

EXPANDED VAMPIRES

A vampire character with dark skin, a beard, and a red cape is the central focus. He is standing in a dark, gothic-style interior, possibly a cathedral or castle. The scene is lit by numerous red candles, some of which are floating in the air. In the background, there is a large, ornate window with a stained-glass design. The overall atmosphere is dark and mysterious.

HOME BREW

by Soniverse Labs

VAMPIRES.

Vampires are powerful undead that prey upon the living to devour their blood. By their very nature, vampires are creatures of the night and hardly seen during the day. In fact, they are extremely weakened in the presence of sunlight and at times, it can physically burn them.

VAMPIRE ORIGINS

Depending on the setting or even the region, the origin of vampires can vary. Some scholars believe that vampires were created as powerful entities from the shadowfell who made a pact with mortals. Other believe vampires are the result of a magical disease that spread due to experimentation and rampant use of necromantic magics. Some experts even believe that vampires are a curse created by the divine as a punishment for mortals.

SUPERNATURAL ABILITIES

Despite their weakness to the sun, they are incredibly powerful creatures who are able to vanish into the shadows. In comparison to the average humanoid, vampires possess incredible speed and strength. They also have remarkable endurance, as they are able to quickly regenerate from the harshest of wounds. One of the deadliest weapons a vampire possess is its bite.

SHAPESHIFTING

True vampires have the ability to change their form at will. Most vampires seem to possess at least one of the following transformations. The first and most common transformation is a bat form, wherein they are able to scout and spy potential enemies without detection.

Their second form is a cloud of mist or darkness. This form is primarily used for defense whenever the vampire needs to make a quick escape or if its physical body is destroyed.

The rarest and most powerful vampiric form is its hybrid form. Vampires are able to embrace their true undead form turning into a monstrous abomination that resembles a mixture of a bat and humanoid. While in this form, vampires possess superior strength, reflexes, and even the ability to fly.

VAMPIRE BITE

A vampire's bite is able to siphon the blood from their victim's body. Depending on the species of vampire, it is able to inflict a number of debilitating side effects on the victim and at times temporarily empower the vampire.

BLOOD MAGIC

However, the most dangerous power that all vampires possess, at least true vampires, is blood magic. This magic can manifest itself in many ways. Due to their regenerative capabilities, many vampires have learned to manipulate the blood of others such as locking them into place, negating healing, and even controlling their opponent's bodies.

VAMPIRE TACTICS

Unlike most undead, vampires are incredibly intelligent creatures. When hunting, a vampire will always attempt to fight on its own terms, especially in regard to their own weaknesses. Although vampire weaknesses can vary depending on their type and location, their general strategies tend to follow the same basic concepts.

SHADOW FIGHTER

One of a vampire's biggest advantages is its affinity for darkness and the shadows. In combat, a vampire will be a crafty fighter using their terrain, superior mobility, incredible stealth to overwhelm their opponents, even when outnumbered. The vampire will rely on hit-and-run tactics to force their opponents to split apart, as the vampire can easily overpower one or two targets at a time.

SKIRMISHER

Thanks to their superior regenerative abilities, vampires are not opposed to prolonged engagements of continually ambushing their foes, especially if they are well-equipped. Through repeated ambushes, the vampire can slowly drain their enemies resources and endurance, leaving them weak enough for the vampire to finish them off.

FEAR OF THE HOLY

One of the vampire's greatest weaknesses comes at the hands of those with access to divine magics, such as clerics and paladins. In combat, the vampire's first goal is to remove these individuals from the battlefield. If the vampire believes that it cannot quickly kill this individual, they will attempt to remove them from the equation by incapacitating them through blood magic or binding them to their will through their charm, forcing them to aid the vampire.

SHAPECHANGER TACTICS

Vampires have an incredible sense of self-preservation, especially when regarding sunlight. If the vampire recognizes that their opponent is well-prepared or the oncoming dawn is eminent, the vampire is not afraid to make its retreat to prepare for its next encounter. True vampires have the ability to shapeshift into a cloud of mist or into a large vampiric bat. These forms grant them the ability to make a quick escape and even watch their enemies unnoticed. In fact, they often make full use of these abilities as they tend to use magic to attract large swarms of bats or even cover the lands with a dense fog, allowing them to quickly blend into their surrounding if needed.

UNDEAD MINIONS

Under most circumstances, vampires have access to a horde of undead servants and other thralls to use at their disposal. If the situation demands a quick resolution, they will directly engage their opponents with an assortment of undead thralls. In such a combat, the vampire is still a very opportunistic fighter that uses their minions as a distraction while they seek to deal a devastating blow while avoiding the primary fray.

VAMPIRE TYPES

Vampires can be identified by five general categories.

VAMPIRE THRALLS

Vampire thralls are the weakest of all vampires. Thralls have recently been granted their supernatural abilities from the bite of a true vampire, such as superior strength, speed, and endurance.

However, despite their similarities to true vampires, thralls are significantly weaker than true vampires. One of the defining differences is that vampire thrall do not possess any inherent blood magic abilities, nor can they naturally cast spells.

VAMPIRE SPAWN

Vampire spawn are a stronger variant of the vampire thrall. These individuals usually have been in the service of the true vampire for a while. Typically, vampire spawn ultimately strive to gain the gift of blood that allows them to become a true vampire.

TRUE VAMPIRES

True vampires are the greatest of all vampires. A bite from a true vampire is able to turn a creature into a vampiric thrall, forever bound to their will. Because of their greater gift, they possess a variety of abilities such as shapeshifting and blood magic.

VAMPIRE FLEDGLING

Vampire fledglings are the weakest of all true vampires. These individuals typically are recently ascended vampire spawn or individuals who were turned by an ancient vampire. Despite their budding vampiric abilities, they are still incredibly powerful creatures blessed with supernatural regeneration, speed, their newly discovered blood magic, and even the ability to resist the effects of turning the dead.

