

Nimble
A fast, tactical TTRPG



Vampires

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VAMPIRES

Vampires are immortal undead that retain the intelligence and memories they had in life, but with their conscience ripped away. Their blood curse banishes them from the daylight, and dooms them to thirst for the blood of living humanoids.

Vampires have diverse and powerful magical abilities including super-human strength and vitality, shapechanging, hypnotism, and flight. Some lurk in the shadows, drawing their prey into the dark to feed. Others use their power and immortality to build comfortable lives as nobility and feast on their subjects at their leisure.

VAMPIRE LORE

- **Vampire Spawn:** Humanoids who began the vampiric transformation but their minds were broken in the process. They mindlessly thirst for blood, lacking any trace of their former humanity.
- **Vampire Thinblood:** The weakest of the vampire kin. Their powers have been diluted by many generations of transmission of the blood curse. They hide amongst humans, beguiling and seducing them in order to feed.
- **Vampire Gorgor:** A vampire that imbibes too deeply and for too long, becoming bloated and disfigured from overindulgence. Characterized by swollen, misshapen bodies and mouths that hang permanently agape.
- **Vampire Outlander:** These vampires embrace their rightful place as an apex predator. Nothing is more satisfying to them than the thrill cornering of their terrified prey.
- **Vampire Fullblood:** Fullbloods are powerful vampires afflicted by the most ancient and potent strains of the blood curse. Fullbloods are frequently arrogant and imperious, choosing to assume positions of wealth and power, command leagues of servants and familiars, and maintain an impressive castle or manor home.

VAMPIRE ALLIES

Vampires' magical abilities allow them to bind servants to their will. These creatures are commonly found under the command of Vampires:

- **Minions:** Vampires can control the minds of animals with little effort, preferring Wolves (d10) and Bat (d4, Flying) Minions.
- **Timberwolf:** Timberwolves are a favorite pet of Vampires, giant beasts that are physically imposing but as easy to dominate as any other animal.
- **Gargoyles:** Stone statues of terrifying design, imbued with a mote of a vampire's magical essence. Used by vampires to protect their castle homes, they attack by flying above enemies and crushing them with terrible force.
- **Blood Thralls:** Weak-willed, servile humans who willingly submit as servants in exchange for a vampire's favor. A Thrall lures victims to their master, and performs other errands and tasks beneath their master. The more powerful a vampire, the more thralls it may have at its command.
- **Bloodstain:** Thralls that live out their purpose may be granted a form of immortality, dissolved into puddles of animated blood. They remain telepathically connected to the Vampire that created them and seek to fulfil their master's every desire.

ADVENTURE SEEDS

- **Signed in Blood:** People are going missing off the streets. The trail leads to a quiet bookstore, owned by a Vampire Thinblood, whose Thralls lure unwitting shoppers into the back rooms.
- **The Barony:** When the heroes arrive in a barony, young women are packing their bags to flee the settlement. The immortal baron Lazarescu is only seen once every hundred years, when he descends from his castle home to choose a new bride. The centennial lands at the end of the week.

VAMPIRE LOOT

Centuries-old artifacts, ancient coins from a foreign land, twisted and tarnished holy symbols, finely made clothes (a century out of style, and including a cape), portraits and sculptures of the vampire themselves (through the ages), melodramatic poetry, human bones carefully wrapped in a shroud, a worn locket.

RUNNING VAMPIRES

Vampires are deadly hunters, but also possess punishing vulnerabilities. For this reason, Vampires seek to control the circumstances of an encounter, luring their enemies into ambushes where they can feed with minimal risk.

Vampires utilize minions ruthlessly, and in battle will focus a weak target while minions keep stronger fighters busy. Vampires will always use Bloodied, Bloodsoaked, and Dying targets to sate their thirst before attacking stronger foes. When faced with a Shepherd or other source of consistent Radiant damage (their primary weakness), Vampires will keep their distance, utilize minions, and strike aggressively when they sense an opportunity.

