

# Romadra Khar

*Medium undead, lawful evil*

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**Armor Class** 14 (natural armor)

**Hit Points** 85 (9d8 + 36)

**Speed** 30 ft

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

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**Saving Throws:** Dex +6, Wis +4, Chr +7

**Skills:** Perception +7, Stealth +9, History +2

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

**Senses:** Darkvision 120 ft, Passive Perception 17

**Languages:** Common, Black Speech, Amoni, Infernal

**Challenge:** 9 (5,000 XP)

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**Swarm Form** - Once per short rest, if not in direct sunlight, Romadra can turn into a collective swarm of small creatures such as bats, insects, snakes, or rats. Alternatively she can turn into mist. She has a flying/move speed of 30ft in swarm form.

**Misty Escape** - When she drops to 0 hit points, she automatically reverts to mist form. She must return to her resting place within 2 hours or be destroyed. Once there, she must spend 1 hour prior to regaining 1 hotpoint and then regaining consciousness.

**Regeneration** - If she is not standing in direct sunlight, She gains 10 hitpoints at the start of her turn. This does not occur if she is in direct sunlight, or has taken radiant damage on the previous turn.

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

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



## Actions

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

**Sabre** - Melee Weapon Attack: +7 to hit, reach 5ft, one target. Hit: 8 (1d8 +4) slashing damage. Instead of doing damage, Romadra can make this a grappling attack (DC 14 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 Romadra 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 Romadra's control.

**Charm** - Once per long rest, Romadra can target one humanoid it can see within 30 feet of it. If the target can see Romadra, the target must succeed on a DC 14 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 Romadra's control, it takes her requests or actions in the most favorable way it can, and it is a willing target for her bite attack. Each time she or her 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 Romadra is destroyed, is on a different plane of existence than the target, or takes a bonus action to end the effect. Only one creature at a time can be charmed in this fashion.