

Martin Blackbriar IV

Medium undead, lawful evil

Armor Class 16 (natural armor)

Hit Points 144 (17d8 + 68)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	17 (+3)	15 (+2)	18 (+4)

Saving Throws: Dex +9, Wis +7, Chr +9

Skills: Perception +7, Stealth +9, History +5

Damage Resistances: necrotic, (bludgeoning, piercing & slashing from non-magical attacks)

Senses: Darkvision 120 ft, Passive Perception 17

Languages: Common, Black Speech, Amoni

Challenge: 13 (10,000 XP)

Swarm Form - If not in direct sunlight, Martin can turn into a collective swarm of small creatures such as bats, insects, snakes, or rats. Alternatively he can turn into mist. He has a flying/move speed of 30ft in swarm form.

Misty Escape - When he drops to 0 hit points, Martin automatically reverts to mist form. He must return to his resting place within 2 hours or be destroyed. Once there, he must spend 1 hour prior to regaining 1 hotspot and then regaining consciousness.

Legendary Resistances (3/day) - if Martin falls a saving throw, it can choose to succeed instead

Regeneration - If he is not standing in direct sunlight, Martin gains 20 hitpoints at the start of his turn. This does not occur if he is in direct sunlight, or has taken radiant damage on the previous turn.

Spider Climb - Martin can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Vampiric Weakness - When in direct sunlight, Martin's vampiric abilities do not work. He can not shape shift (unless unconscious in Misty Escape), can not regenerate or spider climb. Lastly, his resistance to non-magical attacks is gone.

Actions

Multiattack - Martin makes two attacks, only one of which can be a bite attack

Longsword - Melee Weapon Attack: +9 to hit, reach 5ft, one target. Hit: 8 (1d8 +4) slashing damage. Instead of doing damage, Martin can make this a grappling attack (DC 18 to escape).

Bite (Bat or Vampire form only) - Melee Weapon Attack: +9 to hit, reach 5ft, one willing creature, or a creature that is grappled by the vampire, incapacitated, or restrained. Hit: 7 (1d6 +4) piercing damage plus 10 (3d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and Martin regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain this way and then buried in the ground rises the following night as a vampire spawn under Martin's control.

Charm - Martin targets one humanoid it can see within 30 feet of it. If the target can see Martin, the target must succeed on a DC 17 Wisdom saving throw against this magic or be charmed. The charmed target regards the vampire as a trusted friend to be heeded and protected. Although the target isn't under Martin's control, it takes his requests or actions in the most favorable way it can, and it is a willing target for his bite attack. Each time he or his companions do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until Martin is destroyed, is on a different plane of existence than the target, or takes a bonus action to end the effect.

Legendary Actions

Martin can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. He regains spent legendary actions at the start of its turn.

Move - Martin can move up to his movement speed without provoking an opportunity attack

Unarmed Strike - Martin makes one unarmed strike

Bite (Costs 2 Actions) - Martin makes one bite attack