SOME LEGENDS ARE TRUE

There are many stories of Vampires' weaknesses. Unfortunately for the heroes, not all these stories are true. You are encouraged to choose 1 or more weaknesses from the list below for vampires in your game. The players must discover which legends are true through play:

1. **Sunlight.** Vampires take 1d20 Radiant damage at the start of their turn if in direct sunlight.
2. **Relics.** If a hero wields (as an action) a sacred relic near a Vampire, it must make a WIL save at the start of its turn (DC 12). On failure, Frightened until end of turn. The DC decreases by 2 each subsequent turn.
3. **Garlic.** Vampires have disadvantage on all saves if garlic is nearby.
4. **Wooden Stake.** A critical hit with a Wooden Stake (a d4 weapon) instantly kills a bloodied Vampire.
5. **Fire.** A Vampire that takes Fire damage becomes Dazed (1/round).
6. **Water.** Running water or holy water deals 2d12 damage to a Vampire.

VAMPIRE ENCOUNTERS

- **Ambush Predators (Level 5-10):** A Blood Thrall (disguised as a regular citizen) lures the party into an ambush with one or more Vampire Thinbloods. The Thinbloods use Mesmerize to attempt to split the party and feed. To make it more difficult: add a locking door, pit, or other obstacle to split the party more effectively.
- **Hunting Party (Level 10-16):** A Bloodstain appears from nowhere, soaking the party in blood. A Vampire Outlander approaches slowly from the distance, as Timberwolves and Wolf minions swarm the party. Take full advantage of the Bloodsoaked status.
- **The Count's Entourage (Level 14+):** Attacking a fullblooded Vampire in his home should result in a suitably climactic battle. Unleash a Gorgor, Gargoyle, and several Spawn to weaken the party. The Vampire arrives to turn the tide when the heroes start to win.

DEFEAT (TPK ALTERNATIVES)

Losing to a Vampire is a potentially campaign-altering event. Your Vampires may:

- **Subjugate:** Bind the heroes to the vampire as thralls. Thralls must obey their master's commands—the heroes will need to find a way to undermine their master or break the magic.
- **Underestimate:** The vampire feeds—or his minions do. The party is discarded at the brink of death, before being found and nursed back to health by a good samaritan.
- **Turn.** Any hero dealt a lethal Wound by a Vampire's bite can fall unconscious and begin to turn into a Vampire. The remaining heroes will need to find a solution or (in time) see their friend become an enemy!

GM's Note: Tread carefully with turning heroes into vampires—a campaign with a vampire may quickly become a campaign ABOUT vampires. You may decide that they remain unconscious until healed, or they become an NPC, or that they can continue adventuring with their friends, but replace their ancestry ability with appropriate boons and comparable weaknesses (and story snags) as a vampire.





VAMPIRE STATBLOCKS

Sunscorn. Radiant deals +10 damage to you. When damaged this way, gain advantage on your next attack.
Predation: Advantage VS Bloodied creatures.

VAMPIRE SPAWN LVL 10

118 8

- **Rend.** 1d10+20. OR:
- **Feed.** (If you have advantage) 1d20+20 damage.

VAMPIRE THINBLOOD LVL 14

170 8

Mesmerize. DC 16 WIL Save or spend 1 action moving where the vampire wishes. Then:

- **Rapier (x2).** 1d10+10 OR:
- **Feed.** (If you have advantage) 1d20+30 damage and 1 Wound.

VAMPIRE GORGER LVL 15, LARGE

230

Bloodgorged: Vulnerable to Piercing and Slashing damage, when damaged this way adjacent targets become Bloodsoaked: considered Bloodied until they wash.

- **Thrash.** 2d10+10 to all adjacent targets OR:
- **Devour.** (If you have advantage) 1d20+30 damage and 1 Wound.

VAMPIRE OUTLANDER LVL 17

200 8

Hunter's Bola: (1/ Round) When crit, Restrain them (escape DC 18, or 2 actions).

Call of the Wild. (If you have no minions) Summon 1 Wolf minion/hero (d10, speed 10). Then:

- **Feed.** (if you have advantage) 1d20+30 damage and 1 Wound. OR:
- **Crossbow.** (Range 8) 1d10+20

VAMPIRE (FULLBLOOD) LVL 19

230 8

Batform: (1/round) Reaction, temporarily turn into a cloud of bats and teleport 6 spaces (can be used to avoid an attack).

Enthral. (Range 12) DC 20 WIL Save or Enthralled, on save 10 Psychic damage. Then:

- **Feed.** (If you have advantage or an Enthralled target) 1d20+40 damage and 1 Wound. OR:
- **Sanguine Strike (2x).** 1d10+20 (Reach 2).