AWAKENED VAMPIRE

Awakened vampires are typically what comes to mind when one thinks of a vampire. These vampires regularly prey on the living as if they were cattle. They employ a small army of thralls and other undead to protect their territory or to search for new food. Other vampires use their abilities to create a sanctuary for vampire fledglings to fully master their abilities.

ANCIENT VAMPIRES

Ancient vampires are the most powerful of their kind. It is believed that these entities have lived for centuries and even millennia. Most vampires that have reached this level of power seek to push the boundaries of their undead form. Some seek to overcome their form's various weaknesses seeking for long-lost rituals, while others seek to spread their gift to the worthy while cultivating the weak as if they were cattle.

VAMPIRE VARIANTS

There are believed to be several variants or subspecies of vampires that are believed to exist.

SHADOWBLOOD VAMPIRE

Although all vampires are creatures of the night, none share such a connection to the darkness as the shadowblood vampire. Shadowblood vampires are believed to be created through dark pacts with the undying rulers of the Shadowfell. Such pacts grant immortality and absolute mastery of the shadows. As a result, these vampires possess the ability to vanish into the shadows and even craft umbral wings to glide through the night.

NOSFERATU VAMPIRES

Nosferatu vampires are believed to be the physically strongest and brutally feral of all vampire. Nosferatu possess almost an addiction to blood and have been known to hunt the living for sport. In fact, the blood of the living is a stimulant for them, granting them a temporary boost in speed, strength, and endurance.

PSIONIC VAMPIRE

Psionic vampires are believed to be the result of blending psionic magics with necromancy. Some believe these vampires are created through experimentation between both magics, while others see psionic vampires as an unexpected mutation caused by a vampiric aberration such as an illithid.

Regardless of their origin, these vampires are characterized by their desire to devour the thoughts of their victims. Psionic energy not only sustains the appetites of these entities, but also gives them a means to access the thoughts of their victim.

PUREBLOOD VAMPIRE

Pureblood vampires are the most powerful of all vampires. In fact, many believe that pureblood vampires are believed to be the first kind of vampire, from which all other variants descended. Thanks to their absolute mastery of blood magic, they have learned to use the blood of the living to suppress their weakness to the sun, allowing them to walk in broad daylight.

GRAVECALLER VAMPIRE

Gravecaller vampires possess a special connection to the dead. It is believed that these vampires not only hunger for the blood of their victims, but the very soul itself. As a result, these vampires are able to bind the souls of their victims to use them as an undead minion. They even are known to have the ability to project themselves into a spiritual form akin to a ghost, allowing them to phase through walls and barriers.

DEATHFROST VAMPIRE

The presence of a deathfrost vampire is often hinted by a chilling aura that saps the energy from all within its reach. These vampires seem to emanate the icy grasp of death, as a single bite from these vampires seems to drain the target's very will to live.

VAMPIRE WEAKNESSES

Depending on the setting, vampires can have a variety of weakness. When creating a vampire for your setting you can choose any number of the following weaknesses as you see appropriate for your setting.

Forbiddance The vampire can't enter a residence without an invitation from one of the occupants.

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

Fear of Fire The vampire cannot benefit from its regeneration if it takes fire damage on its turn. Upon taking fire damage, it must succeed a Wisdom saving throw equal to half the damage dealt (minimum of 10) or become frightened until the end of its next turn.

Fear of Light Upon taking radiant damage, it must succeed a Wisdom saving throw equal to half the damage dealt (minimum of 10) or become frightened until the end of its next turn.

Sun Poisoning While in direct sunlight, the vampire is considered to be poisoned for the duration

Sunlight Hypersensitivity The vampire takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, the vampire has disadvantage on attack rolls and ability checks. While in sunlight, it has disadvantage on attack rolls and ability checks

Wooden Stake If a piercing weapon made of wood is driven into the vampire's heart while the vampire is incapacitated in its resting place, the vampire is paralyzed until the stake is removed.

Chained to the Grave Every vampire is bound to its coffin, crypt, or grave site, where it must rest by day. A vampire can move its place of burial by transporting its coffin, or a significant amount of grave dirt to another location. Some vampires set up multiple resting places this way.

DESIGNING YOUR VAMPIRE

Depending on the campaign setting, vampires can have a wide variety of weaknesses and powers. This compendium will provide you a way to build a vampire to perfectly mesh into your campaign. Designing your own vampire can be divided into three major categories focusing on their weaknesses, their specific powers, the type of vampire, as well as the variant.

IDENTIFYING THEIR WEAKNESSES

One of the most important aspect of designing a vampire is identifying their weaknesses, as that it is one of the primary factors to consider when running a vampire. When designing your vampire, you can choose any number of the following weaknesses as would be appropriate for your setting.

IDENTIFY THE POWERS

The next step is to identify what makes the powers your vampires possess in your setting. These powers are primarily designed for true vampires (vampire fledglings, awakened vampires, and ancient vampires) to set them apart from their vampiric minions. You can select any number of these traits as you see fit for your specific setting.

VAMPIRE SPAWN AND TRUE VAMPIRES

The next step is to determine if the creature you are designing is a vampiric thrall or a true vampire. By identifying this, the behavior of the vampire may differ (even if they both have the same goal). A thrall would ultimately seek its own free will or to ascend to a true vampire, and may do whatever it takes to acquire that. However, they are ultimately bound to the will of a true vampire, which may force them to stand their ground in a situation that a true vampire would behave otherwise.

VAMPIRE VARIANTS

The final step is determining the vampire variant(if any). This is largely from a world building perspective on how vampires fit into your world. These variants can serve as a means to provide multiple origins or even add interesting dynamics within vampiric societies. These templates also provide an immersive way of helping vampires feel dynamic in your world, especially as players must learn to adapt to effectively fight these creatures based on their strength and weaknesses.



VAMPIRE POWERS

Depending on the setting, vampires can have a variety of special abilities. When creating a vampire for your setting you can choose any number of the following weaknesses as you see appropriate for your setting.

