

Dornburg

After finally finding the remains of the Dark Rider the group has their next lead in the pursuit of the cabal of necromancers. Leaving Faulmarsch behind, the group ventures forth to the capital of Ginstermark: Dornburg.

At this point the group has become weary that opposition lurks around every turn of their adventure and readied themselves for any obstruction the Whispering Way might send their way.

Barlis of Kastivan

On their last day of travel to the city of Dornburg, the group found their path blocked by a headless figure riding a dark horse with flaming hooves...

Barlis of Kastivan is one of the remaining knights of fallen Kastivan. After his defeat at the hand of King Ginstermark himself Barlis' body was broken, but his soul was not. Centuries after his defeat Barlis' body was recovered and reconstructed by the mysterious figure "A" and his restless spirit was called back into its body to serve Kastivan once more.

Alas, his body was incomplete. Though, Barlis was undeterred. He accepted his new form as headless knight. The wide gap of his shell allowed his ravenous spirit to release its corrupting tendrils to feast upon unfortunate souls, just as he did in death when he prowled the afterlife as a reaver.

BARLIS OF KASTIVAN

Medium Undead, lawful evil

Armor Class 20 (plate & shield)

Hit Points 127 (15d8 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	18 (+4)	13 (+1)	14 (+2)	17 (+3)

Proficiency +4

Saving Throws Dex +6, Con +8, Wis +6

Skills Athletics +9, Perception +6

Damage Resistance necrotic

Condition Immunities blinded, exhaustion, frightened, poisoned

Senses blindsight 20 ft., darkvision 60 ft., passive Perception 16

Languages Common

Challenge 11 (7,200 XP)

Cavalry. Barlis and his mount (usually a nightmare) act both on the Barlis's initiative. While the Barlis is mounted, Barlis can't be knocked prone, dismounted, or moved against his will and his steed can't be charmed or frightened.

Cavalry Charge. If Barlis moves at least 20 feet straight toward a creature while mounted and then hits with a flail attack on the same turn, Barlis can use a bonus action to allow his steed to make a melee weapon attack against that creature.

Stalwart. Barlis has advantage on saving throws against being charmed and paralyzed.

Legendary Resistance (1/day). If Barlis fails a saving throw, he can choose to succeed instead.

ACTIONS

Multiattack. Barlis makes two flail attacks.

Draining Flail. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 9 (1d8+5) bludgeoning damage plus 9 (2d8) necrotic damage and Barlis recovers hit points equal to the necrotic damage dealt.

Release Corruption (Recharge 6). Corrupting tendrils lash out from Barlis' neck at any living creature within 20 ft. of him. Every living creature in the area must make a DC 17 Constitution saving throw, taking 42 (12d6) necrotic damage on a failed save, or half as much on a successful one. After using this Action, Barlis' movement speed is halved and he has disadvantage on all attack rolls until the end of his next turn.

REACTION

Shield. When a creature makes an attack against an allied creature within 5 ft. of Barlis, he grants the creature a +3 bonus to its AC against the triggering attack. To use this reaction Barlis must see the attacking creature and wield his shield.

Hakon Ritter

Hakon is a dhampir, born from a pregnant mother bitten by a vampire just before his birth.

Even though she was a vampire, his mother still held great love for her son and raised him as a human within Dornburg's vampire society, where she and Hakon were granted sanctuary. This decision though was not uncontested and many members of the Cabal considered the child an outsider.

Hakon grew up as a child of both worlds and proved himself to be a useful ally to the Cabal. Growing up among them, Hakon loathed the many of the vampires that dwelled below the capitol. He had seen them at their most inhuman and had no illusions about their true monstrous nature that lay underneath their veneer of faux nobility. His mother, on the other hand, Hakon cherished and loved as much as a son could love a parent. Despite her vampiric nature, she taught him right from wrong and how to survive and flourish as a child of two worlds.

So when his mother was murdered Hakon swore that her murderer will be brought to justice no matter what. As it would happen, his goal for vengeance overlapped with the group's investigation into the machinations of the Whispering Way, who they suspected to be behind the recent murders in Dornburg.

Hakon became a powerful ally to the group and most importantly, a guide to the unknown world of the vampiric cabal that awaited the group underneath Dornburg.

HAKON RITTER

Medium Humanoid, lawful neutral

Armor Class 18 (breastplate & shield)

Hit Points 97 (13d8 + 39)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	17 (+3)	12 (+1)	16 (+3)	11 (0)

Proficiency +3

Saving Throws Str +7, Con +6

Skills Athletics +7, Investigation +4, Perception +6

Damage Resistance necrotic

Senses darkvision 60 ft., passive Perception 16

Languages Common, Draconic

Challenge 5 (1,800 XP)

Bloodsight. Hakon can see living creatures within 30 ft. of himself as if he had blindvision.

