

Monsters (V)

Vampires

Blood-Sucking Lords of the Night

Habitat: Underdark, Urban; **Treasure:** Any

Vampires disguise their accursed, immortal natures, passing as mortals to feed on the blood of the living. While the youngest vampires might be little more than bloodthirsty servants of their creators, the eldest possess incredible cunning and control over supernatural forces of the night.

Undead vampires lie dormant during the day, retreating to resting places hidden from foes and the sun's searing rays. Roll on or choose a result from the Vampire Resting Places table to inspire a vampire's grim sanctuary.

Vampire Resting Places

1d6	The Vampire's Resting Place Is...
1	Among the roots of a dead tree.
2	At the bottom of a stagnant pool.
3	A coffin filled with grave dirt.
4	A large pot full of blood or vinegar.
5	A space accessible only by shape-shifting.
6	Within a statue or suit of armor.

Vampire Familiar

Vampire familiars are living people who serve vampires, either willingly or due to coercion by their deathless



**A VAMPIRE FAMILIAR PROVIDES
A MEAL FOR A VAMPIRE SPAWN**

masters. They channel deathly energy through their weapons, incapacitating unsuspecting targets and leaving their victims as helpless prey for their vampire masters.

Many vampire familiars aspire to eventually become vampires, while others are magically charmed or serve as part of some terrible bargain. In each case, these vampire servants show signs of their vampiric corruption, such as corpse-like complexions, uncanny reflexes, and evidence of their masters' repeated feedings. A vampire familiar loses its supernatural abilities and returns to its original Humanoid state if its vampire master is destroyed.

VAMPIRE FAMILIAR

Medium or Small Humanoid, Neutral Evil

AC 15 **Initiative** +5 (15)

HP 65 (10d8 + 20)

Speed 30 ft., Climb 30 ft.

		MOD	SAVE		MOD	SAVE
STR	17	+3	+3	INT	10	+0
DEX	16	+3	+5	WIS	10	+0
CON	15	+2	+2	CHA	14	+2

Skills Perception +4, Persuasion +4, Stealth +7

Resistances Necrotic

Immunities Charmed (except from its vampire master)

Gear Daggers (10)

Senses Darkvision 60 ft.; Passive Perception 14

Languages Common plus one other language

CR 3 (XP 700; PB +2)

Traits

Vampiric Connection. While the familiar and its vampire master are on the same plane of existence, the vampire can communicate with the familiar telepathically, and the vampire can perceive through the familiar's senses.

Actions

Multiattack. The familiar makes two Umbral Dagger attacks.

Umbral Dagger. *Melee or Ranged Attack Roll:* +5, reach 5 ft. or range 20/60 ft. *Hit:* 5 (1d4 + 3) Piercing damage plus 7 (3d4) Necrotic damage. If the target is reduced to 0 Hit Points by this attack, the target becomes **Stable**.

but has the **Poisoned** condition for 1 hour. While it has the Poisoned condition, the target has the **Paralyzed** condition.

Bonus Actions

Deathless Agility. The familiar takes the **Dash** or **Disengage** action.

Vampire Spawn

Vampire spawn are newly created vampires. They have yet to fully master their abilities, and many are consumed by their thirst for blood. Vampire spawn might serve more powerful vampires or pursue their own depraved agendas.

VAMPIRE SPAWN

Medium or Small Undead, Neutral Evil

AC 16 **Initiative** +3 (13)

HP 90 (12d8 + 36)

Speed 30 ft.

		MOD	SAVE		MOD	SAVE
STR	16	+3	+3	INT	11	+0
DEX	16	+3	+6	WIS	10	+0
CON	16	+3	+3	CHA	12	+1

Skills Perception +3, Stealth +6

Resistances Necrotic

Senses Darkvision 60 ft.; Passive Perception 13

Languages Common plus one other language

CR 5 (XP 1,800; PB +3)

Traits

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

Vampire Weakness. The vampire has these weaknesses:

Forbiddance. The vampire can't enter a residence without an invitation from an occupant.

Running Water. The vampire takes 20 Acid damage if it ends its turn in running water.

Stake to the Heart. The vampire is destroyed if a weapon that deals Piercing damage is driven into the vampire's

heart while the vampire has the **Incapacitated** condition.

Sunlight. The vampire takes 20 Radiant damage if it starts its turn in sunlight. While in sunlight, it has Disadvantage on attack rolls and ability checks.