Although this can vary depending on your setting, under most circumstances, only true vampires are able to manifest at least one of these abilities. Therefore any variant of vampire spawn are unable to benefit from these powers.

ACTIONS

Charm The vampire targets one humanoid it can see within 30 feet of it. If the target can see the vampire, the target must succeed on a Wisdom saving throw with a DC equal to the vampire's spell save DC against this magic or be charmed by the vampire. The charmed target regards the vampire as a trusted friend to be heeded and protected. Although the target isn't under the vampire's control, it takes the vampire's requests or actions in the most favorable way it can, and it is a willing target for the vampire's bite attack.

Each time the vampire or the vampire's 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 the vampire is destroyed, is on a different plane of existence than the target, or takes a bonus action to end the effect.

Child of the Night(1/day) The vampire magically calls 5 (2d4) swarms of bats, provided that the sun isn't up. While outdoors, the vampire can call (3d6) wolves instead. The called creatures arrive in 1d4 rounds, acting as allies of the vampire and obeying its spoken commands. The beasts remain for 1 hour, until the vampire dies, or until the vampire dismisses them as a bonus action.

VAMPIRIC TRANSFORMATIONS

All vampires are natural shapeshifters as they can transform into their cloud of mist or their bat form.

Bat Form While in bat form, the vampire can't speak, its walking speed is 5 feet, and it has a flying speed of 30 feet. Its statistics, other than its size and speed, are unchanged. Anything it is wearing transforms with it, but nothing it is carrying does. It reverts to its true form if it dies.

Mist Form While in mist form, the vampire can't take any actions, speak, or manipulate objects. It is weightless, has a flying speed of 20 feet, can hover, and can enter a hostile creature's space and stop there. In addition, if air can pass through a space, the mist can do so without squeezing, and it can't pass through water. It has advantage on Strength, Dexterity, and Constitution saving throws, and it is immune to all nonmagical damage, except the damage it takes from sunlight.

Vampiric Hybrid Form While in this form, the vampire's size increase to Large as it turns into a hulking bat/humanoid hybrid. For the duration, its walking and climbing speed is 40ft. and it has a 80ft. flying speed. While in this form, the vampire has advantage on Strength, Dexterity, and Constitution ability checks and saving throws



VAMPIRE THRALL

Medium Undead, varies

Armor Class 14 (Natural Armor)

Hit Points 30 (4d8+12)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	10 (+2)	15 (+2)	12 (+1)

Skills Athletics +4, Acrobatics +4, Stealth +4, Perception +4

Damage Resistances Bludgeoning, Piercing, and Slashing damage that is not silvered, Necrotic, Poison

Condition Immunities Charmed

Senses darkvision 300ft., passive Perception 14

Languages Common plus any languages it knew in life

Proficiency Bonus +2

Challenge 3 (700xp)

Blood Sense The vampire thrall knows the direction of creature that is below half its hitpoint maximum or has its hitpoint maximum reduced as long as it is within 1 mile of it.

Gloom Sight The vampire thrall's vision is not obscured by magical darkness.

Regeneration At the start of each of its turns, the vampire thrall regains 5 hitpoints. If the vampire thrall takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

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

Undead nature The vampire thrall does not need to breath

ACTIONS

Multiattack. The vampire thrall can make two attacks with its claws

Claw. Melee Weapon Attack: +4 to hit, 5ft., one target. *Hit:* 7 (2d4+2) slashing damage. Upon a hit, creatures cannot recover hitpoints until the start of the vampire thralls turn.

If the target is Medium or smaller, it is considered grappled (escape DC 12)

BONUS ACTION

Bite. Melee Weapon Attack: +4 to hit, 5ft., one grappled or restrained target. *Hit:* 5 (1d4+2) piercing damage + 7(2d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken. The vampire thrall can regain a number of hitpoints equal to the damage dealt. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Shadow Stealth While in dim light and darkness, the vampire thrall can use its bonus action to Hide



VAMPIRE SPAWN

Medium Undead, varies

Armor Class 16 (Natural Armor)

Hit Points 75 (10d8+30)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	10 (+2)	15 (+2)	12 (+1)

Skills Athletics +6, Acrobatics +6, Stealth +6, Perception +5

Damage Resistances Bludgeoning, Piercing, and Slashing damage that is not silvered, Necrotic, Poison

Condition Immunities Charmed

Senses darkvision 300ft., passive Perception 14

Languages Common plus any languages it knew in life

Proficiency Bonus +3

Challenge 7 (2900xp)

Blood Sense The vampire spawn knows the direction of creature that is below half its hitpoint maximum or has its hitpoint maximum reduced as long as it is within 1 mile of it.

Gloom Sight The vampire spawn's vision is not obscured by magical darkness.

Regeneration At the start of each of its turns, the vampire spawn regains 10 hitpoints. If the vampire spawn takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

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

Undead nature The vampire spawn does not need to breath

ACTIONS

Multiattack. The vampire spawn can make two attacks with its claws

Claw. Melee Weapon Attack: +6 to hit, 5ft., one target. **Hit:** 13 (4d4+3) slashing damage. Upon a hit, creatures cannot recover hitpoints until the start of the vampire spawn's turn.

If the target is Medium or smaller, it is considered grappled (escape DC 14)

BONUS ACTION

Bite. Melee Weapon Attack: +6 to hit, 5ft., one grappled or restrained target. **Hit:** 8 (2d4+3) piercing damage + 11(3d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken. The vampire spawn can regain a number of hitpoints equal to the damage dealt. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Shadow Stealth While in dim light and darkness, the vampire spawn can use its bonus action to Hide



VAMPIRE FLEDGLING

Medium Undead, varies

Armor Class 16 (Natural Armor)

Hit Points 60 (8d8+24)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	15 (+2)	15 (+2)	17 (+3)

Saving Throws Str +6, Dex +6, Con +6, Wis +5, Cha +6

Skills Athletics +6, Acrobatics +6, Stealth +6, Perception +5

Damage Resistances Bludgeoning, Piercing, and Slashing damage that is not silvered, Necrotic, Poison

Senses darkvision 300ft., passive Perception 16

Languages Common plus any languages it knew in life

Proficiency Bonus +3

Challenge 8 (3900xp)

Misty Escape When it drops to 0 hit points outside its resting place, the vampire transforms into a cloud of mist (as in the Shapechanger trait) instead of falling unconscious, provided that it isn't in sunlight or running water. If it can't transform, it is destroyed.

