

GLD20 Vampire CR0-20

By Dan Hass



Vampires are one of the more versatile villains. To increase the utility, presented are versions of the vampire from CR0 through CR20 (with a Bonus CR30 vampire).

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Supplement Summary

GLD20 Vampire CR0-20 is a 5th Edition supplement designed to help DMs broaden their campaign. It requires the *Player's Handbook*® (PHB), *Monster Manual* (MM) and *Dungeon Master's Guide*® (DMG).

As the title suggests, this supplement presents a vampire scaled from a CR0 creature to CR20. It follows the guidelines for modifying a monster as described in the *Dungeon Master's Guide*® (DMG) beginning on p.273 (but the DMG is not required).

These can be used for **vampire spawn** as well by removing the **Misty Escape** trait, **Charm** action, and **Children of the Night** action.

Using this Supplement

There are 24 stat blocks for the vampire with a descriptive moniker added. There are several reasons a DM may want to use one of the listed vampires.

The vampire is an archetypical villain, and can also serve as a minion for a stronger master. A vampire can serve a variety of roles for the DM. It can be a powerful villain (with its **Misty Escape**), or it can be bound to a higher master who was instrumental in creating it. It can also be a tragic figure

seeking a way to deal with the curse of vampirism (ala Josh Wheaton's Angel, or Rice's Louis). By scaling the vampire from CR0 we offer these options even at low levels.

As detailed in the DMG 92-93 there are several uses for NPCs (followers, fellow adventurers, contacts, or patrons) in addition to being villain, and a vampire can fill any of those roles.

Scaling Strategy

The DMG has the guidelines spelled out for scaling armor class, hit points, attack bonus, and damage per attack, and we'll follow these to build the vampires.

Our base reference will be the CR13 vampire in the MM. We will construct a CR0 creature using the base for inspiration and then build towards that creature. We will then scale the vampire up from the CR12 version to CR20.

We will strive for a balanced build keeping the Defensive CR & Offensive CR as close as possible. We will generally use armor choices to modulate defensive CR and mechanics to disable offensive traits to modulate offensive CR.

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CR0: Weak

CR calculations (Defensive; Offensive)		
AC	HP	Note
11	13	
	+13	Resistances
	+9	Regeneration
11	35	CR 0
To hit	Dmg	Note
+1	3	CR0

Weak Vampire*Medium undead (shape changer), lawful evil***Armor Class** 11**Hit Points** 13 (2d8+4)**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
8(-1)	12(+1)	14(+2)	16(+3)	14(+2)	16(+3)

Saving Throws Wis +4, Cha +5**Skills** Perception +4, Stealth +3**Damage Resistances** necrotic; bludgeoning, piercing, and slashing from nonmagical attacks**Senses** darkvision 120 ft., passive Perception 14**Languages** the languages it knew in life.**Challenge** 0 (10 XP)**Shapechanger.** As a vampire (MM 297).**Misty Escape.** As a vampire (MM 297).**Regeneration.** As a vampire (MM 297), but only 3 hit points per turn.**Spider Climb.** As a vampire (MM 297).**Vampire Weaknesses.** As a vampire (MM 297).**Actions****Unarmed Attack (Vampire Form Only).** As a vampire (MM 297) with +1 to hit and 3 (1d8-1) bludgeoning damage; grapple escape DC 9.**Bite (Bat or Vampire Form Only).** As a vampire (MM 297) with +1 to hit and 1 (1d4-1) piercing damage and 2 (1d4) necrotic.**Charm.** As a vampire (MM 297) with a DC 13 Wisdom saving throw (instead of a DC 17).***Eliminated...***

There is no Legendary Actions, Legendary Resistance, Multiattack, or **Children of the Night** (as it is counter-intuitive for a CR 0 creature to summon CR ¼ beasts).

CR1/8: Non-Weak

CR calculations (Defensive; Offensive)		
AC	HP	Note
11	13	
	+13	Resistances
	+9	Regeneration
11	35	CR 0
To hit	Dmg	Note
+3	5	CR 1/4

Non-Weak Vampire*Medium undead (shape changer), lawful evil***Armor Class** 11**Hit Points** 13 (2d8+4)**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
12(+1)	12(+1)	14(+2)	16(+3)	14(+2)	16(+3)

