Sly Flourish’s Vampires

We love and fear vampires. For centuries, we have woven elaborate myths around vampires, and their strength, lust, and power. Vampires look like us, yet they are beyond us. More than simply evil, vampires have a morality that is unlike our own. We are their nourishment. These are some reasons that vampires fit so well into roleplaying games.

This document offers vampires that work alongside those already published. The vampires here are intended to give a wider range of vampiric threats, ranging from the lowly feral vampire all the way to the ancient one, a vampire so old that it is far greater than others of its kind. Creatures described here are powerful. Although these monsters have challenge ratings in line with fifth-edition design guidance, they might be considered shockingly dangerous.

With all that said, let’s light our candles, draw our glyphs of protection, and delve into the darkness that lies in the black heart of the vampire.

Vampire Traits

If you’re looking to make your vampires feel more threatening, consider adding some of the traits from the sidebar. Alternatively, if you want to turn any creature into a vampire, you can add these traits to the creature’s statistics. (It’s up to you whether your vampire is undead.) Choose traits to suit the power level of the vampire. A vampire kobold is unlikely to have Life Drain or Beguiling Gaze, but a vampire archmage might. Think of these traits as a list of options on a menu for creating your own horrors.

Most vampires have the damage resistances of vampire spawn, as well as the Vampire Weaknesses trait. (As a means of saving space and avoiding repetition, this document refers to Vampire Weaknesses that fit this generality as typical.) Many vampires have the Regeneration and Spider Climb traits of vampire spawn, as well as darkvision in a radius of 60 feet. Further, few vampires lack proficiency with Dexterity and Wisdom saving throws, the former due to superhuman reflexes, and the latter due to inhuman mental faculties and resistance to effects that turn undead.

In addition to these capabilities, most often, a vampire has a bite or Life Drain, or both, melee weapon attacks with which the vampire has proficiency. Whenever a vampire uses its Life Drain or bite to slay a humanoid, which is then buried, that humanoid rises the following night as a vampire spawn under its slayer’s control. It’s up to you whether and when that generality is true, and whether the humanoid limitation applies. Also, with powerful vampires, the reduction to a target’s hit point maximum from these attacks might last until it is reversed with magic.

Beguiling Gaze. As a bonus action, the vampire fixes its gaze on a creature it can see within 30 feet of it. If the target can see the vampire, the target must succeed on a DC (8 + the vampire’s proficiency bonus + the vampire’s Charisma modifier) Wisdom saving throw or the vampire has advantage on attack rolls against the target. The effect lasts until the target takes damage or until the start of the vampire’s next turn. For that time, the affected creature is also a willing target for the vampire’s bite attack. A creature that can’t be charmed is immune to this effect. A creature that successfully saves against the vampire’s gaze is immune to it for 1 hour.

Bite. A vampire can make a bite attack against one willing creature, or a creature that is grappled by the vampire, incapacitated, or restrained. Unless the modified creature has a bite attack with a greater reach, the bite has a reach of 5 feet. The vampire adds the higher of its Strength or Dexterity modifiers to the attack and damage rolls. This bite deals 1d6 piercing damage, or an additional die of damage if the modified creature has a bite attack.

In addition, quarter the vampire’s challenge rating. The bite deals that number of d6s in necrotic damage to living creatures. The target must succeed on a DC (8 + the vampire’s proficiency bonus + the vampire’s Charisma modifier) Constitution saving throw, or its hit point maximum is reduced by an amount equal to the necrotic damage taken. The vampire then regains an equal number of hit points. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Life Drain. Halve the vampire’s challenge rating. The vampire’s weakest natural melee weapon attack (or its unarmed strike) deals that number of d6s in necrotic damage to creatures. Such a target must succeed on a DC (8 + the vampire’s proficiency bonus + the vampire’s Charisma modifier) Constitution saving throw, or its hit point maximum is reduced by an amount equal to the necrotic damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Premature Speed. The vampire can use a bonus action to take the Dash or Disengage action.

Vampire Weaknesses. A vampire has these flaws:

- Forbiddance. The vampire can’t enter a residence without an invitation from one of the occupants.
- Harmed by Running Water. The vampire takes 20 acid damage when it ends its turn in running water.
- Stake to the Heart. The vampire is destroyed if a piercing weapon made of wood is driven into its heart while it is incapacitated in its resting place.
- Sunlight Hypersensitivity. The vampire takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.
Feral Vampire

Sometimes the vampire's curse affects the dying in unexpected ways. Vampire blood can be enough to reanimate those who ingest it, and without the connection to the original vampire in place, turns such creatures into bestial monsters much like ghouls. However, these creatures hunger for blood and not flesh.

