

Combat

The unicorn grants a boon, such as Luck or Protection, to itself or an ally before battle. It charges into melee combat and fights with its hooves and horn. When it or an ally is seriously injured, it grants a Healing boon. If brought to the brink of defeat within its domain, it casts *teleport* to escape with allies to safety.

VARIANT: CORRUPTED UNICORN

Using magic to break a unicorn's will is the villainous aim of some fiends and wicked spellcasters. A corrupted unicorn has lost its connection to its deity or domain. While such a unicorn is not always evil, it follows the commands of its corruptor. A corrupted unicorn often wears a visible sign of subjugation, such as a bit and bridle or golden chains.

The corrupted unicorn loses its Good and Innate Spellcasting traits, as well as its Grant Boon action. It has the following additional bonus actions:

Trample. The unicorn attacks a prone creature with its hooves.

Darkness Aura (1/Day). A 15-foot radius area of magical darkness emanates from the unicorn, spreading around corners and moving with it. Darkvision and natural light can't penetrate it. If the darkness overlaps with an area of light created by a 2nd-level spell or lower, the spell creating the light is dispelled. The darkness aura lasts for 10 minutes or until the unicorn takes damage. The aura doesn't hinder the unicorn's sight.

Vampires

Intelligent nocturnal undead driven by their thirst for blood, vampires are obsessed with and pained by the memories of their sunlit mortal days. Most vampires are burned by sunlight, though others have different weaknesses.

Twisted Hunters. It's said that the first vampires were nobles cursed for their cruelty to their subjects, and indeed vampirism is often an affliction of the upper class. Vampires' former dalliances and elegant pastimes become twisted obsessions tainted by their constant hunger for blood. A vampire may stalk the empty halls of the castle it once ruled, or hunt the mortal it once loved, seeking shreds of the emotions it once felt. A very few vampires resist their urge to prey on mortals and become stern protectors of the world that fears them.

Blood Bonds. True vampires are intensely aware of the blood bond that links them with the vampire that created them, an undead lineage that may stretch back centuries.

Resting Place. Every vampire's lair contains a resting place, usually a coffin or sarcophagus, where the vampire must rest for at least an hour each day to recuperate its powers. This resting place is sprinkled with soil from its mortal homeland. If this soil is scattered or is subjected to a *bless*, *hallow*, or similar spell, the vampire is destroyed when reduced to 0 hit points.

Legends and Lore

With a History or Religion check, characters can learn the following:

DC 10: Vampires are nocturnal undead that drink blood. Many religious orders hunt them.

DC 15: Most vampires are weak to sunlight, holy water, and radiant damage. They are shapechangers that can turn into clouds of mist or animals such as bats or wolves.

DC 20: Some vampires are weak to things other than sunlight. (A character researching a specific vampire learns its history, weaknesses, and quirks.)

Vampire Encounters

Many vampires lurk in sparsely inhabited places, preying on terrified villagers. Others conceal themselves in the rich hunting grounds that large settlements offer.

CR 11–17: vampire (or vampire assassin, spellcaster, or warrior); vampire with 1d4 ghouls, shadows, swarms of bats, or wolves; vampire with malcubus, night hag, vampire spawn, or wererat

Treasure 2,600 gp, ring bearing a family crest (250 gp), silver tableware (750 gp), 6 sets of fine clothes (100 gp each), *spell scroll* of *fireball*, *amulet of proof against detection and location*

CR 17–22: elder vampire; 2 vampires; vampire with ogre mage; vampire with 2 vampire spawn; vampire with 3 or 4 doppelgangers, wights, or winter wolves

Treasure 10,000 gp, 12 bottles of rare wine (250 gp each), golden holy relic (2,500 gp), magical wine (acts as 3 *potions of mind reading*), magical black mantle (acts as *ring of invisibility*)

CR 23–30: elder vampire with 2 shadow demons or vampire spawn; 3 vampires

Treasure 2,000 pp, ruby and platinum ring (7,500 gp), 12 masterpiece paintings of which one is slashed (750 gp each for the other 11), recent letters from people thought long dead, 2 *potions of supreme healing*, *spell scrolls* of *antimagic field*, *plane shift*, and *symbol*, +2 *rapier* (named *Bloodthirst*; when it deals damage, its wielder gains 5 (2d4) temporary hit points), *staff of frost*

CR 31+: elder vampire with 2 or 3 vampires; elder vampire with 3 to 5 vampire spawn; elder vampire with 2 blackguard, barbed devils, or trolls; elder vampire with adult shadow dragon, ice devil, or rakshasa

