

ANGELIQUE ZKYLAR

Small humanoid, chaotic evil

Armor Class 14

Hit Points 113 (14d8 + 50)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	5 (-2)	11 (+0)	13 (+1)	19 (+5)

Saving Throws Dex +9, Cha +9

Skills +12 Deception, +10 Insight, +12 Performance, +10 Stealth

Damage Resistances necrotic, bludgeoning, piercing, and slashing from nonmagical weapons

Senses darkvision 120 ft., passive Perception 18

Languages None

Challenge 12 (8400 XP)

Proficiency Bonus +4

Shapechanger. If Angelique isn't in running water or sunlight, she can use her action to polymorph into a Tiny bat.

While in bat form, Angelique can't speak. In bat form, her walking speed is 5 feet, and she has a flying speed of 30 feet. Her statistics, other than her size and speed, are unchanged. Anything she is wearing transforms with her, but nothing she is carrying does. She reverts to her true form if she dies.

Legendary Resistance (1/day). If Angelique fails a saving throw, she can choose to succeed instead.

Sanguine Aura. So long as Angelique has at least 1 hit point, each creature within 30 ft. of her takes 10 necrotic damage, increased to 20 for those within 5 ft, at the start of her turns. Angelique regains hit points equal to the damage dealt.

If she takes radiant damage or damage from holy water, this trait doesn't function at the start of her next turn.

Spellcasting Angelique is a 5th level spellcaster. Her spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). She has the following sorcerer spells prepared:

Cantrips (at will): control flames, mage hand

1st level (4 slots): chaos bolt, disguise self

2nd level (3 slots): detect thoughts, hold person

3rd level (2 slots): enemies abound, counterspell

Spider Climb Angelique can climb difficult surfaces, including upside down on ceilings, without having to make an ability check.

Vampire Weaknesses. Angelique has the following flaws:

Forbance. She can't enter a residence without an invitation from one of the occupants.

Harmed by Running Water. She takes 20 acid damage if she ends her turn in running water.

Stake to the Heart. If a piercing weapon made of wood is driven into her heart while she is incapacitated in her coffin, she is paralyzed until the stake is removed.

Sunlight Hypersensitivity. While in sunlight, Angelique takes 20 radiant damage at the start of her turns, and she has disadvantage on attack rolls and ability checks.

Actions

Multiattack (Vampire Form Only). Angelique makes two attacks, only one of which can be a bite attack.

Unarmed Strike. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 2) slashing damage, plus 7 (2d6) necrotic damage. If the target is a creature, Angelique can grapple it (escape DC 16) instead of dealing the slashing damage.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one willing creature, or a creature that is grappled by Angelique, incapacitated, or restrained. *Hit:* (1d6+2) piercing damage plus 6 (2d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and Angelique regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if its hit point maximum is reduced to 0. A humanoid slain in this way and then buried in the ground rises the following night as a vampire spawn under Angelique's control.

Legendary Actions

Angelique can take 2 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. Angelique regains spent legendary actions at the start of her turn.

Unarmed Strike. Angelique makes one unarmed strike.

Bite (Costs 2 Actions). Angelique makes one bite attack.

Intesify Aura (Costs 2 Actions). Angelique's Sanguine Aura does the maximum amount of damage regardless of distance until the end of her next turn.