Actions

Multiattack. The vampire makes two Claw attacks and uses Bite.

Claw. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 8 (2d4 + 3) Slashing damage. If the target is a Medium or smaller creature, it has the **Grappled** condition (escape DC 13) from one of two claws.

Bite. *Constitution Saving Throw:* DC 14, one creature within 5 feet that is willing or that has the **Grappled**, **Incapacitated**, or **Restrained** condition. *Failure:* 5 (1d4 + 3) Piercing damage plus 10 (3d6) Necrotic damage. The target's Hit Point maximum decreases by an amount equal to the Necrotic damage taken, and the vampire regains Hit Points equal to that amount.

Bonus Actions

Deathless Agility. The vampire takes the **Dash** or **Disengage** action.

Vampire Nightbringer

Born of necromantic rituals and planes of existence suffused with negative energy, vampire nightbringers manipulate shadows and feed on the raw life force of living creatures.

VAMPIRE NIGHTBRINGER

Medium or Small Undead, Neutral Evil

AC 16 **Initiative** +4 (14)

HP 142 (19d8 + 57)

Speed 30 ft., Fly 30 ft. (hover)

		MOD	SAVE		MOD	SAVE
STR	16	+3	+3	INT	13	+1
DEX	18	+4	+7	WIS	14	+2
CON	16	+3	+3	CHA	15	+2

Skills Perception +5, Stealth +7

Immunities Cold, Necrotic; **Charmed, Exhaustion, Frightened**

Senses Darkvision 120 ft.; Passive Perception 15

Languages Common plus one other language

CR 8 (XP 3,900; PB +3)

Traits

Sunlight Hypersensitivity. The vampire takes 10 Radiant damage if it starts its turn in sunlight. While in sunlight, it has Disadvantage on attack rolls and ability checks.

Actions

Multiattack. The vampire makes one Bite attack and one Shadow Strike attack.

Bite. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 7 (1d6 + 4) Piercing damage plus 10 (3d6) Necrotic damage. The target's Hit Point maximum decreases by an amount equal to the Necrotic damage taken, and the vampire regains Hit Points equal to that amount.

Shadow Strike. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 7 (1d6 + 4) Slashing damage plus 14 (4d6) Cold damage.

Bonus Actions

Shadow Stealth. While in **Dim Light** or **Darkness**, the vampire takes the **Hide** action.



ARTIST: CARLO ARELLANO

Vampire Lairs

Vampires and vampire umbral lords create sanctuaries apart from the living, whether hidden in cosmopolitan cities or sequestered in ruins where they dwelled in life.

The region containing a vampire's lair is warped by its presence, creating the following effects:

Children of the Night. The vampire exerts influence over the animals in its domain. From dusk until dawn, Medium or smaller Beasts have the **Charmed** condition while within 1 mile of the lair.