Misbegotten Undead

The blood of a true vampire is powerful. If used to fertilize plants, this blood can taint them so that ingesting them dooms someone who dies to return as a feral vampire. Darker still are the rituals vampires or their worshipers perform, infecting the living with vampire blood to sow chaos and fear among mortals, or to create disposable, bloodthirsty soldiers. Vampires use ferals as guardians or minions. Feral vampires rarely attack other vampires, but they are alert and aggressive, so they are good servants for a true vampire.

Ravenous Hordes

There are few sights more horrifying than that of a horde of feral vampires rushing to feast. They attack in packs, falling over one another to reach living targets. Feral vampires attack with wanton bloodlust, doing whatever they can to wet their fangs with blood.

Feral Vampire

Medium undead, chaotic evil

Armor Class 13 (natural armor)
Hit Points 27 (5d8 + 5)
Speed 30 ft.

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Saving Throws Dex +4, Wis +3
Skills Perception +3
Damage Resistances necrotic
Senses darkvision 60 ft., passive Perception 13
Languages the languages it knew in life
Challenge 1 (200 XP)

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

Vampire Weaknesses. The vampire has typical vampire weaknesses.

Actions

Multiattack. The vampire makes two attacks, only one of which can be a bite attack.

Claws. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 4 (1d4 + 2) slashing damage. Instead of dealing damage, the vampire can grapple the target (escape DC 12).

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature that is grappled by the vampire, incapacitated, or restrained. Hit: 5 (1d6 + 2) piercing damage plus 3 (1d6) necrotic damage. The target must succeed on a DC 10 Constitution saving throw, or its hit point maximum is reduced by an amount equal to the necrotic damage taken. The vampire then regains an equal number of hit points. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.
Bonded Vampire

Not all vampires roam freely through the night. Mortals who fight on the side of good sometimes capture vampires, reforging darkness to serve the light. For years, sometimes centuries, a bonded vampire lives in such tortured servitude, its personality shattering into madness under the strain.

Bound and Cloaked
A bonded vampire is bound in chains of silver, arms drawn behind its back and fingertips clipped neatly off. The monster’s fangs are pulled, and its lower legs are broken and mishealed, hobbling the vampire to prevent easy escape. Thick black leather shrouds the vampire, protecting it just enough from sunlight to prevent death but not slight burning and smoking. Some bonded vampires have tattoos of holy glyphs that constantly sizzle, binding their subjects to serve the greater good.

Unearthly Madness
Whatever a bound vampire was, whether in life or undeath, leaves its mind after a year. Continual pain drives out all sanity. A splintered mind allows a bonded vampires to peer into unseen worlds beyond known reality. They then speak of what they see in a tongue no mortal can interpret.

Darkness Reforged
Those that bind vampires have learned how to use the vampire's cursed tongue and maddening gaze as weapons. With leather blinders and a gag, a bound vampire remains quiet and compliant until unleashed. The vampire’s gaze then inflicts suicidal madness, and its dark words tear into the delicate spiritual fabric of those unprepared for what they hear. Such a vampire’s handlers are sometimes deaf, but those that can hear block their ears against their charge’s profane screams.

Bonded Vampire

Medium undead, chaotic evil

Armor Class 12 (natural armor)
Hit Points 82 (11d8 + 33)
Speed 15 ft.

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Saving Throws: Dex +3, Wis +4
Skills: Perception +4
Damage Resistances: necrotic; bludgeoning, piercing, and slashing from nonmagical attacks
Senses: blindsight 60 ft., passive Perception 14
Languages: understands the languages it knew in life, but can’t speak normal languages
Challenge: 5 (1,800 XP)

Bound. The vampire can take actions only if released to do so. Another creature must use its action to release the vampire.

Vampire Weaknesses. The vampire has typical vampire weaknesses. However, while bound, it is immune to sunlight. While released, it has resistance to nonmagical damage from sunlight.

Actions

Twisting Scream. The vampire screams an unintelligible stream of twisted words. Each creature that is within 20 feet of the vampire and able to hear it must make a DC 13 Charisma saving throw. On a failure, a creature takes 14 (4d6) psychic damage and can’t take reactions until the start of its next turn. If the save is successful, the creature takes only half the psychic damage and can still take reactions.