Vampiric Strike (3/day). When Hakon hits a target with a melee weapon attack, he can deal 9 (2d8) additional necrotic damage and the target must succeed a DC 15 Wisdom saving throw or be frightened until the end of Hakon's next turn.

ACTIONS

Rapier Strike. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8+4) piercing damage.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d4+4) piercing damage. If Hakon makes a terrifying strike using this attack, he regains hit points equal to the necrotic damage dealt.

Darkness (2/day). Hakon casts the *darkness* spell without the needing material components.

BONUS ACTIONS

Hunter's Mark (3/day). Hakon casts hunter's mark without needing material components.

HAKON RITTER [RETAINER]

Armor Heavy (AC 18)

Primary Ability: Strength

Saves Strength, Wisdom

Skills Athletics, Investigation, Perception

Signature Attack: *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d8+4) piercing damage.

SPECIAL ACTIONS

3rd Level (3/Day): Vampiric Strike When Hakon hits a target with a melee weapon attack, he can deal 9 (2d8) additional necrotic damage and the target must succeed a DC 15 Wisdom saving throw or be frightened until the end of Hakon's next turn.

5th Level (3/Day, Bonus Action): Blood Hunt Hakon can use a bonus action to mark a creature that he dealt damage to since the beginning of his turn for one minute. Hakon is aware of the marked creature's location as long as it is within 120 ft. of him as if he can see it and whenever Hakon hits the creature with a weapon attack, he deals 1d8 additional damage against the creature.

3rd Level (1/Day): Hakon casts the *darkness* spell without the needing material components.

Adeline, Disciple of Thorns

Adeline, Disciple of Thorns, is an urban druid that tends to Dornburg's "Remembrance Park". When she began her duty as the park's new keeper, she was unaware that this very park was the preferred hunting grounds of Dornburg's vampires. To guarantee cooperation between Adeline and the vampiric cabal, she was 'enlisted' into their fold and has been the loyal protector of both the park and the hidden path underneath ever since.

Anyone who seeks an audience with the vampiric cabal of Dornburg would have to pass Adeline.

ADELINE, DISCIPLE OF THORNS

Medium Humanoid, lawful neutral

Armor Class 20 (plate & shield)

Hit Points 127 (15d8 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	17 (+3)	13 (+1)	19 (+4)	16 (+3)

Proficiency +4

Saving Throws Dex + 8, Con +7, Wis +8

Skills Nature +9, Perception +8, Stealth +8

Damage Resistance necrotic; bludgeoning, piercing, and slashing damage from nonmagical attacks

Senses darkvision 60 ft., passive Perception 18

Languages Common, Elven, Sylvan

Challenge 9 (5,000 XP)

Legendary Resistance (1/day). If Adeline fails a saving throw, she can choose to succeed instead.

Regeneration. Adeline regains 20 hit points at the start of her turn if it has at least 1 hit point and isn't in sunlight or running water. If Adeline takes radiant damage or damage from holy water, this trait doesn't function at the start of her next turn.

Speak with Plants. Adeline can communicate with plants as if they shared a language.

Thorns of Thirst. When Adeline grapples a creature with her Thorn Whip, she can deal 7 (2d6) necrotic damage to the grappled creature, reducing its maximum hit points by the amount equal to the necrotic damage dealt, and Adeline regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if its hit point maximum is reduced to 0.

Vampire. Adeline is a vampire and as such has the following traits: *Misty Escape*, *Shape Change*, *Spider Climb*, and *Vampire Weaknesses* (See Vampire).

ACTIONS

Multiattack. Adeline makes three melee attacks, only one of which can be a bite attack.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+4) slashing damage. If the target is a creature, the vampire can choose to grapple it instead of dealing damage.

Silver Dagger. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (2d4+4) piercing damage.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one willing creature, or a creature that is grappled by Adeline, incapacitated, or restrained. *Hit:* 7 (1d6+4) piercing damage plus 7 (2d6) necrotic damage and the target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and Adeline 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.

Thorn Whip. *Melee Spell Attack:* +8 to hit, reach 30 ft., one target. *Hit:* 7 (2d6) piercing damage. Adeline can also grapple the target (escape DC 15) if it is a creature. The thorn whip can be attacked (AC 10; 5 hit points; immunity to psychic damage) and if destroyed, the grapple ends.

Children of the Night (1/day). Adeline magically calls 3d6 needle blights. The called creatures arrive in 1d4 rounds or immediately when called in Adeline's lair, acting as Adeline's allies and obeying her spoken commands. The plants remain for 1 hour, until Adeline dies, or until she dismisses them as a bonus action.

Spellcasting. Adeline casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 16, +8 to hit with spell attacks). She can cast the following spells:

At will: *charm person*, *druidcraft*, *move earth*, *snare*. *thorn whip*
1/day: *blight*, *plant growth*, *spike growth*

REACTION

Parry. Adeline adds 4 to its AC against one melee attack that would hit her. To do so, Adeline must see the attacker and be wielding a melee weapon.