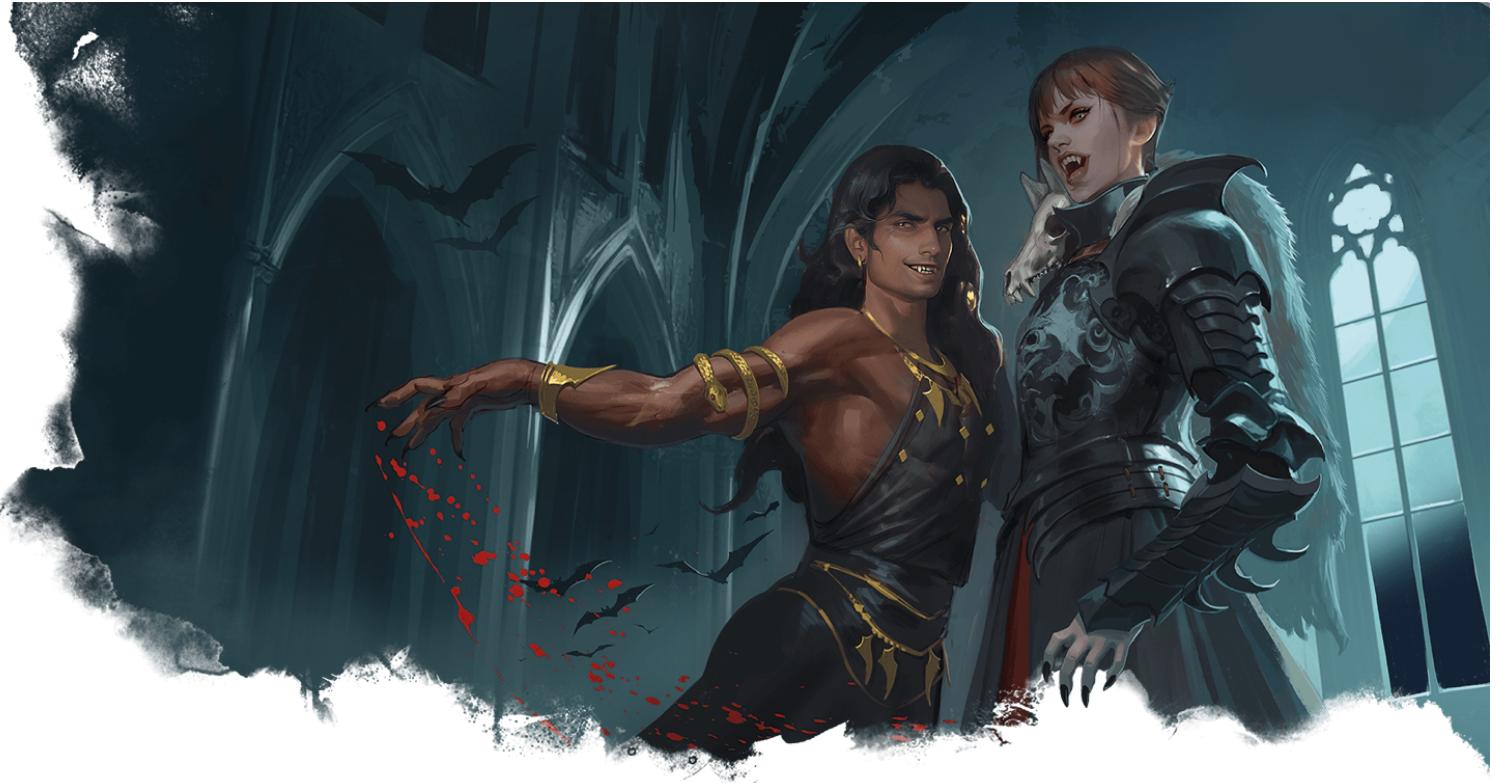
Looming Shadows. Shadows within 1 mile of the lair seem to move as if alive. Any creature (excluding the vampire and its allies) that finishes a Short Rest while within 1 mile of the lair must succeed on a DC 15 Wisdom saving throw or gain no benefit from that rest.

Mists. The area within 1 mile of the lair is **Lightly Obscured** by a persistent, creeping fog. The vampire and any creatures of its choice are unaffected by the fog.

If the vampire dies or moves its lair elsewhere, these effects end immediately.

Vampire

ARTIST: CARLO ARELLANO



VAMPIRES PREPARE FOR A MIDNIGHT MEAL

Vampires are terrifying hunters and manipulators. They use their powers to shape-shift and bend other creatures' wills as they terrorize and feed on populations over generations.

VAMPIRE

Medium or Small Undead, Lawful Evil

AC 16 Initiative +14 (24)

HP 195 (23d8 + 92)

Speed 40 ft., Climb 40 ft.

		MOD	SAVE		MOD	SAVE
STR	18	+4	+4	INT	17	+3
DEX	18	+4	+9	WIS	15	+2
CON	18	+4	+9	CHA	18	+4

Skills Perception +7, Stealth +9

Resistances Necrotic

Senses Darkvision 120 ft.; Passive Perception 17

Languages Common plus two other languages

CR 13 (XP 10,000, or 11,500 in lair; PB +5)

Traits

Legendary Resistance (3/Day, or 4/Day in Lair). If the vampire fails a saving throw, it can choose to succeed instead.

Misty Escape. If the vampire drops to 0 Hit Points outside its resting place, the vampire uses Shape-Shift to become mist (no action required). If it can't use Shape-Shift, it is destroyed.

While it has 0 Hit Points in mist form, it can't return to its vampire form, and it must reach its resting place within 2 hours or be destroyed. Once in its resting place, it returns to its vampire form and has the **Paralyzed** condition until it regains any Hit Points, and it regains 1 Hit Point after spending 1 hour there.

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

Vampire Weakness. The vampire has these weaknesses:

Forbiddance. The vampire can't enter a residence without an invitation from an occupant.

