



## FROST GIANT VAMPIRE LORD

Anatoly Turgenev, the antagonist of the adventure *Polar Night*, is a frost giant vampire lord. While Anatoly shares many similarities with the traditional vampire, this 1,000-year-old undead fiend has adapted his strengths and weaknesses to his frozen environment. His fortress, Zamerzat, lies far to the north of the southern kingdoms, obscured by an endless blizzard and surrounded by all manner of horrors, undead and otherwise.

### A FROST GIANT VAMPIRE'S LAIR

A frost giant vampire chooses a fortress of solid ice for its lair, typically carved into a glacier or frozen mountain. It hides its ice pool in a vault guarded by vampire spawn, frost wights, or other loyal creatures of the ice.

#### REGIONAL EFFECTS

The region surrounding a frost giant vampire's lair is warped by the creature's unnatural presence, creating any of the following effects.

- Arctic beasts such as polar bears, saber-toothed tigers, and wolves are unusually aggressive in the region.

- The air within 500 feet of the lair is unnaturally cold, dropping to temperatures as low as -100 degrees Fahrenheit.
- Gruesome images, odd sounds, bleeding snow, and other disturbing illusions occur within 500 feet of the vampire's lair.
- A perpetual blizzard surrounds the vampire's lair. The storm completely obscures everything within 1 mile of the vampire's lair and blots out the sun. Creatures caught in the storm can easily become lost.

## FROST GIANT VAMPIRE LORD

*Huge undead, neutral evil*

**Armor Class** 15 (natural armor)  
**Hit Points** 202 (15d12 + 105)  
**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	16 (+3)	25 (+7)	13 (+1)	15 (+2)	18 (+4)

**Saving Throws** Dex +10, Con +14, Wis +9, Cha +11

**Skills** Athletics +15, Perception +9, Stealth +10

**Damage Vulnerabilities** fire

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

**Damage Immunities** cold

**Senses** darkvision 120 ft., passive Perception 19

**Languages** Common, Draconic, Giant

**Challenge** 21 (33,000 XP)

**Shapechanger.** If the vampire isn't in sunlight or within 10 feet of an open flame, it can use its action to polymorph into a Huge winter wolf, a Huge cloud of mist, or back into its true form.

While in wolf form, the vampire's walking speed is 50 feet and the vampire has advantage on Dexterity (Stealth) checks made to hide in snowy terrain. Its statistics, other than its 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.

While in mist form, the vampire can't take any actions, speak, or manipulate objects. It is weightless, has a flying speed of 30 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 has advantage on Strength, Dexterity, and Constitution saving throws, and it is immune to all nonmagical damage, except the damage it takes from sunlight or fire.

**Ice Walk.** The vampire can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice and snow doesn't cost it extra movement.



**Legendary Resistance (3/Day).** If the vampire fails a saving **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 within 10 feet of any open flame. If it can't transform, it is destroyed.

While it has 0 hit points in mist form, it 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.

**Regeneration.** The vampire regains 30 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or within 10 feet of any open flame. If the vampire takes radiant damage, fire damage, or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

**Vampire Weaknesses.** The vampire has the following flaws:

**Fear of Fire.** If an open flame that burns at least as brightly as a torch is presented to the vampire, it must make a DC 19 Wisdom saving throw. If the vampire fails its saving throw, it is frightened of the flame for 1 minute or until it takes any non-fire damage.

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

**Obsidian to the Heart.** If a piercing weapon made of obsidian is driven into the vampire's heart while the vampire is incapacitated in its resting place, the vampire is paralyzed until the obsidian is removed.

**Sunlight Hypersensitivity.** The vampire takes 30 radiant damage when it starts its turn in sunlight. While in sunlight it has disadvantage on attack rolls and ability checks.

## Actions

**Multiattack (Vampire Form Only).** The vampire makes three attacks, only one of which can be a bite attack.

**Scimitar (Vampire Form Only).** *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 18 (3d6 + 8) slashing damage.

**Bite (Wolf or Vampire Form Only).** *Melee Weapon Attack:* +15 to hit, reach 10 ft., one willing creature, or a creature that is grappled by the vampire, incapacitated, or restrained. *Hit:* 18 (3d6 + 8) piercing damage plus 21 (6d6) 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

throw, it can choose to succeed instead.

effect reduces its hit point maximum to 0. A humanoid slain in this way and then buried in the ground rises the following night as a vampire spawn under the vampire's control.

**Horror.** 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 DC 19 Wisdom saving throw against this magic or be frightened of the vampire. The frightened target is incapacitated as long as it remains within view of the vampire. At the end of each of its turns, the creature can repeat its saving throw, ending the effect on itself with a success. A creature that succeeds on its saving throw or the effect ends for it is immune to this vampire's fear effect for 24 hours.

### **Cold Breath (Recharge 5-6) (Wolf or Vampire Form Only).**

The vampire exhales a blast of cold air in a 30-foot cone. Each creature in the area must make a DC 23 Constitution saving throw. A creature immune to cold damage automatically passes its saving throw. On a failed saving throw, a creature takes 35 (10d6) cold damage and is restrained as it magically begins to freeze. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature takes an additional 35 (10d6) cold damage and becomes a frozen statue until it is thawed. While a frozen statue, the creature is petrified and continues to take 35 (10d6) cold damage at the end of each of its turns. A humanoid slain in this way rises the following night as a frost wight under the vampire's control.

If a creature succeeds on its initial saving throw, it takes half as much cold damage and suffers no other ill effects.

**Children of Ice (1/Day).** The vampire magically calls 3d6 ice mephits, provided that there is no open flame within 10 feet of the vampire. While outdoors, the vampire can call 1d4 polar bears or 1d4 saber-toothed tigers 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.

## 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.

**Longsword.** The vampire makes one longsword attack.

**Bite (Costs 2 Actions).** The vampire makes one bite attack.