Shapechanger If the vampire isn't in sunlight or running water, it can use its action to polymorph into a Tiny bat, a Medium cloud of mist, or its Large hybrid form, or back into its true form.

Blood Sense The vampire fledgling knows the direction of creature that is below half its hitpoint maximum or has its hitpoint maximum reduced as long as it is within 1 mile of it.

Gloom Sight The vampire fledgling's vision is not obscured by magical darkness.

Regeneration At the start of each of its turns, the vampire fledgling regains 10 hitpoints. If the vampire fledgling takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

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

Turn Defiance The vampire fledgling has advantage on saving throws against effects that turn Undead.

Undead nature The vampire fledgling does not need to breathe

VAMPIRIC SPELLCASTING

The vampire fledgling is a 8th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). The vampire has the following spells prepared:

Cantrips (At Will) Thaumaturgy, Toll the Dead

1st Level Spells(4 slots) Inflict Wounds, Charm Person

2nd Level Spells(3 slots) Hold Person, Suggestion

3rd Level Spells(3 slots) Fly, Vampiric Touch

4th Level Spells(2 slots) Blight

ACTIONS

Multiattack. The vampire fledgling can cast a spell and make two attacks with their claws. The vampire fledgling can substitute two claw attacks for a Vampiric Drain.

Claw. Melee Weapon Attack: +6 to hit, 5ft., one target. *Hit:* 13 (4d4+3) slashing damage necrotic damage. Upon a hit, creatures cannot recover hitpoints until the start of the vampire fledgling's turn.

If the target is Medium or smaller, it is considered grappled (escape DC 14)

Vampiric Drain. A creature the vampire can see within 60ft. of it must succeed a DC 15 Constitution saving throw. On a failed saving throw, creatures take 14(3d8) necrotic damage and the vampire regains a number of hitpoints equal to half the damage dealt.

On a successful saving throw, creatures take half damage and the vampire does not regain hitpoints.

BONUS ACTION

Bite. Melee Weapon Attack: +6 to hit, 5ft., one grappled or restrained target. *Hit:* 8 (2d4+3) piercing damage + 11(3d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Shadow Stealth While in dim light and darkness, the vampire fledgling can use its bonus action to Hide

AWAKENED VAMPIRE

Medium Undead, varies

Armor Class 16 (Natural Armor)

Hit Points 102 (12d8+48)

Speed 30ft.

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

Saving Throws Str +8, Dex +8, Con +8, Wis +6, Cha +7

Skills Athletics +8, Acrobatics +8, Stealth +8, Perception +6

Damage Resistances Bludgeoning, Piercing, and Slashing damage that is not silvered, Necrotic, Poison

Senses darkvision 300ft., passive Perception 18

Languages Common plus any languages it knew in life

Proficiency Bonus +4

Challenge 12 (8400xp)

Misty Escape When it drops to 0 hit points outside its resting place, the vampire transforms into a cloud of mist (as in the Shapechanger trait) instead of falling unconscious, provided that it isn't in sunlight or running water. If it can't transform, it is destroyed.

Shapechanger If the awakened vampire isn't in sunlight or running water, it can use its action to polymorph into a Tiny bat or a Medium cloud of mist, its Large hybrid form, or back into its true form.

Blood Sense The awakened vampire knows the direction of creature that is below half its hitpoint maximum or has its hitpoint maximum reduced as long as it is within 1 mile of it.

Gloom Sight The awakened vampire's vision is not obscured by magical darkness.

Legendary Resistance(3/day) If the awakened vampire fails a saving throw, it can choose to succeed instead. Upon using this feature, the Vampire can regain 20 hitpoints

Regeneration At the start of each of its turns, the awakened vampire regains 20 hitpoints. If the awakened vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

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

Turn Defiance The awakened vampire has advantage on saving throws against effects that turn Undead.

Undead nature The awakened vampire does not need to breathe

VAMPIRIC SPELLCASTING

The awakened vampire is a 12th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). The vampire has the following spells prepared:

Cantrips (At Will) Thaumaturgy, Toll the Dead

1st Level Spells(4 slots) Inflict Wounds, Charm Person

2nd Level Spells(3 slots) Hold Person, Suggestion

3rd Level Spells(3 slots) Fast Friends, Fly, Vampiric Touch

4th Level Spells(2 slots) Blight

5th Level Spells(2 slots) Dominate Person, Elevation

6th Level Spells(1 slot) Harm

ACTIONS

Multiattack. The awakened vampire can cast a spell and make two attacks with their claws. The awakened vampire can substitute two claw attacks for a Vampiric Drain.

Claw. Melee Weapon Attack: +7 to hit, 5ft., one target. *Hit:* 13 (4d4+3) slashing damage + 5(1d8) necrotic damage. Upon a hit, creatures cannot recover hitpoints until the start of the awakened vampire's turn.

If the target is Medium or smaller, it is considered grappled (escape DC 15)

Vampiric Drain. A creature the vampire can see within 60ft. of it must succeed a DC 15 Constitution saving throw. On a failed saving throw, creatures take 18(4d8) necrotic damage and the vampire regains a number of hitpoints equal to half the damage dealt.

On a successful saving throw, creatures take half damage and the vampire does not regain hitpoints.