Saving Throws Wis +4, Cha +5**Skills** Perception +4, Stealth +3**Damage Resistances** necrotic; bludgeoning, piercing, and slashing from nonmagical attacks**Senses** darkvision 120 ft., passive Perception 14**Languages** the languages it knew in life.**Challenge** 1/8 (25 XP)**Shapechanger.** As a vampire (MM 297).**Misty Escape.** As a vampire (MM 297).**Regeneration.** As a vampire (MM 297), but only 3 hit points per turn.**Spider Climb.** As a vampire (MM 297).**Vampire Weaknesses.** As a vampire (MM 297).**Actions****Unarmed Attack (Vampire Form Only).** As a vampire (MM 297) with +3 to hit and 5 (1d8+1) bludgeoning damage; grapple escape DC 11.**Bite (Bat or Vampire Form Only).** As a vampire (MM 297) with +3 to hit and 3 (1d4+1) piercing damage and 2 (1d4) necrotic.**Charm.** As a vampire (MM 297) with a DC 13 Wisdom saving throw (instead of a DC 17).***Easy adjustment...***

Simply increasing Strength from 8 to 12 gives us a two-level shift in Offensive CR.

GLD20 Vampire CR0-20

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CR 1/4: Multiattacking

CR calculations (Defensive; Offensive)		
AC	HP	Note
11	13	
	+13	Resistances
	+9	Regeneration
11	35	CR 0
To hit	Dmg	Note
+3	12	CR 1

Multiattacking Vampire*Medium undead (shape changer), lawful evil***Armor Class** 11**Hit Points** 13 (2d8+4)**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
12(+1)	12(+1)	14(+2)	16(+3)	14(+2)	16(+3)

Saving Throws Wis +4, Cha +5**Skills** Perception +4, Stealth +3**Damage Resistances** necrotic; bludgeoning, piercing, and slashing from nonmagical attacks**Senses** darkvision 120 ft., passive Perception 14**Languages** the languages it knew in life.**Challenge** 1/4 (50 XP)**Shapechanger.** As a vampire (MM 297).**Misty Escape.** As a vampire (MM 297).**Regeneration.** As a vampire (MM 297), but only 3 hit points per turn.**Spider Climb.** As a vampire (MM 297).**Vampire Weaknesses.** As a vampire (MM 297).**Actions****Multiattack (Vampire Form Only).** The vampire makes two attacks only one of which can be its bite.**Unarmed Attack (Vampire Form Only).** As a vampire (MM 297) with +3 to hit and 5 (1d8+1) bludgeoning damage; grapple escape DC 11.**Bite (Bat or Vampire Form Only).** As a vampire (MM 297) with +3 to hit and 5 (1d6+1) piercing damage and 3 (1d6) necrotic damage.**Charm.** As a vampire (MM 297) with a DC 13 Wisdom saving throw (instead of a DC 17).**Multiattack & CR**

As usual, adding Multiattack spikes offensive CR. However, we add it early because grabbing and biting is archetypical of vampires.

CR 1/2: Armored

CR calculations (Defensive; Offensive)		
AC	HP	Note
13	19	
	+19	Resistances
	+9	Regeneration
13	47	CR 1/4
To hit	Dmg	Note
+3	12	CR 1

Armored Vampire*Medium undead (shape changer), lawful evil***Armor Class** 13 (natural armor)**Hit Points** 19 (3d8+6)**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
12(+1)	12(+1)	14(+2)	16(+3)	14(+2)	16(+3)

Saving Throws Wis +4, Cha +5**Skills** Perception +4, Stealth +3**Damage Resistances** necrotic; bludgeoning, piercing, and slashing from nonmagical attacks**Senses** darkvision 120 ft., passive Perception 14**Languages** the languages it knew in life.**Challenge** 1/2 (100 XP)**Shapechanger.** As a vampire (MM 297).**Misty Escape.** As a vampire (MM 297).**Regeneration.** As a vampire (MM 297), but only 3 hit points per turn.**Spider Climb.** As a vampire (MM 297).**Vampire Weaknesses.** As a vampire (MM 297).**Actions****Multiattack (Vampire Form Only).** The vampire makes two attacks only one of which can be its bite.**Unarmed Attack (Vampire Form Only).** As a vampire (MM 297) with +3 to hit and 5 (1d8+1) bludgeoning damage; grapple escape DC 12.**Bite (Bat or Vampire Form Only).** As a vampire (MM 297) with +3 to hit and 4 (1d6+1) piercing damage and 3 (1d6) necrotic.**Charm.** As a vampire (MM 297) with a DC 13 Wisdom saving throw (instead of a DC 17).**Balancing CRs**

We begin evening out the spike caused by Multiattack by adding defense that gives a two-level boost to Defensive CR.