Reactions

Maddening Gaze. When attacked or targeted with a spell by a creature within 30 feet of it that it can see, the vampire fixes its gaze on the attacker. If the target can see the vampire, the target must make a DC 13 Wisdom saving throw. On a failure, the target takes 10 (3d6) psychic damage must choose the closest target, other than the vampire. If it can’t choose a target other than itself, it must choose itself. On a success, the target takes only half the psychic damage and can target the vampire. If a creature can’t be charmed, it is immune to this effect. A creature that successfully saves against the vampire’s gaze is immune to it for 1 hour.

Sly Flourish’s Vampires 3
**Vampire Adventurers**

To add a little excitement to a stagnant life, a vampire lord might perform foul deeds or sow tantalizing rumors to draw reckless adventurers into its land. Filled with bravado, adventurers who fall into such a trap find themselves overwhelmed by the vampire lord and its minions. Many of these adventurers end their days shredded in the bottom of unmarked carrion pits. Some, however, find an eternity of service to the very lord who drew them in.

**Sparks of Life**

Unlike most undead that serve the lords of necromancy, vampire adventurers still possess many of the skills they had when alive. Such vampires favor what were in life, so they still fight with blade, arrow, or spell. A connection to former life, however, means a vampire adventurer is more prone to mortal behavior.

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**Vampire Assassin**

*Medium undead, chaotic evil*

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<tr>
<td>Hit Points</td>
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<td>Speed</td>
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**STR** 15 (+2) | **DEX** 18 (+4) | **CON** 16 (+3) | **INT** 13 (+1) | **WIS** 12 (+1) | **CHA** 14 (+2) |

**Saving Throws**
- Dex +7, Int +4, Wis +4

**Skills**
- Perception +4, Stealth +10

**Damage Resistances**
- Necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

**Senses**
- Darkvision 60 ft., passive Perception 14

**Languages**
- the languages it knew in life

**Challenge** 7 (2,900 XP)

**Assassinate.** During its first turn, the vampire has advantage on attack rolls against any creature that hasn’t taken a turn. Any hit the assassin scores against a surprised creature is a critical hit.

**Beguiling Gaze.** As a bonus action, the vampire fixes its gaze on a creature it can see within 30 feet of it. If the target can see the vampire, the target must succeed on a DC 13 Wisdom saving throw or the vampire has advantage on attack rolls against the target. The effect lasts until the target takes damage or until the start of the vampire’s next turn. A creature that can’t be charmed is immune to this effect. A creature that successfully saves against the vampire’s gaze is immune to it for 1 hour.

**Evasion.** If the vampire is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the vampire instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

**Preternatural Cunning.** The vampire can use a bonus action to take the Dash, Disengage, or Hide action.

**Regeneration.** The vampire regains 10 hit points at the start of its turn if it has at least 1 hit point and isn’t in sunlight or running water. If the vampire takes radiant damage, this trait doesn’t function at the start of the vampire’s next turn.

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

**Sneak Attack.** Once per turn, the vampire deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the vampire that isn’t incapacitated and the vampire doesn’t have disadvantage on the attack roll.

**Vampire Weaknesses.** The vampire has typical vampire weaknesses.

**Actions**

**Multiattack.** The vampire makes two shortsword attacks.

**Shortsword.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. Hit: 7 (1d6 + 4) piercing damage plus 10 (3d6) necrotic damage.

**Shortbow.** *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. Hit: 7 (1d6 + 4) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.
**Vampire Duelist**

Medium undead, chaotic evil

**Armor Class** 16 (breastplate)
**Hit Points** 93 (11d8 + 44)
**Speed** 30 ft.

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**Saving Throws** Str +7, Con +6, Dex +5, Wis +4
**Skills** Perception +4, Stealth +5
**Damage Resistances** necrotic; bludgeoning, piercing, and slashing from nonmagical attacks
**Senses** darkvision 60 ft., passive Perception 14
**Languages** the languages it knew in life
**Challenge** 7 (2,900 XP)

**Preternatural Speed.** The vampire can use a bonus action to take the Dash or Disengage action.

**Regeneration.** The vampire regains 10 hit points at the start of its turn if it has at least 1 hit point and isn’t in sunlight or running water. If the vampire takes radiant damage, this trait doesn’t function at the start of the vampire’s next turn.

