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Striga, the Warrior Queen

BBEG



Castlevania Editio

Striga, the Warrior Queen

Medium undead (vampire), lawful evil

Clad in imposing plate armor and wielding a massive two-handed sword, Striga is one of the most formidable warriors among the vampire aristocracy. Where other vampires rely on deception, sorcery, or supernatural manipulation, Striga favors overwhelming strength and disciplined martial skill.

Her specially crafted Day Armor allows her to fight beneath the sun, transforming what should be a vampire's greatest weakness into an opportunity to slaughter enemies who believe themselves safe.

Armor Class 18 (Day Armor)
Hit Points 195 (23d8 + 92)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	18 (+4)	14 (+2)	16 (+3)	16 (+3)

Saving Throws Str +11, Dex +9, Con +10, Wis +9
Skills Athletics +17, Intimidation +9, Perception +9
Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 120 ft., passive Perception 19
Languages Common, plus two languages of the DM's choice
Challenge 17 (18,000 XP)

Legendary Resistance (2/Day). If Striga fails a saving throw, she can choose to succeed instead.

Vampiric Regeneration. Striga

regains 15 hit points at the start of her turn if she has at least 1 hit point and isn't in sunlight without the protection of her Day Armor. If she takes radiant damage or damage from holy water, this trait doesn't function at the start of her next turn.

Vampiric Nature. Striga doesn't need to breathe or sleep. She can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check while she isn't wearing her Day Armor.

Master Combatant. Striga's weapon attacks are magical. She scores a critical hit on a roll of 19 or 20 with her greatsword.

Day Armor. While wearing her specially crafted armor, Striga suffers none of the harmful effects of sunlight, including those imposed by her vampiric nature. While wearing the armor, she has advantage on saving throws against effects that would move her against her will or knock her prone.

Actions

Multiattack. Striga makes three Greatsword attacks. She can replace one of these attacks with Crushing Kick.

Greatsword. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 19 (4d6 + 5) slashing damage.

Crushing Kick. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage. If the target is Large or smaller, it must succeed on a DC 19

Strength saving throw or be pushed up to 10 feet away from Striga and knocked prone.

Sweeping Cleave (Recharge 5–6). Striga swings her greatsword in a devastating arc. Each creature of her choice within 10 feet of her must make a DC 19 Dexterity saving throw, taking 33 (8d6 + 5) slashing damage on a failed save, or half as much damage on a successful one.

Bloodthirsty Assault (Recharge 6). Striga moves up to her speed without provoking opportunity attacks and makes one Greatsword attack against up to three different creatures during this movement. She can move between attacks, provided the total distance moved does not exceed her speed. She can't attack the same creature more than once with this action.

Bonus Actions

Warrior's Advance. Striga moves up to half her speed toward a hostile creature she can see. This movement doesn't provoke opportunity attacks from that creature.

Reactions

Parry. Striga adds 4 to her AC against one melee attack that would hit her. To do so, Striga must see the attacker and be wielding her greatsword.

Legendary Actions

Striga 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. Striga

regains spent legendary actions at the start of her turn.

Relentless Advance. Striga moves up to half her speed without provoking opportunity attacks.

Overwhelming Strike (Costs 2 Actions). Striga makes one Greatsword attack. If the attack hits, the target must succeed on a DC 19 Strength saving throw or be knocked prone.

Unyielding Fury (Costs 3 Actions). Striga makes two Greatsword attacks, each against a different creature within her reach.

Special Weakness

Broken Seals. *Discovery Mechanism.* A creature that can see Striga can use its action to make a DC 15 Intelligence (Investigation) check. On a success, it notices the runed clasps that seal the joints of her Day Armor against the sun.

Triggering Mechanism. While Striga is grappled, prone, or incapacitated, a creature within 5 feet of her that knows of the clasps can use its action to make a DC 19 Strength (Athletics) or Dexterity (Sleight of Hand) check, breaking the seals on a success.

Consequence. The Day Armor no longer protects Striga from sunlight (its AC is unchanged), and she gains Sunlight Hypersensitivity: she takes 20 radiant damage when she starts her turn in sunlight, and while in sunlight she has disadvantage on attack rolls and ability checks.

Recovery. The seals stay broken until Striga finishes a short or long rest,

during which she repairs them.