Treasure 5,000 pp, 20,000 gp, ruby necklace (25,000 gp), platinum mask (7,500 gp), gold bust (25,000 gp), document indicating that the ruler of a city or kingdom is a vampire, *crystal ball of mind reading*, *rod of lordly might*

Wilderness and Underground Signs

- 1 Gusts of wind ruffle hair and extinguish naked flame
- 2 The distant cry of a wolf or other beast
- 3 Two vampire spawn scouts scuttling on the ground, wall, or ceiling; they flee to their master when spotted
- 4 A dead adventurer, such as a knight in plate armor, soon to rise as a vampire spawn
- 5 Tendrils of mist cover the ground (vampires in mist form are invisible here)
- 6 Plants are thorny and seem to move by themselves, drawing blood from unwary passersby



Settlement Signs

- 1 Pale, fearful faces watch you from windows
- 2 People on the street seem afraid to talk to strangers; if pressed, they admit there have been strange disappearances
- 3 Pale nobles walk empty streets, their laughter too loud, insulting anyone they happen to meet; these nobles have been fed upon by their vampiric protector, but they are not yet spawn
- 4 Totems of protection, such as silver crosses or strands of garlic, hang above every door

Lair Behavior

- 1 Drinking blood from a wine glass and staring meditatively into the fire
- 2 Greets you by name and invites you to dinner: you and it have a common enemy
- 3 Pampering a charmed, innocent person
- 4 Muttering about its weakness

Lone Behavior

- 1 Hiding in ambush
- 2 Pale and furious with hunger
- 3 Tries to stall you with small talk until vampire spawn arrive
- 4 Roosting in bat form

Group Behavior

- 1 A master and apprentice(s) of equal power; there is no trust between them
- 2 Lovers who enjoy depraved entertainments such as corrupting holy knights
- 3 Ambassadors from rival clans negotiating a peace treaty
- 4 A clan in their lair

Vampire Quirks

- 1 The vampire's eyes have giant pupils. It has disadvantage on attack rolls and Perception checks while in bright light
- 2 Instead of being weak to sunlight, the vampire has bat ears, winces at loud noises, and is vulnerable to thunder damage
- 3 Instead of being weak to sunlight, the vampire surrounds itself with candles and torches, has luminescent sparkling skin, and is weakened while in total darkness
- 4 Instead of being weak to sunlight, the vampire has frost-covered skin and is vulnerable to fire
- 5–7 Instead of a bat, the vampire most frequently Shapechanges into a (roll d6): 1 cat, 2 giant centipede, 3 jackal, 4 flying snake, 5 raven, 6 spider
- 8–10 Instead of sunlight and running water, the vampire is weakened when it (roll d10): 1 touches gold, 2 smells garlic, 3 enters a building without express permission, 4 smells flowers, 5 hears a certain children's rhyme, 6 touches dirt, 7 hears its own name or that of someone from its past, 8 sees extracted teeth, 9 sees a mirror, 10 (roll twice more). The vampire is obsessed with its weakness, frequently talking about it and incorporating its symbols into its lair. A character can make a DC 12 Insight check to learn this weakness

VAMPIRE

CHALLENGE 11

LEGENDARY MEDIUM UNDEAD
(SHAPECHANGER)

7,200 XP

AC 16 (natural armor)

HP 142 (15d8 + 75; bloodied 71)

Speed 40 ft., climb 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 20 (+5) | 18 (+4) | 20 (+5) | 16 (+3) | 16 (+3) | 18 (+4) |

Proficiency +4; Maneuver DC 17

Saving Throws Dex +8, Wis +7, Cha +8

Skills Perception +7, Persuasion +8, Stealth +8 (+1d4)

Damage Resistances necrotic; damage from nonmagical, non-silvered weapons

Senses darkvision 120 ft., passive Perception 17

Languages the languages it knew in life

Legendary Resistance (3/Day). When the vampire fails a saving throw, it can choose to succeed instead. When it does so, it visibly grows older. Its original appearance is restored when it finishes a long rest.

Misty Recovery. When the vampire drops to 0 hit points, instead of falling unconscious, it turns into mist as if it had used the Mist Form legendary action. It can't revert to its vampire form, and it must reach its resting place within 2 hours or be destroyed. Once in its resting place, it reverts to vampire form and is paralyzed for 1 hour, at which time it regains 1 hit point. While paralyzed in this way, it can be destroyed by fire damage, radiant damage, damage from a magical weapon, or a wooden stake driven through the heart, but it is otherwise immune to damage.

Regeneration. The vampire regains 20 hit points at the start of its turn if it has at least 1 hit point and hasn't taken radiant damage since its last turn.

Spider Climb. The vampire can climb even on difficult surfaces and upside down on ceilings.