BONUS ACTION

Bite. Melee Weapon Attack: +7 to hit, 5ft., one grappled or restrained target. *Hit:* 8 (2d4+3) piercing damage + 14(4d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Shadow Stealth While in dim light and darkness, the awakened vampire can use its bonus action to Hide

LEGENDARY ACTION (3/TURN)

The vampire can take a legendary action as the end of a creature's turn

Movement(1 action) The awakened vampire can move up its movement speed to a spot that it can see within range. This movement does not provoke opportunity attacks

Shapeshift (1 action) The awakened vampire can use its shapechanger trait

Vampiric Bite(2 actions) The awakened vampire can make a bite attack against a creature within range

Spell(2 actions) The awakened vampire can cast a spell of 5th level or lower

Resilience (3 actions) The awakened vampire can end one spell effect or status condition on itself.

ANCIENT VAMPIRE

Medium Undead, varies

Armor Class 20 (Natural Armor)

Hit Points 190 (20d8+100)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	20 (+5)	20 (+5)	15 (+2)	20 (+5)	22 (+6)

Saving Throws Str +11, Dex +11, Con +11, Wis +11, Cha +12

Skills Athletics +11, Acrobatics +11, Stealth +11, Perception +11

Damage Resistances Bludgeoning, Piercing, and Slashing damage that is not silvered, Necrotic, Poison

Senses darkvision 300ft., passive Perception 21

Languages Common plus any languages it knew in life

Proficiency Bonus +6

Challenge 20 (2500xp)

Misty Escape When it drops to 0 hit points outside its resting place, the vampire transforms into a cloud of mist (as in the Shapechanger trait) instead of falling unconscious, provided that it isn't in sunlight or running water. If it can't transform, it is destroyed.

Shapechanger If the ancient vampire isn't in sunlight or running water, it can use its action to polymorph into a Tiny bat or a Medium cloud of mist, its Large hybrid form, or back into its true form.

Blood Sense The ancient vampire knows the direction of creature that is below half its hitpoint maximum or has its hitpoint maximum reduced as long as it is within 1 mile of it.

Gloom Sight The ancient vampire's vision is not obscured by magical darkness.

Legendary Resistance(3/day) If the ancient vampire fails a saving throw, it can choose to succeed instead. Upon using this feature, the Vampire can regain 30 hitpoints

Regeneration At the start of each of its turns, the ancient vampire regains 30 hitpoints. If the ancient vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

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

Turn Defiance The ancient vampire has advantage on saving throws against effects that turn Undead.

Undead nature The ancient vampire does not need to breathe

VAMPIRIC SPELLCASTING

The ancient vampire is a 20th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The vampire has the following spells prepared:

Cantrips (At Will) Thaumaturgy, Toll the Dead

1st Level Spells(4 slots) Inflict Wounds, Charm Person

2nd Level Spells(3 slots) Hold Person, Suggestion

3rd Level Spells(3 slots) Fast Friends, Fly, Vampiric Touch

4th Level Spells((2 slots) Blight

5th Level Spells(2 slots) Dominate Person, Enervation

6th Level Spells(1 slot) Circle of Death, Harm

7th Level Spells(1 slot) Tether Essence

8th Level Spells(1 slot) Abi-Dalzim's Horrid Wilting, Dominate Monster

9th Level Spells(1 slot) Time Ravage

ACTIONS

Multiattack. The ancient vampire can cast a spell and make two attacks with their claws. The ancient vampire can substitute two claw attacks for a Vampiric Drain.

Claw. Melee Weapon Attack: +11 to hit, 5ft., one target. **Hit:** 15 (4d4+5) slashing damage + 9(2d8) necrotic damage. Upon a hit, creatures cannot recover hitpoints until the start of the ancient vampire's turn.

If the target is Medium or smaller, it is considered grappled (escape DC 19)

Vampiric Drain. A creature the vampire can see within 60ft. of it must succeed a DC 20 Constitution saving throw. On a failed saving throw, creatures take 27(6d8) necrotic damage and the vampire regains a number of hitpoints equal to half the damage dealt.

On a successful saving throw, creatures take half damage and the ancient vampire does not regain hitpoints.

BONUS ACTION

Bite. Melee Weapon Attack: +11 to hit, 5ft., one grappled or restrained target. **Hit:** 10 (2d4+5) piercing damage + 21(6d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Shadow Stealth While in dim light and darkness, the ancient vampire can use its bonus action to Hide

LEGENDARY ACTION (3/TURN)

The ancient vampire can take a legendary action as the end of a creature's turn

Movement(1 action) The ancient vampire can move up its movement speed to a spot that it can see within range. This movement does not provoke opportunity attacks

Shapeshift (1 action) The ancient vampire can use its shapechanger trait

Vampiric Bite(2 actions) The ancient vampire can make a bite attack against a creature within range

Spell(2 actions) The ancient vampire can cast a spell of 5th level or lower

Resilience (3 actions) The ancient vampire can end one spell effect or status condition on itself.



SHADOWBLOOD

Aura of Shadow (True Vampire only) At the start of its turn, the vampire can convert bright light or dim light into non-magical darkness until the end of its next turn. This ability does not affect any source of sunlight.

Shadow Specter While in darkness, the vampire is invisible to creatures that rely on sight to see them.

Shadow Wings While in darkness, the vampire gains a flying speed equal to its walking speed.

Umbral Evasion While in darkness, whenever the vampire is forced to make a saving throw against an effect that targets only it, it takes half damage on a failed saving throw and none on a successful saving throw. This feature has no effect on area of effects.

Umbral Form (Mist Form Only) When the Vampire enters into its Umbral Form, it emits a cloud of magical darkness in a 5ft. radius around it. While in this form, the vampire gains resistance to get resistance to all damage except for radiant damage.

SPELLCASTING

The shadowblood vampire has the following additional spells prepared

2nd Level Darkness, Invisibility, Shadow Blade

3rd Level Summon Shadowspawn

4th Level Greater Invisibility, Shadow of Moil

8th Level Maddening Darkness

REACTIONS

Shadow Shield When the vampire takes damage, it can use its reaction to halve the damage. It can only benefit from this feature while in dim light or darkness.

