped areas					Execution, Strahd uses more than levels 1 and 2		Wrathful	b7	No															
	E. Hit and run phasing: Strahd flees when major spells needing concentration are cast, returns after spells ended (even an hour+later). Players have access to level 7 spells that can incapacitate Strahd								68	No															
	F. Hit and run phasing: Strahd flees when major spalls needing concentration are cast, returns after spells ended (even an hour-taker). Players do NOT have access to level 7 spells that can incapacitate Strahd								69	No		5													
									b10	No		2													
									b11	No															
									b12 b13	No															
									b13 b14	ND		,													
									b15																
									b16	No		2													
									b17	No															
									b18	No		2													
									b19	No															
									b20 b21	No		1													
										Doesn't use charm due to PCs having Icon, Oath of Devotion paladin, or DM choosing not		,													
									b22	10		2													
									b23 b24			3													
									b25	No															
									b26	No		2		D											
									b27	No	(1	0	0											
									b28	No		2	0	D											
									b29																
									b30 b31	Defenestration		3	Defenestration												
									631 632																
									632 633	No															
									b34	No					1										
									b35	No		0			1										
									b36	No			c												
									b37	No	(3	0												
									b38	No		2	0												
									b39 b40	Stoic	0		6 Stoic												
									640 642	Debec (0	Storc												
									643																
									b44	No		2	0	5											

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		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/dr aining +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						