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

**Idomitable (1/Day).** The vampire can reroll a saving throw it failed.

**Vampire Weaknesses.** The vampire has typical vampire weaknesses.

**Actions**

**Multiattack.** The vampire makes two longsword attacks and one shortsword attack.

**Longsword.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 8 (1d8 + 4) slaying damage plus 10 (3d6) necrotic damage.

**Shortsword.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 7 (1d6 + 4) piercing damage plus 10 (3d6) necrotic damage.

**Reactions**

**Protective Parry.** When one melee attack would hit the vampire or another creature within 5 feet of the vampire, the vampire parries. To do so, the vampire must see the attacker and be wielding a melee weapon. The target of the triggering attack adds 3 to its AC against that attack.

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**Vampire Mage**

Medium undead, chaotic evil

**Armor Class** 15 (natural armor)
**Hit Points** 82 (11d8 + 33)
**Speed** 30 ft.

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**Saving Throws** Dex +6, Wis +5, Int +7
**Skills** Perception +5, Stealth +6, Arcana +7
**Damage Resistances** necrotic; bludgeoning, piercing, and slashing from nonmagical attacks
**Senses** darkvision 60 ft., passive Perception 15
**Languages** the languages it knew in life
**Challenge** 7 (2,900 XP)

**Preternatural Speed.** The vampire can use a bonus action to take the Dash or Disengage action.

**Regeneration.** The vampire regains 10 hit points at the start of its turn if it has at least 1 hit point and isn’t in sunlight or running water. If the vampire takes radiant damage, this trait doesn’t function at the start of the vampire’s next turn.

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

**Spellcasting.** The vampire is a 8th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The vampire has the following wizard spells prepared:

- Cantrips (at will): chill touch, ray of frost, mage hand, prestidigitation
- 1st level (4 slots): fog cloud, jump, magic missile, sleep, shield
- 2nd level (3 slots): mirror image, scorching ray, web
- 3rd level (3 slots): counterspell, fireball, hypnotic pattern
- 4th level (1 slot): greater invisibility

**Vampire Weaknesses.** The vampire has typical vampire weaknesses.

**Actions**

**Multiple Action.** The vampire can cast a cantrip and make a bite attack.

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vampire, incapacitated, or restrained. *Hit:* 6 (1d6 + 3) 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 the vampire 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.
Vampire Bloodknight

A vampire bloodknight combines martial prowess with vampire traits. A machine of terrible destruction, a bloodknight quickly slaughters those who mistakenly assume they face a living warrior.

Iron and Honor

A vampire bloodknight is shrouded in a black cloak over heavy iron plate. This armor is rarely of contemporary make and build. Similarly, a bloodknight’s longsword is a relic that has seen countless battles. The bloodknight and weapon are one, the blade infused with the vampire’s dark essence and capable of draining life. A bloodknight can bite, but honor demands refraining from feeding on an enemy that has not been defeated in combat. After battle, the bloodknight drains each enemy’s broken corpse.

Blood Ties

A humanoid becomes a bloodknight with the ritual transfer of blood and an oath between master vampire and would-be knight. Whatever loyalties a bloodknight had in life are extinguished in the unholy power of the pact made when imbibing in the blood of the master. A bloodknight then sees the world with new eyes, all mortal morality lost to a monstrous code.

Pair Bonded

Vampire bloodknights are often bound in pairs, one commander and one lieutenant. The skill of each knight is matched, but their relationship is still one of hierarchy. The lieutenant obeys the will of the commander and serves faithfully until the commander is destroyed. Such a relationship endures for centuries as the pair fights perfectly alongside each other.

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Vampire Bloodknight

Medium undead, lawful evil

Armor Class 20 (plate, shield)
Hit Points 119 (14d8 + 56)
Speed 30 ft.

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Saving Throws Str +8, Con +8, Dex +4, Wis +7
Skills Perception +7
Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 60 ft., passive Perception 16
Languages the languages it knew in life
Challenge 9 (5,000 XP)

Preternatural Speed. The vampire can use a bonus action to take the Dash or Disengage action.

Regeneration. The vampire regains 15 hit points at the start of its turn if it has at least 1 hit point and isn’t in sunlight or running water. If the vampire takes radiant damage, this trait doesn’t function at the start of the vampire’s next turn.