NOSFERATU

Blood Empowerment Upon successful using its bite, the vampire's movement speed is doubled until the end of its next turn.

Blood Frenzy When the vampire takes the Attack action against a creature below half its hitpoint maximum, the vampire can make one additional bite attack as part of its action.

Frightening Presence (True Vampire only) At the start of each of its turns, the vampire can choose one creature of its choice within a 60ft. range that it can see to make a Wisdom saving throw equal to 8 + the vampire's proficiency bonus + its Charisma modifier. On a failed saving throw, that creature is frightened by the vampire for 1 minute. While frightened in this manner, creatures are considered paralyzed. Frightened creatures can repeat its saving throw at the end of each of its turns to end the effect on a success. Upon ending this effect, creatures are immune to being frightened in this manner for 24 hours.

Powerful Build The vampire counts as one size large for the purposes of carrying, lifting, shoving, and grappling

REACTIONS

Bloody Rampage When the vampire deals a critical hit or reduces a creature to 0 hitpoints, it can use its reaction to move up to half its movement speed to make a bite attack against a creature within its reach, it can use its reaction to make a bite attack against another if it is in range.

PSIONIC

- **Damage Resistances** Psychic

Devour Thoughts When the vampire successfully use its Psionic Bite on a creature, the vampire discerns the target's surface emotions and thoughts.

Mind Sight (Replaces Blood Sense) The vampire knows the direction of any creature with an Intelligence score of at least 6 as long as it is within 1 mile of it.

Hypnotic Presence (True Vampire Only) At the start of each of its turns, the vampire can choose one creature of its choice within a 60ft. range that it can see to make a Wisdom saving throw equal to 8 + the vampire's proficiency bonus + its Charisma modifier. On a failed saving throw, that creature is incapacitated by the vampire for 1 minute as it enters a hypnotic stupor. Incapacitated creatures can repeat its saving throw at the end of each of its turns to end the effect on a success. Upon ending this effect, creatures are immune to being incapacitated in this manner for 24 hours.

SPELLCASTING

The psionic vampire has the following additional spells prepared

- 1st Level** Dissonant Whispers
- 2nd Level** Crown of Madness, Phantasmal Force
- 3rd Level** Fear, Hypnotic Pattern
- 4th Level** Phantasmal Killer
- 5th Level** Geas, Synaptic Static, Telekinesis
- 6th Level** Mental Prison, Modify Memory
- 8th Level** Feeblemind

BONUS ACTIONS

Psionic Bite. The vampire's bite deals psychic damage instead of necrotic damage. Instead of reducing the targets hitpoint maximum, the creature's Intelligence score is reduced by 2 (1d4). This reduction lasts until the target finishes a long rest or uses *Greater Restoration* or similar magic. The target dies if this effect reduces its hitpoint maximum to 0.

PUREBLOOD

- **Challenge Rating** Increase by 2

Sanguine Suppression Upon reducing a creature to 0 hitpoints within its bite, the vampire does not suffer from any of its weaknesses for the next 24 hours. Additionally, radiant damage no longer hampers its abilities.

Withering Aura (True Vampire only) Creatures of the vampire's choice that first enter or starts its turn within 30ft. of it cannot recover hitpoints

BONUS ACTIONS

Blood Puppet One creature of the vampire's choice within 60ft. of it must succeed a Constitution saving throw. On a failed saving throw, that creature suffers one of the following effects.

1. An affected creature must use its movement speed to move to a spot of the vampire's choice
2. An affected creature must drop whatever item it is holding
3. An affected creature must fall prone
4. An affect creature must make a weapon attack against a creature within range

REACTIONS

Blood Bind When a creature damages a vampire, it can force that creature to make a Constitution saving throw equal to 8 + its proficiency bonus + its Charisma modifier. On a failed saving throw, the vampire takes half damage and the attacker takes necrotic damage equal to the other half of damage.

LEGENDARY ACTIONS (IF AVAILABLE)

Blood Puppet(1 action) The vampire can use its blood puppet ability.

GRAVECALLER

Necromantic Bite If the vampire's bite reduces a creature to 0 hitpoints, that creature is instantly killed. At the start of its next turn, that creature returns to life as a zombie.

Incorporeal Form (Mist Form only) The vampire can move through other objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

SPELLCASTING

The gravecaller vampire has the following additional spells prepared

3rd Level Animate Dead, Speak with the Dead, Summon Undead

4th Level Phantasmal Killer

5th Level Anti-life Shell, Danse Macabre, Negative Energy Flood

6th Level Create Undead

7th Level Finger of Death

BONUS ACTION

Corpse Puppet As a bonus action, the vampire can temporarily animate one corpse it can see within 60ft. of it to move up to half its movement speed and make one melee weapon attack against a creature within range. Upon making this attack, the corpse returns back to its inanimate state.

DEATHFROST VAMPIRE

- **Damage Immunities** Cold
- **Challenge Rating** Increases by 1

Chilling Aura (True Vampire only) Creatures that first enter or starts its turns within 10ft. of the vampire take (2d8) cold damage. Creatures within this aura has their movement speed reduced by 10ft. until the end of its next turn

Enervating Bite If the vampire successfully uses its bite attack on a creature, that creature's speed is halved and the any attack that use the reduced ability score deals half damage until the end of its next turn.

SPELLCASTING

The gravecaller vampire has the following additional spells prepared

1st Level Armor of Agathys, Frost Fingers

2nd Level Rime's Bind Frost, Ray of Enfeeblement

3rd Level Slow

5th Level Cone of Cold

BONUS ACTIONS

Chilling Bite The vampire's bite deals cold damage instead of necrotic damage. Instead of reducing the targets hitpoint maximum, the creature's Strength or Dexterity score is reduced by 3 (1d6). This reduction lasts until the target finishes a long rest or uses Greater Restoration or similar magic. The target dies if this effect reduces its hitpoint maximum to 0.