Enthralled. The Vampire spends one action on each of your turns, and you can't Defend against it, nor allow anyone to Interpose for you against it; damage ends.



VAMPIRIC SERVANT STATBLOCKS

TIMBERWOLF LVL 3

40 10

Mangle. 1d4+10. Advantage VS bloodied creatures.

BLOOD THRALL LVL 8

M 75

Nothing Without Master! Unarmored and attack with disadvantage when beyond Reach 6 of a Vampire.

Cursed Dagger. 1d4. On hit: +25 damage.

GARGOYLE LVL 6

H 41 Fly 6

Crush. 1d4 (with disadvantage). On hit: +30 damage and Prone.

BLOODSTAIN LVL 10

M 75

Blood Spatter: Melee attackers and creatures you hit become Bloodsoaked: considered Bloodied until washed.

Crimson Lash: 1d4+10 (Reach 2), up to 3 targets.





THE CRIMSON COUNT

Count Alaric is an ancient Vampire of such profound power that nature and reality are warped by his presence. Where he settles, nights grow unnaturally long, as though the sun is afraid to rise. Beasts become rabid and vicious, vermin reproduce until they fill the alleys. Before long, locals become despondent and hopeless as the Vampires he spawns run amok, and spread to nearby settlements. Once a region collapses under his influence, he will search for new hunting grounds.

Alaric is rarely seen outside his estate, preferring his Thralls to bring him entertainment. Although he presents the air of a handsome sophisticate, Alaric is emotional, passionate, and prone to flights of fancy. The subjects of his obsessions are carelessly discarded the moment something else catches his eye. As long as the Count remains alive, everyone in his domain is in peril. If the heroes lack sufficient motivation, a friendly NPC may go missing, last seen at his estate.

RUNNING ALARIC

Alaric is a well-balanced foe with strong defensive abilities, steady damage output, and above-average mobility. Radiant damage will give heroes an

early advantage, but once Bloodied, he becomes much more difficult to damage. Begin by moving in and striking with Ebonfang then flying away if possible. Any hero with a poor WIL save or anyone bloodied is a great target to Beguile, then Beckon on the next turn. **To increase the difficulty:**

- **Bats:** Alaric is far deadlier with his bat swarms. If they're being shut down, spread them out.
- **Mobility:** Outdistance melee heroes using Ebonfang, targeting the back line with Beguile and Beckon at every opportunity.

To reduce the difficulty:

- **Bats:** They may clump up near hero with high armor, or one with an AoE ability. Or they may move twice and instead of attacking.
- **Beguile:** Target heroes that are not Bloodied or ones with advantage on their WIL saves.
- **Beckon.** Use this less often, use Ebonfang more.
- **Monologue.** Arrogant and perilously self-absorbed, he may underestimate the heroes and spend a turn or two taunting them, telling them of his plans or insulting them for their impudence. "You'd make lovely thralls..."

Level 16 Solo Vampire Lord

Alaric Draegoht, the Crimson Count

320

ALL++

Sanguine Cloak. (1/turn) Deal 1d10 necrotic damage whenever you are hit, the attack is reduced by this amount.

Sunscoren: Vulnerable to radiant. After taking radiant damage, use Beguile as a Reaction, they roll with disadvantage.

ACTIONS: After each hero's turn, summon 1 blood bat minion (d10) within 8 spaces, then choose 1:

- **Ebonfang.** 1d10+15 damage, your target is considered Bloodied for 1 round. Fly 8 before or afterward.
- **Beguile.** (If no one is Beguiled) Beguile a target on a failed DC 18 WIL save (w/ disadvantage if Bloodied).

Beguiled. Dazed. Cannot Defend or allow anyone to Interpose for you. Damage ends.

- **Beckon.** Move a Beguiled creature adjacent to you and bite them: 2d10+30 damage and 1 Wound.

BLOODIED: At **160 HP**, gain **Mistform**. No longer vulnerable to radiant. **Bat Decoy.** (1/round) Whenever Alaric would take damage, instead first swap places with a bat minion.

LAST STAND: Alaric is dying! **160** more damage and he dies. Until then, his Sanguine Cloak, attacks, and bats roll d20s instead of d10s.