Running Water. The vampire takes 20 Acid damage if it ends its turn in running water.

Stake to the Heart. If a weapon that deals Piercing damage is driven into the vampire's heart while the vampire has the **Incapacitated** condition in its resting place, the vampire has the **Paralyzed** condition until the weapon is removed.

Sunlight. The vampire takes 20 Radiant damage if it starts its turn in sunlight. While in sunlight, it has Disadvantage on attack rolls and ability checks.

Actions

Multiattack (Vampire Form Only). The vampire makes two Grave Strike attacks and uses Bite.

Grave Strike (Vampire Form Only). *Melee Attack Roll:* +9, *reach* 5 ft. *Hit:* 8 (1d8 + 4) Bludgeoning damage plus 7 (2d6) Necrotic damage. If the target is a Large or smaller creature, it has the **Grappled** condition (escape DC 14) from one of two hands.

Bite (Bat or Vampire Form Only). *Constitution Saving Throw:* DC 17, one creature within 5 feet that is willing or that has the **Grappled**, **Incapacitated**, or **Restrained** condition. *Failure:* 6 (1d4 + 4) Piercing damage plus 13 (3d8) Necrotic damage. The target's Hit Point maximum decreases by an amount equal to the Necrotic damage taken, and the vampire regains Hit Points equal to that amount. A Humanoid reduced to 0 Hit Points by this

laren, and the vampire regains fifty hit points equal to that amount. A humanoid reduced to 0 hit points by this damage and then buried rises the following sunset as a **Vampire Spawn** under the vampire's control.

Bonus Actions

Charm (Recharge 5–6). The vampire casts *Charm Person*, requiring no spell components and using Charisma as the spellcasting ability (spell save DC 17), and the duration is 24 hours. The **Charmed** target is a willing recipient of the vampire's Bite, the damage of which doesn't end the spell. When the spell ends, the target is unaware it was Charmed by the vampire.

Shape-Shift. If the vampire isn't in sunlight or running water, it **shape-shifts** into a Tiny bat (Speed 5 ft., Fly Speed 30 ft.) or a Medium cloud of mist (Speed 5 ft., Fly Speed 20 ft. [hover]), or it returns to its vampire form. Anything it is wearing transforms with it.

While in bat form, the vampire can't speak. Its game statistics, other than its size and Speed, are unchanged.

While in mist form, the vampire can't take any actions, speak, or manipulate objects. It is weightless and can enter an enemy's space and stop there. If air can pass through a space, the mist can do so, but it can't pass through liquid. It has Resistance to all damage, except the damage it takes from sunlight.

Legendary Actions

Legendary Action Uses: 3 (4 in Lair). Immediately after another creature's turn, the vampire can expend a use to take one of the following actions. The vampire regains all expended uses at the start of each of its turns.

Beguile. The vampire casts *Command*, requiring no spell components and using Charisma as the spellcasting ability (spell save DC 17). The vampire can't take this action again until the start of its next turn.

Deathless Strike. The vampire moves up to half its Speed, and it makes one Grave Strike attack.

Darling, you are simply delicious...

—ASTARION, VAMPIRE SPAWN

Vampire Umbral Lord

Vampire umbral lords embrace their ties to the darkness, devoting themselves to sinister powers in exchange for access to forbidden magic.

VAMPIRE UMBRAL LORD

Medium or Small Undead, Lawful Evil

AC 16 **Initiative +14 (24)**

HP 187 (22d8 + 88)

Speed 40 ft. Climb 40 ft. Fly 40 ft. (hover)

		MOD	SAVE		MOD	SAVE
STR	20	+5	+10	INT	19	+4
DEX	18	+4	+9	WIS	16	+3
CON	18	+4	+4	CHA	21	+5

Skills Arcana +9, Perception +13, Stealth +9

Immunities Cold, Necrotic; **Charmed, Exhaustion**

Senses Blindsight 120 ft.; Passive Perception 23

Languages Common plus three other languages

CR 15 (XP 13,000, or 15,000 in lair; PB +5)

Traits

Legendary Resistance (3/Day, or 4/Day in Lair). If the vampire fails a saving throw, it can choose to succeed instead.

Shadow Escape. If the vampire drops to 0 Hit Points outside its resting place, it teleports into its resting place unless it is in running water or sunlight. If it can't teleport, it is destroyed. Once inside its resting place, it has the **Paralyzed** condition for 1 hour, after which it regains 1 Hit Point.