VAMPIRIC TEMPLATE

Movement Speed Climbing speed (equal to walking speed)

Saving Throws (true vampire only) Str, Dex, Con, Wis, Cha

Skills Stealth

Damage Resistances Bludgeoning, Piercing, and Slashing damage from non-silvered weapons, Necrotic, Poison

Condition Immunities Charmed

Senses Darkvision 300ft.

Blood Sense The vampire knows the direction of creature that is below half its hitpoint maximum or has its hitpoint maximum reduced as long as it is within 1 mile of it.

Gloom Sight The vampire thrall's vision is not obscured by magical darkness.

Regeneration At the start of each of its turns, the vampire thrall regains 5 * its proficiency bonus hitpoints (maximum 30) at the start of each of its turns. If the vampire takes radiant damage or damage from holy water, 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.

Undead nature The vampire does not need to breathe.

BONUS ACTIONS

Bite A creature can make a melee weapon attack with its bite against a creature that is grappled by the vampire. If it doesn't have a bite, it counts as a basic unarmed strike that deals 1d4 piercing damage that it is proficient with. Upon a hit, the target takes an additional necrotic damage equal to a number of d6s equal to the creature's proficiency bonus.

The vampire can regain a number of hitpoints equal to the damage dealt. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hitpoint maximum to 0.

If the target has a bite attack as part of its natural multiattack, it can ignore the grappled requirement and can use this bite as part of its multiattack instead of a bonus action.

Shadow Stealth While in dim light and darkness, the vampire thrall can use its bonus action to Hide.

VAMPIRIC TEMPLATE

Although in most settings, vampirism is primarily restricted to a humanoid creature, the following template provides a way to turn any monster into a vampiric thrall or true vampire. You can apply the following characteristics to a creature's stat block while adding any special weaknesses, powers, or variants as you see fit.

VAMPIRIC BITE

One design note for this template is that the standard vampire uses its bonus action to bite a creature. However, some creatures possess a natural bite attack. In these circumstances, you can treat that creature's basic bite attack as normal and add the additional vampiric drain effects to the total damage.

When used in this manner, the vampire's bite is no longer restricted to grappling a creature or using a bonus action.

VAMPIRIC TEMPLATES

The following pages provide an example of how you can apply these templates to a statblock. The first is a vampiric werewolf (using the official statblock) while the second creates a psionic vampiric mindflayer using the vampiric template and the psionic variant.

WEREWOLF TEMPLATE

For the werewolf statblock, the basic vampiric template was used. This the werewolf is to be a vampiric thrall, any ability specified for true vampires were omitted. As a result, the werewolf's statblock increases from a CR 3 to a CR 5. As a special note, you can see the differing variations of the werewolf's vampiric bite depending on its form.

MIND FLAYER TEMPLATE

As for the mindflayer statblock, the vampiric and the psionic template were used. Since this creature is to be a true vampire, it was given all the abilities from both templates. Because both templates were added to the base mind flayer statblock, the creature's statblock increases from 7 to a 10.

VAMPIRIC WEREWOLF

THRALL

medium undead, varies

Armor Class 11 (humanoid form), 12 (wolf or hybrid form)

Hit Points 58 (9d8+18)

Speed 30ft., 30ft. climb (40ft., 40ft. climb in wolf form)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	15 (+2)	10 (+0)	11 (+0)	10 (+0)

Skills Perception +5, Stealth +4

Damage Resistances Bludgeoning, Piercing, and Slashing damage that is not silvered, Necrotic, Poison

Damage Immunities Bludgeoning, Piercing, and Slashing damage from non-magical attacks that is not silvered

Condition Immunities Charmed

Senses darkvision 300ft., passive Perception 15

Languages Common (can't speak in wolf form)

Proficiency Bonus +3

Challenge 5 (1800 xp)

Blood Sense The vampiric werewolf knows the direction of creature that is below half its hitpoint maximum or has its hitpoint maximum reduced as long as it is within 1 mile of it.

Gloom Sight The vampiric werewolf's vision is not obscured by magical darkness.

Keen Hearing and Smell The vampiric werewolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Regeneration At the start of each of its turns, the vampiric werewolf regains 10 hitpoints. If the vampiric werewolf takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampiric werewolf's next turn.

Running Water The vampiric werewolf takes 20 acid damage if it ends its turn in running water.

Shapechanger The vampiric werewolf can use its action to polymorph into a wolf-humanoid hybrid or into a wolf, or back into its true form, which is humanoid. Its statistics, other than its AC, are the same in each form. It reverts to its true form if it dies.

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

Sunlight Hypersensitivity The vampiric werewolf takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, the vampire has disadvantage on attack rolls and ability checks.

Undead nature The vampiric werewolf does not need to breathe

ACTIONS

Multiattack. The vampiric werewolf makes two attacks, two with its spear (humanoid form) or one with its bite and one with its claws (hybrid form).

Bite (Wolf or Hybrid Form) Melee Weapon Attack: +5 to hit, 5ft., one target. *Hit* 6(1d8+2) piercing damage + 11(3d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Claw (Hybrid Form Only) Melee Weapon Attack: +5 to hit, 5ft., one target. *Hit* 7(2d4+2) slashing damage

Spear (Humanoid Form Only) Melee Weapon Attack: +5 to hit, 5ft., one target. *Hit* 6(1d6+2) piercing damage or 7(1d8+2) piercing damage if wielded with one hand

BONUS ACTIONS

Bite (Humanoid Form) Melee Weapon Attack: +5 to hit, 5ft., one grappled target. *Hit* 4(1d4+2) piercing damage + 11(3d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Shadow Stealth While in dim light and darkness, the vampiric werewolf can use its bonus action to Hide

PSIONIC VAMPIRIC MIND FLAYER

medium undead, varies

Armor Class 15 (Breatplate)

Hit Points 71(13d8+13)

Speed 30ft., 30ft. climb

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	12 (+1)	19 (+4)	17 (+3)	17 (+3)

Saving Throws Str +4, Dex +5, Con +6, Wis +7, Cha +7

Skills Perception +7, Stealth +5

Damage Resistances Bludgeoning, Piercing, and Slashing damage that is not silvered, Necrotic, Poison

Condition Immunities Charmed

Senses darkvision 300ft., passive Perception 17

Languages Deep Speech, Undercommon, telepathy 120ft.