Subjugating Gaze. As a bonus action, the vampire fixes its gaze on a creature it can see within 30 feet of it. If the target can see the vampire, the target must succeed on a DC 15 Wisdom saving throw or the vampire has advantage on attack rolls against the target. The effect lasts until the target takes damage or until the start of the vampire’s next turn. If a creature can’t be charmed, it is immune to this effect. A creature that successfully saves against the vampire’s gaze is immune to it for 1 hour.

Vampire Weaknesses. The vampire has typical vampire weaknesses.

Actions

Multiattack. The vampire makes two longsword attacks.

Longsword. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) slashing damage plus 10 (3d6) necrotic damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw, or its hit point maximum is reduced by an amount equal to the necrotic damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.
**Vampire Bloodmage**

Floating in tattered robes, a vampire bloodmage has a normal humanoid torso but a lower body made of wisps of shadow. From beneath a dark cowl, a bloodmage’s eyes glow with red light. Strange glyphs mark the creature’s pale skin.

**Blood Born**

A vampire bloodmage is a practitioner of forbidden magic. In life, the mage unlocked the power of the vampire with years of magical research. Using profane rituals and experiments, the mage became a vampire without ties to another such creature. Although usually free willed, some bloodmages lust for power enough to serve other evil beings.

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**Vampire Bloodmage**

*Medium undead, neutral evil*

| Armor Class | 12 (15 with mage armor) |
| Hit Points | 82 (11d8 + 33) |
| Speed | 30 ft., fly 30 ft. (hover) |

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**Saving Throws**

Dex +7, Int +8, Wis +6  
**Skills**

Arcana +8, Perception +6  
**Damage Resistances**

necrotic; bludgeoning, piercing, and slashing from nonmagical attacks  
**Senses**

darkvision 60 ft., passive Perception 16  
**Languages**

the languages it knew in life  
**Challenge**

9 (5,000 XP)

**Preternatural Speed.** The vampire can use a bonus action to take the Dash or Disengage action.

**Regeneration.** The vampire regains 15 hit points at the start of its turn if it has at least 1 hit point and isn’t in sunlight or running water. If the vampire takes radiant damage, this trait doesn’t function at the start of the vampire’s next turn.

**Spellcasting.** The vampire is a 11th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). The vampire has the following wizard spells prepared:

- Cantrips (at will): chill touch, light, message, mage hand, prestidigitation  
- 1st level (4 slots): detect magic, mage armor, magic missile, shield  
- 2nd level (3 slots): detect thoughts, misty step, suggestion  
- 3rd level (3 slots): counterspell, hypnotic pattern, lightning bolt  
- 4th level (3 slots): confusion, greater invisibility, polymorph  
- 5th level (2 slots): telekinesis  
- 6th level (1 slot): chain lightning

**Vampire Weaknesses.** The vampire has typical vampire weaknesses.

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**Actions**

**Multiple Action.** The vampire can cast a cantrip and use Life Drain.

**Life Drain.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) bludgeoning damage and 14 (4d6) necrotic damage. The target must succeed on a DC 15 Constitution saving throw, or its hit point maximum reduced by an amount equal to the necrotic damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

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**Reactions**

**Confusing Gaze.** When attacked or targeted with a spell by a creature within 30 feet of it that it can see, the vampire fixes its gaze on the attacker. If the target can see the vampire, the target must make a DC 15 Wisdom saving throw. On a failure, the target must choose a new target or lose the attack or spell. This effect doesn’t protect the vampire from area effects, and a creature that can’t be charmed is immune to this effect. A creature that successfully saves against the vampire’s gaze is immune to it for 1 hour.
Bloodmist Vampire

A bloodmist vampire is a dark red cloud that swirls through the darkness and flows through the living, draining blood. Those who come close to the mist can feel within it a cold malevolence. It is the blood it drains that gives a bloodmist vampire its reddish hue.

Vampire Remnants

A bloodmist vampire forms when a powerful vampire is improperly destroyed, leaving the monster without a means to return to physical form. In a gaseous state, the vampire can still drain life and blood. A bloodmist vampire needn’t pierce armor or skin to feed. It needs only to be near a living victim and find a gap in that creature’s defenses.

The creature might be bound to its old lair, an object it once coveted, or even another being. The bloodmist vampire uses this link in much the same way a normal vampire must use its coffin. A creature unaware of its connection to a bloodmist vampire inevitably suffers terrifying nightmares and dark desires.