Vampire Weakness. The vampire has these weaknesses:

Forbiddance. The vampire can't enter a residence without an invitation from an occupant.

Running Water. The vampire takes 20 Acid damage if it ends its turn in running water.

Stake to the Heart. If a weapon that deals Piercing damage is driven into the vampire's heart while the vampire has the **Incapacitated** condition in its resting place, the vampire has the **Paralyzed** condition until the weapon is removed.

Sunlight. The vampire takes 20 Radiant damage if it starts its turn in sunlight. While in sunlight, it has Disadvantage on attack rolls and ability checks.

Actions

Multiattack. The vampire makes two attacks, using Grave Strike or Sickening Ray in any combination.

Grave Strike. *Melee Attack Roll:* +10, reach 5 ft. *Hit:* 9 (1d8 + 5) Slashing damage plus 13 (3d8) Necrotic damage.

Sickening Ray. *Ranged Attack Roll:* +10, range 120 ft. *Hit:* 16 (2d10 + 5) Necrotic damage, and the target has the **Poisoned** condition until the start of the vampire's next turn.

Hunger of Hadar (Recharge 5–6). The vampire casts **Hunger of Hadar** (level 5 version), requiring no spell components and using Charisma as the spellcasting ability (spell save DC 18).

Bonus Actions

Sanguine Drain. *Constitution Saving Throw:* DC 18, one creature the vampire can see within 30 feet that isn't a

Construct or an Undead. *Failure:* 14 (4d6) Necrotic damage. The target's Hit Point maximum decreases by an amount equal to the damage taken, and the vampire regains Hit Points equal to that amount.

Legendary Actions

Legendary Action Uses: 3 (4 in Lair). Immediately after another creature's turn, the vampire can expend a use to take one of the following actions. The vampire regains all expended uses at the start of each of its turns.

Beguile. The vampire casts **Command**, requiring no spell components and using Charisma as the spellcasting ability (spell save DC 18). The vampire can't take this action again until the start of its next turn.

Umbral Strike. The vampire moves up to half its Speed, and it makes one Grave Strike or Sickening Ray attack.



ARTIST: FURY GALLUZZI

Vrock

Demon of Carnage and Ruin

Habitat: Planar (Abyss); **Treasure:** Armaments

Screeching, vulturelike demons, vrocks soar from the **Abyss** to spread ruin and slaughter. Their filthy feathers carry magical toxins from the Lower Planes, creating a noxious cloud capable of killing those who escape the vrocks' vicious beaks and claws. To further terrorize their foes, vrocks unleash an otherworldly screech so terrible it can halt creatures in their tracks.

VROCK

Large Fiend (Demon), Chaotic Evil

AC 15 **Initiative** +2 (12)

HP 152 (16d10 + 64)

Speed 40 ft., Fly 60 ft.

		MOD	SAVE		MOD	SAVE
STR	17	+3	+3	INT	8	-1
DEX	15	+2	+5	WIS	13	+1
CON	18	+4	+4	CHA	8	+2

Resistances Cold, Fire, Lightning

Immunities Poison; **Poisoned**

Senses Darkvision 120 ft.; Passive Perception 11

Languages Abyssal; telepathy 120 ft.

CR 6 (XP 2,300; PB +3)

Traits

Demonic Restoration. If the vrock dies outside the Abyss, its body dissolves into ichor, and it gains a new body instantly, reviving with all its Hit Points somewhere in the **Abyss**.

Magic Resistance. The vrock has Advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The vrock makes two Shred attacks.

Shred. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 10 (2d6 + 3) Piercing damage plus 10 (3d6) Poison damage.

Spores (Recharge 6). *Constitution Saving Throw:* DC 15, each creature in a 20-foot **Emanation** originating from the vrock. *Failure:* The target has the **Poisoned** condition and repeats the save at the end of each of its turns, ending the effect on itself on a success. While Poisoned, the target takes 5 (1d10) Poison damage at the start of each of its turns. Emptying a flask of **Holy Water** on the target ends the effect early.

Stunning Screech (1/Day). Constitution Saving Throw: DC 15, each creature in a 20-foot **Emanation** originating from the vrock (demons succeed automatically). Failure: 10 (3d6) Thunder damage, and the target has the **Stunned** condition until the end of the vrock's next turn.



ARTIST: VALERA LUTFULLINA



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