Proficiency Bonus +4

Challenge 10(5900 xp)

Devour Thoughts When the vampiric mindflayer successfully use its Psionic Bite on a creature, the vampire discerns the target's surface emotions and thoughts.

***Hypnotic Presence** At the start of each of its turns, the vampiric mind flayer can choose one creature of its choice within a 60ft. range that it can see to make a DC 15 Wisdom saving throw.

On a failed saving throw, that creature is incapacitated by the vampiric mindflayer for 1 minute as it enters a hypnotic stupor. Incapacitated creatures can repeat its saving throw at the end of each of its turns to end the effect on a success. Upon ending this effect, creatures are immune to being incapacitated in this manner for 24 hours.

Mind Sight The vampiric mindflayer knows the direction of any creature with an Intelligence score of at least 6 as long as it is within 1 mile of it.

Gloom Sight The vampiric mind flayer's vision is not obscured by magical darkness.

Magic Resistance The vampiric mind flayer has advantage on saving throws against spell effects

Regeneration At the start of each of its turns, the vampiric mind flayer regains 20 hitpoints. If the vampiric mind flayer takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampiric mind flayer's next turn.

Running Water The vampiric mind flayer takes 20 acid damage if it ends its turn in running water.

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

Sunlight Hypersensitivity The vampiric mind flayer takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, the vampire has disadvantage on attack rolls and ability checks.

Undead nature The vampiric mind flayer does not need to breath

INNATE SPELLCASTING (PSIONICS)

At Will detect thoughts, levitate

1/day each dominate monster, plane shift(self only)

VAMPIRIC SPELLCASTING

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

Cantrips (At Will) Thaumaturgy, Toll the Dead

1st Level Spells(4 slots) Inflict Wounds, Charm Person, Dissonant Whispers

2nd Level Spells(3 slots) Crown of Madness, Hold Person, Phantasmal Force Suggestion

3rd Level Spells(3 slots) Fear, Fly, Hypnotic Pattern Vampiric Touch

4th Level Spells(2 slots) Blight, Phantasmal Killer

ACTIONS

Tentacles Melee Weapon Attack: +8 to hit, reach 5ft., one target. *Hit* 15(2d10+4) psychic damage. If the target is medium or smaller, it is grappled (escape DC 16) and must succeed a DC 16 Intelligence saving throw or be stunned until the grapple ends.

Extract Brain Melee Weapon Attack: +8 to hit, reach 5ft., one incapacitated humanoid. *Hit* 55(10d10) piercing damage. If the target is reduced to 0 hitpoints, the vampiric mind flayer kills the target and devours its brain

Stun Blast(Recharge 5-6) The vampiric mindflayer magically emits psychic energy in a 60ft. cone. Each creature in that area must succeed a DC 16 Intelligence saving throw or take 22(4d8+4) psychic damage and become stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns ending the effect on itself on a success.

Charm The vampiric mind flayer targets one creature it can see within 30 feet of it. If the target can see the vampiric mind flayer, the target must succeed on a DC 15 Wisdom saving throw against this magic or be charmed by the vampire. The charmed target regards the vampiric mind flayer as a trusted friend to be heeded and protected. Although the target isn't under the vampiric mind flayer's control, it takes the vampiric mind flayer's requests or actions in the most favorable way it can, and it is a willing target for the vampiric mind flayer's bite attack.

Each time the vampiric mind flayer or the vampiric mind flayer's 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 the vampiric mind flayer is destroyed, is on a different plane of existence than the target, or takes a bonus action to end the effect.

BONUS ACTIONS

Bite Melee Weapon Attack: +8 to hit, 5ft., one target. *Hit* 6(1d4+2) piercing damage + 14(4d6) psychic damage. the creature's Intelligence score is reduced by 2 (1d4). This reduction lasts until the target finishes a long rest or uses Greater Restoration or similar magic. The target dies if this effect reduces its hitpoint maximum to 0.

Shadow Stealth While in dim light and darkness, the vampiric mind flayer can use its bonus action to Hide

A SPECIAL THANKS TO MY PATRONS

MYTHIC PATRONS

MARCELLA V.

JAKE C.

THE EMCREDIBLE

TERRA NOVA

KANDROS VASHTET

LEGENDARY PATRONS

EDDIE

SIR PRIZE

STEVEN K.

EPIC PATRONS

VINCENT

ALEX D

CAPTAIN BLACKWOOD

JACOB S.

RAZI R.

TALLON M.

DOUGLAS B.

JOHN B.

NATHAN S.

SEXYDOUGHBOY

CYPTOSSARIAN

ANDREW W.

GLENN S.

ANDREW C.

JUSTIN R.

ERADAN9S

PARTICLE MAN

Art Credits

Cover Art: [Johann Bodinn](#)

Ancient Vampire: [Jason Chan](#)

Vampire Thrall: [Denman Rooke](#)

Vampire Spawn: [Matt Stewart](#)

Vampire Fledgling: [Lorenzo Mastroianni](#)

Shadowblood Vampire: [Darek Zabrocki](#)

Pureblood Vampire: [Suzanne Helmingh](#)

Gravecaller Vampire: [Johanne Voss](#)

Watercolor Stains: [u/blckthorn](#)

Follow me on GMbinder for future content:

[Sonixverse Labs](#)







THIS DOCUMENT WAS LOVINGLY CREATED
USING [GM BINDER](#).

If you would like to support the GM Binder developers,
consider joining our [Patreon](#) community.