Body Seekers

Driven by instinct, a bloodmist vampire seeks a physical host. Dark rituals of various types can return the gaseous vampire to physical form or bind the monster’s essence to another physical body. One ancient tale tells of a bloodmist vampire bound to a titanic runed statue. In this form, the vampire destroyed entire settlements, feeding off of the souls of those crushed underfoot.

All bloodmist vampires have the potential to subjugate the mind of another creature, turning a person into a puppet that attacks according to the will of the vampire. Some bloodmist vampires have mortal thralls, who wait to feed the vampire or serve it as a physical vessel.

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Bloodmist Vampire

Medium undead, chaotic evil

| Armor Class | 14 |
| Hit Points | 99 (18d8 + 18) |
| Speed | 0 ft., fly 30 ft. (hover) |

### STR  DEX  CON  INT  WIS  CHA
6 (-2) 18 (+4) 12 (+1) 11 (+0) 14 (+2) 16 (+3)

- **Saving Throws:** Str +2, Dex +8, Con +5, Wis +6
- **Skills:** Stealth +8, Perception +6
- **Damage Resistances:** acid, cold; bludgeoning, piercing, and slashing from magical attacks
- **Damage Immunities:** necrotic; bludgeoning, piercing, and slashing from nonmagical attacks
- **Condition Immunities:** charmed, exhaustion, grappled, paralyzed, petrified, prone, restrained
- **Senses:** blindsight 60 ft., passive Perception 16
- **Languages:** the languages it knew in life
- **Challenge:** 11 (7,200 XP)

**Gaseous Form.** The vampire can enter and occupy a hostile creature’s space. If air can pass through a space, the vampire can do so without squeezing, but it treats liquid surfaces as solid. The vampire can’t manipulate objects.

**Vampire Weaknesses.** The vampire has the Forbiddance and Sunlight Hypersensitivity weaknesses typical of vampires.

**Actions**

- **Multiple Action.** The vampire uses Life Drain twice, or it uses Life Drain and Envelop.

**Life Drain.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 14 (4d6) necrotic damage. The target must succeed on a DC 15 Constitution saving throw, or its hit point maximum reduced by an amount equal to the necrotic damage taken, and the vampire regains an equal number of hit points. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

**Envelop (Recharge 5–6).** One creature that the vampire can see within 5 feet of it must succeed on a DC 15 Charisma saving throw or be charmed by the vampire. While the target is charmed in this way, the vampire’s misty form envelops the target. In this state, the vampire takes only half the damage dealt to it, and the creature enveloped by the vampire takes the other half. The target and the vampire share a telepathic link, through which vampire chooses the target’s actions and movement. However, the vampire can’t force the target to use class features that are limited in use, including spells of 1st level or higher. If the target takes damage, it can repeat the saving throw, ending the effect on a success. Otherwise, the effect ends at the end of the vampire’s next turn.
ANCIENT ONE

Many vampires live well beyond the age of mortals. The older vampires become, the more they are separated from mortal lives and ways of thinking. Some vampires forget what it is like to love or hate, and the boundary between good and evil loses its definition. Other vampires hang on to mortal memories, seeking lost love over the ages or attempting to right tresspasses long forgotten by others.

A few vampires grow so old that all connections to mortality are lost. These monsters sleep for years and sometimes centuries. They travel throughout the multiverse. The lives of mortals hold as much interest to them as the lives of gnats.

To mortals and to most vampires, these beings of vast power are known as the ancient ones.

MASTERS OF EONS

Ancient ones have lived and survived for thousands of years. They have overcome death and learned to siphon life even from a distance, and they have done deeds few mortals can imagine. Some such vampires see across the multiverse and through time. The webs of their unfathomable plans stretch beyond the lifespans of civilizations. No mortal could possibly hope to understand such a creature’s motivations.

IMMORTAL POWER

Many ancient ones have mastered magic beyond nearly any other creature in the multiverse. Only the gods, the highest beings of the outer planes, or the mightiest of liches have power that exceeds or compares to that of an ancient one. Most ancient ones exist as puppeteers, twisting existence for their own purposes, and building hidden empires that influence the fate of entire regions.

UNBRIDLED HUNGER

The enormous power of an ancient one leads to an equally large appetite. Of the few ancient ones that exist in the multiverse, a few lay in equally ancient tombs, their bodies decayed to dust while their magical manifestations travel throughout the planes in search of novel sustenance. Others build networks to fuel their undying thirst, breeding humanoids and draining their lives throughout the centuries.

