

Vampire

Medium, Undead (Shapechanger), Lawful Evil

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ARMOR CLASS

16

HIT POINTS

144 (17d8 + 68)

CHALLENGE

13 | 10,000 XP

PROFICIENCY

+5

Speed

Walk 30 ft.

Initiative

+4

Saving Throws

Cha +9, Dex +9, Wis +7

Skills

Stealth +9, Perception +7

Damage Resistances

Necrotic; Bludgeoning, Piercing, Slashing from nonmagical attacks

Senses

Darkvision 120 ft.; Passive Perception 17

Passive Perception

17

Languages

The languages it knew in life

STR18
+4**DEX**18
+4**CON**18
+4**INT**17
+3**WIS**15
+2**CHA**18
+4

Traits

Shapechanger. The vampire can polymorph into a bat, mist, or back into its true form.

Legendary Resistance (3/Day). If the vampire fails a saving throw, it can choose to succeed instead.

Regeneration. The vampire regains Hit Points at the start of its turn if it has at least 1 Hit Point and is not in sunlight or running water.

Spider Climb. The vampire can climb difficult surfaces, including ceilings, without an ability check.

Vampire Weaknesses. The vampire has classic vampire weaknesses, including forbiddance, running water, stake to the heart, and sunlight hypersensitivity.

Actions

Multiattack. The vampire makes two attacks, only one of which can be Bite.

Unarmed Strike. Melee Attack Roll: +9, reach 5 ft. Hit: Bludgeoning damage, or the target is Grappled.

Bite. Melee Attack Roll: +9, reach 5 ft. Hit: Piercing plus Necrotic damage, and the vampire regains Hit Points.

Charm. Wisdom Saving Throw: one Humanoid. Failure: The target is Charmed.

Children of the Night (1/Day). The vampire magically calls bats, rats, or wolves to aid it.

Legendary Actions

Move. The vampire moves up to its Speed without provoking Opportunity Attacks.

Unarmed Strike. The vampire makes one Unarmed Strike.

Bite (Costs 2 Actions). The vampire makes one Bite attack.

Regional Effects

Night Creatures Gather. Bats, rats, and wolves become noticeably more common in the region around the vampire's lair.

Withered Growth. Plants near the lair wither, twist, and grow thorny, as if the land itself recoils from the vampire's presence.

Restless Shadows. Shadows near the lair appear unnaturally gaunt and sometimes move as though alive.

Creeping Fog. A low fog clings to the ground near the lair, sometimes taking eerie forms such as claws, serpents, or grasping hands.

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