Vampire Weaknesses. Vampires' most common weaknesses are sunlight and running water. When the vampire ends its turn in contact with one of its weaknesses (such as being bathed in sunlight or running water), it takes 20 radiant damage. While in contact with its weakness, it can't use its Regeneration trait or its Mist Form or Shapechange actions.

ACTIONS

Grab (Vampire Form Only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage plus 4 (1d8) necrotic damage. The target is grappled (escape DC 17) and restrained while grappled in this way.

Charm (Gaze). The vampire magically targets a creature within 30 feet, forcing it to make a DC 16 Wisdom saving throw. If the target has at least one level of strife, it makes this saving throw with disadvantage. On a failure, the target is charmed by the vampire for 24 hours. While charmed it regards the vampire as a trusted friend and is a willing target for the vampire's bite. The target repeats the saving throw each time it takes damage, ending the effect on itself on a success. If the target's saving throw is successful or the effect ends for it, it is immune to this vampire's Charm for 24 hours.

BONUS ACTIONS

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target that is grappled, incapacitated, restrained, willing, or unaware of the vampire's presence. *Hit:* 10 (1d10 + 5)

piercing damage plus 21 (6d6) necrotic damage, and the target takes 1 level of strife. The target's hit point maximum is reduced by an amount equal to the necrotic damage dealt, and the vampire regains this number of hit points. The reduction lasts until the target finishes a long rest. If the target is reduced to 0 hit points by this attack, it dies and rises the following night as a vampire spawn in the vampire's thrall. Before the target first rises as a vampire spawn, a *bless*, *gentle repose*, or similar spell cast on the body prevents this transformation.

REACTIONS

Hissing Scuttle (1/Day). When the vampire takes radiant damage, it moves up to its Speed without provoking opportunity attacks.

Warding Charm (1/Day). When a creature the vampire can see targets it with a melee attack but before the attack is made, the vampire uses Charm on that creature.

LEGENDARY ACTIONS

The vampire can take 1 legendary action, 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. It regains spent legendary actions at the start of its turn.

Blood Charm. The vampire uses Charm.

Grab. The vampire makes a grab attack.

Mist Form. The vampire transforms into a mist or back into its true form. As mist, the vampire has a flying speed of 30, can't speak, can't take actions or manipulate objects, is immune to nonmagical damage from weapons, and has advantage on saving throws and Stealth checks. It can pass through a space as narrow as 1 inch without squeezing but can't pass through water. Anything it's carrying transforms with it.

Shapechange. The vampire transforms into the shape of a Medium or smaller beast or back into its true form. While transformed, it has the beast's size and movement modes. It can't use reactions or legendary actions, and can't speak. Otherwise, it uses the vampire's statistics. Anything it's carrying transforms with it.

Combat

The vampire grabs and bites its most vulnerable opponent. Once it has weakened a foe with a bite attack, the vampire uses its Blood Charm on that target. When reduced to 30 hit points or fewer, the vampire retreats in animal or mist form through well-prepared escape routes, returning to take its revenge another day.

VARIANT: ELDER VAMPIRE

Immensely powerful elder vampires have stalked the night for millennia and command clans of vampire offspring, many with spawn of their own. Wars between elder vampires sometimes spill from the shadows to blight mortal affairs.

The elder vampire is an elite monster, equivalent to two CR 11 monsters (14,400 XP). It has 285 (30d8 + 150; bloodied 142) hit points and truesight out to a distance of 120 feet. The elder vampire has the following additional trait:

Blood Frenzy. While bloodied, the vampire can take 3 legendary actions instead of 1.

The elder vampire has the following additional legendary actions, which it can use only while bloodied:

Elite Recovery. The vampire ends one negative effect currently affecting it. It can use this action as long as it has at least 1 hit point, even while unconscious or incapacitated.

Momentary Transformation (Vampire Form Only). The vampire uses Shapechange or Mist Form, moves up to its Speed without provoking opportunity attacks, and then returns to its true form.

Create Spawn (1/Day). The vampire magically raises a dead humanoid as a vampire spawn under the vampire's control.

Bite (Costs 2 Actions). The vampire makes a bite attack. On a hit, the target makes a DC 17 Constitution saving throw, falling asleep for 1 minute on a failure. The target wakes up if it takes damage or a creature uses an action to shake it awake.

Burning Blood (Costs 2 Actions). The vampire targets a creature within 60 feet, magically causing its blood to boil in its veins. The target makes a DC 16 Constitution saving throw, taking 31 (9d6) fire damage on a failed save or half damage on a success.

VARIANT: VAMPIRE ASSASSIN

A vampire assassin often lives in a city, where prey is abundant. Some lair in labyrinthine sewers, while others become fixtures of the city's nightlife, masquerading as rich nobles or social luminaries.