LAIR OF AN ANCIENT ONE

Ancient ones usually lair in hidden places, lost in dark legends for thousands of years. The power of death flowing from and around an ancient one completely alters nearby regions, marking them as cursed for many mortal ages. The ancient one is a heart of darkness in a dead land.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the ancient one takes a lair action to cause one of the following effects. The ancient one can’t use the same effect two rounds in a row.

Provided the ancient one is not in sunlight, it summons 1d6 wraiths. Each wraith appears in an unoccupied, dimly lit or darker space within 120 feet of its summoner and acts as an ally of its summoner. A wraith remains for 1 minute, until it or its summoner dies, or until its summoner dismisses it as an action or as a use of this lair action. The ancient one can call forth no more than thirteen wraiths in a given day.

A shadowy and deathly mist rises from the ground in a 120-foot radius centered on the ancient one, and the mist spreads around corners. This area is lightly obscured. Living creatures within the mist are vulnerable to necrotic damage. Undead within the mist have resistance to radiant damage. Light within the mist can be no brighter than dim unless created by a spell of 5th level or higher, or equivalent magic. The mist lasts for 1 minute, but a strong wind can disperse it, and sunlight burns the mist away instantly in the area such light touches.

The psychic impressions of the ancient one’s innumerable victims rises in the area for 1 minute. For this time, each creature hostile to and within 120 feet of the ancient one is overwhelmed by the voices of the dead and distracted by disturbing sensory input. Such a creature is deafened, and it has disadvantage on Wisdom (Perception) checks. At the end of each of its turns, a creature can make a DC 20 Wisdom saving throw, ending the effect on itself on a success. If this saving throw fails by 5 or more, the affected creature can’t maintain concentration or take reactions until the start of its next turn.
**Ancient One**  
*Medium undead, chaotic evil*

**Armor Class** 18 (natural armor)  
**Hit Points** 266 (28d8 + 140)  
**Speed** 30 ft., fly 30 ft. (hover)

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**Saving Throws** Dex +12, Int +12, Wis +12, Cha +12  
**Skills** Arcana +12, Perception +12  
**Damage Resistances** lightning, psychic  
**Damage Immunities** cold, necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks  
**Condition Immunities** charmed, exhaustion, frightened, paralyzed, poisoned  
**Senses** truesight 60 ft., passive Perception 22  
**Languages** all  
**Challenge** 22 (41,000 XP)

**Despair Aura.** Any creature hostile to the vampire that starts its turn within 60 feet of the vampire and able to see it must make a DC 20 Wisdom saving throw, unless the vampire is incapacitated. On a failed save, the creature takes 11 (2d10) psychic damage and is frightened until start of its next turn. While frightened in this way, a creature has a speed of 0 and disadvantage on saving throws other than the one against this aura, and attack rolls against the creature have advantage. If a creature’s saving throw is successful, the creature is immune to the vampire’s Despair Aura for 1 hour.

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

**Misty Escape.** When it drops to 0 hit points outside its resting place, the vampire transforms into a cloud of mist instead of falling unconscious, provided that it isn’t in sunlight or running water. If it can’t transform, it is destroyed. While in mist form, the vampire can’t take any actions, speak, or manipulate objects. It can enter and occupy a hostile creature’s space. In addition, if air can pass through a space, the mist can do so without squeezing, but it treats liquid surfaces as solid. In mist form, the vampire, has advantage on Strength, Dexterity, and Constitution saving throws, and it is immune to all nonmagical damage, except that from sunlight.

While it has 0 hit points in mist form, the vampire can’t revert to its vampire form, and it must reach its resting place within 2 hours or be destroyed. Once in its resting place, it reverts to its vampire form. It is then paralyzed until it regains at least 1 hit point. After spending 1 hour in its resting place with 0 hit points, it regains 1 hit point.

**Preternatural Speed.** The vampire can use a bonus action to take the Dash or Disengage action.

**Regeneration.** The vampire regains 20 hit points at the start of its turn if it has at least 1 hit point and isn’t in sunlight or running water. If the vampire takes radiant damage, this trait doesn’t function at the start of the vampire’s next turn.