The vampire assassin is CR 12 (8,400 XP). It has the following additional traits:

Misty Stealth. While in Mist Form in dim light or darkness, the vampire is invisible.

Sneak Attack (1/Turn). The vampire deals an extra 10 (3d6) damage when it hits with a weapon attack while it has advantage on the attack, or when its target is within 5 feet of an ally of the vampire while the vampire doesn't have disadvantage on the attack.

VARIANT: VAMPIRE MAGE

Many vampire mages retire to tombs or ancestral manors, where they conduct arcane research in the manner of a lich. Unlike a lich, however, the vampire mage must occasionally venture from its lair to search for humanoid prey.

The vampire mage is CR 13 (10,000 XP). It has the following trait:

Spellcasting. The vampire is a 7th level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15).

It has the following wizard spells prepared:
Cantrips (at will): *mage hand, minor illusion*

1st-level (4 slots): *disguise self, shield*

2nd-level (3 slots): *darkness, misty step*

3rd-level (3 slots): *animate dead, fireball*

4th-level (1 slot): *blight*



The vampire has the following additional actions:

Fireball (3rd-Level; V, S, M). Fire streaks from the vampire to a point within 120 feet and explodes in a 20-foot radius, spreading around corners. Each creature in the area makes a DC 15 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save or half damage on a success.

Blight (4th-Level; V, S). The vampire targets a living creature or plant within 30 feet, draining moisture and vitality from it. The target makes a DC 15 Constitution saving throw, taking 36 (8d8) necrotic damage on a failure or half damage on a success. Plant creatures have disadvantage on their saving throw and take maximum damage. A nonmagical plant dies.

The vampire has the following additional reaction:

Shield (1st-Level; V, S). When the vampire is hit by an attack or targeted by *magic missile*, it gains a +5 bonus to AC (including against the triggering attack) and immunity to *magic missile*. These benefits last until the start of its next turn.

VARIANT: VAMPIRE WARRIOR

Noble knights and bloodthirsty warlords that rise as vampires maintain the habit of discipline, marshaling minions under their command. They often haunt castles and occasionally engage in wars of conquest.

The vampire warrior is CR 12 (8,400 XP) and has an AC of 18 (plate mail). It has the following additional action:

Reaping Greatsword. Melee Weapon Attack: +9 to hit, reach 10 ft., up to 3 targets. *Hit:* 12 (2d6 + 5) slashing damage plus 4 (1d8) necrotic damage. If the target is a creature, it makes a DC 17 Strength saving throw, falling prone on a failure.

Vampire Spawn

Many of a vampire's victims rise as vampire spawn that serve their creators' every whim. Vampire spawn become true vampires only when their master dies or voluntarily releases them. Until that day, vampire spawn do their creator's bidding, vying for scraps of attention and desperately trying to prove their worthiness to be made true vampires.

VAMPIRE SPAWN

MEDIUM UNDEAD

CHALLENGE 4

1,100 XP

AC 15 (natural armor)

HP 76 (9d8 + 36; bloodied 38)

Speed 30 ft., climb 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 18 (+4) | 16 (+3) | 18 (+4) | 10 (+0) | 14 (+2) | 14 (+2) |

Proficiency +2; **Maneuver DC** 14

Saving Throws Dex +5, Wis +4

Skills Perception +4, Stealth +5

Damage Vulnerabilities radiant

Damage Resistances necrotic; damage from nonmagical, non-silvered weapons

Senses darkvision 60 ft., passive Perception 14

Languages the languages it knew in life

Regeneration. The vampire regains 10 hit points at the start of its turn if it has at least 1 hit point and hasn't taken radiant damage since its last turn.

Spider Climb. The vampire can climb even on difficult surfaces and upside down on ceilings.

Vampire Weaknesses. Vampires' most common weaknesses are sunlight and running water. When the vampire ends its turn in contact with one of its weaknesses (such as being bathed in sunlight or running water), it takes 20 radiant damage. While in contact with its weakness, it can't use its Regeneration trait.

ACTIONS

Multiattack. The vampire makes two attacks, only one of which can be a bite attack.

Grab. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage. The target is grappled (escape DC 14).

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target that is grappled, incapacitated, restrained, or willing. *Hit:* 9 (1d10 + 4) piercing damage plus 14 (4d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage dealt, and the vampire regains this number of hit points. The reduction lasts until the target finishes a long rest. If the target is reduced to 0 hit points by this attack, it dies.

REACTIONS

Hissing Scuttle (1/Day). When the vampire takes radiant damage, it moves up to its Speed without provoking opportunity attacks.