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

**Turn Resistance.** The vampire has advantage on saving throws against any effect that turns undead.

**Vampire Weaknesses.** The vampire has typical vampire weaknesses.

**Actions**  
**Multiattack.** The vampire uses Life Drain twice.

**Life Drain.** *Melee or Ranged Spell Attack:* +12 to hit, reach 5 ft. or range 30 feet, one creature. *Hit:* 35 (10d6) necrotic damage. The target must succeed on a DC 20 Constitution saving throw, or its hit point maximum reduced by an amount equal to the necrotic damage taken, and the vampire regains an equal number of hit points. This reduction lasts until the target finishes a long rest, or if the saving throw fails by 5 or more, until reversed by magic. The target dies if this effect reduces its hit point maximum to 0.

**Legendary Actions**  
The vampire 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. The vampire regains spent legendary actions at the start of its turn.

**Move.** The vampire moves up to its speed without provoking opportunity attacks.

**Life Drain (Costs 2 Actions).** The vampire uses Life Drain.

**Soulcrushing Glare (Costs 2 Actions).** The vampire fixes its gaze on one creature it can see within 60 feet of it. If the target can see the vampire, the target must make a DC 20 Wisdom saving throw. On a failure, the creature is incapacitated until the end of the vampire’s next turn. If the target fails the save by 5 or more, it is stunned for the same duration. If a creature’s saving throw is successful, the creature is immune to the vampire’s Soulcrushing Glare for 1 hour.
**Ancient One Blademaster**

An ancient one blademaster wields a greatsword, which the creature has mastered over the ages. The vampire has a challenge rating of 23 (50,000), and the following additional action options:

**Multiattack.** The ancient one blademaster makes three greatsword attacks.

**Greatsword.** Melee Weapon Attack: +12 to hit, reach 5 ft., one creature. Hit: 12 (2d6 + 5) slashing damage plus 17 (5d6) necrotic damage. The target must succeed on a DC 20 Constitution saving throw, or its hit point maximum reduced by an amount equal to the necrotic damage taken, and the vampire regains an equal number of hit points. This reduction lasts until the target finishes a long rest, or if the saving throw fails by 5 or more, until reversed by magic. The target dies if this effect reduces its hit point maximum to 0.

The blademaster can also make one greatsword attack at the cost of two legendary actions.

**Ancient One Archmage**

Other ancient ones perfect arcane magic through the centuries. An ancient one archmage has a challenge rating of 24 (62,000), as well as the following trait:

**Spellcasting.** The vampire is a 20th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 20, +12 to hit with spell attacks). The vampire has the following wizard spells prepared:

- Cantrips (at will): *mage hand*, *message*, *minor illusion*, *prestidigitation*
- 1st level (4 slots): *detect magic*, *magic missile*, *protection from evil and good*, *shield*
- 2nd level (3 slots): *detect thoughts*, *invisibility*, *mirror image*, *web*
- 3rd level (3 slots): *bestow curse*, *counterspell*, *dispel magic*, *slow*
- 4th level (3 slots): *blight*, *dimension door*, *ice storm*
- 5th level (3 slots): *cloudkill*, *cone of cold*
- 6th level (2 slot): *disintegrate*, *globe of invulnerability*
- 7th level (2 slot): *finger of death*, *plane shift*
- 8th level (1 slot): *dominate monster*, *power word stun*
- 9th level (1 slot): *power word kill*, *time stop*

**Regional Effects**

The region containing an ancient one's lair is warped by the ancient one's terrible presence, which creates one or more of the following effects.

- Brooding clouds and unnatural mists hang in the air within 13 miles of the lair. Nonmagical light can be no brighter than dim in this area.

- Despair fills the region within 6 miles of the ancient one's lair. Evil monsters and predatory beasts, such as wolves, are attracted to this area, growing twisted and aggressive within it. Living creatures not native to the region have disadvantage on saving throws against becoming frightened, as well as death saving throws, while within this field of despair.

- The shadow of death lingers in the region. Within 1 mile of the ancient one's lair, living creatures cannot maintain or regain resistance to necrotic damage. In addition, any magical healing causes its target to regain only half the normal amount of hit points.

These effects can take years to fade when the ancient one leaves or is destroyed. Sometimes, even when the ancient one is destroyed, the land is permanently cursed.

**About This Product**

This product was written by Michael E. Shea and developed by Chris S. Sims. It was made possible by the supporters of Sly Flourish through their purchases of the Lazy Dungeon Master and Sly Flourish’s Fantastic Locations.

We consider the value of this product to be roughly $4. If you want to give back, please feel free to send four bucks to support this product and other projects like it in the future.

Thank you very much for your support. We hope you enjoy these vampires as much as we enjoyed making them.

This product was designed using Homebrewery.