LEGENDARY ACTION

Adeline, Disciple of Thorns can take 2 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Adeline regains spent legendary actions at the start of her turn.

Strike. Adeline attacks with her claws or with her dagger.

Move. Adeline moves up to her speed without provoking opportunity attacks.

Cantrip (2 Actions). Adeline casts a spell that she can cast at will.

Bite (2 Actions). Adeline makes one bite attack.

Vampire Fledgeling

To guarantee that the size of Dornburg's vampiric cabal remains stable, only chosen members of the cabal are allowed to sire new vampires. These young vampires are called fledgelings and have not yet manifested many of the powerful vampiric traits that their kin are known for.

This is an alternative monster to represent a young vampire that I consider "a Vampire Spawn done right" and allows players to fight larger groups of vampiric enemies.

VAMPIRE FLEDGELING

Medium Undead

Armor Class 15 (natural armor)

Hit Points 45 (6d8 +18)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	11 (0)	10 (0)	12 (+1)

Proficiency +2

Saving Throws Dex +5, Wis +2

Skills Perception +2, Stealth +5

Damage Resistance necrotic; bludgeoning, piercing, and slashing damage from nonmagical attacks not made by silver weapons

Senses darkvision 60 ft., passive Perception 12

Languages Any language it knew in life

Challenge 2 (450 XP)

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 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.

Vampire Weaknesses. The vampire has the typical Vampire weaknesses (See Vampire/ Vampire Spawn).

ACTIONS

Multiattack. The vampire makes two attacks with its claws.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) slashing damage. If the target is a creature, the vampire can choose to grapple it instead of dealing damage, escape DC 13.

Bite. *Melee Weapon Attack:* +5 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 7 (2d6) necrotic damage and 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.

BLOOD CRAZED FLEDGELING

Medium Undead

Armor Class 15 (natural armor)

Hit Points 45 (6d8 +18)

Speed 35 ft., climb 35 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	9 (-1)	8 (-1)	14 (+2)

Proficiency +2

Saving Throws Str +5, Dex +5

Skills Perception +1, Stealth +5

Damage Resistance necrotic; bludgeoning, piercing, and slashing damage from nonmagical attacks not made by silver weapons

Senses darkvision 60 ft., passive Perception 11

Languages Any language it knew in life

Challenge 2 (450 XP)

Blood Crazed Rage. The vampire has disadvantage on wisdom and intelligence saving throws.

When a creature the vampire has grappled escapes its grapple, the vampire has advantage on all attacks against the creature until the end of its next turn.

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 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.

Vampire Weaknesses. The vampire has the typical Vampire weaknesses (See Vampire/ Vampire Spawn).

ACTIONS

Multiattack. The vampire makes two attacks with its claws.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) slashing damage. If the target is a creature, the vampire can choose to grapple it instead of dealing damage, escape DC 13.

Bite. *Melee Weapon Attack:* +5 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 and 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.

Vampires of the Cabal

Known only to city officials of the highest authority, the Vampire Cabal is Dornburg's dark secret. For centuries vampires were tolerated in the city's long defunct sewer systems. The blood drinking undead dwell there within a society of their own, out of view of the world, awaiting to be called into service once more.

An ancient covenant allows the vampires to live underneath Ginstermark's capitol. When Ginstermark was at the brink of destruction, a single army led by Knight General Ludwig von Dornwall underwent a profane ritual to protect their home. They voluntarily took the vampiric curse upon themselves and the power that came with their cursed new form the army endured. After the war Ludwig and what was left of his army retreated from the world underneath Dornburg to serve as Ginstermark's last line of defense.

VAMPIRE ENFORCER

Medium Undead, lawful evil

Armor Class 16 (breastplate)

Hit Points 82 (11d8 + 33)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	17 (+3)	11 (0)	14 (+2)	12 (+1)

Proficiency +3

Skills Perception +5

Damage Resistance necrotic; bludgeoning, piercing, and slashing damage from nonmagical attacks not made by silver weapons

Senses darkvision 60 ft., passive Perception 15

Languages the languages it knew in life

Challenge 6 (2,300 XP)

Blood Surge. If the vampire bites a creature and drinks its blood, it recharges it recharges its use of Blood Fury.

Brute. A melee weapon deals one extra die of its damage when the vampire enforcer hits with it (included in the attack).

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 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.

Vampire Weaknesses. The vampire has the typical Vampire weaknesses (See Vampire/Vampire Spawn).

ACTIONS

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

Longsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8+5) slashing damage or 16 (2d10+5) if wielded with both hands.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (2d4+5) slashing damage. If the target is a creature the vampire can grapple the target instead of dealing damage, escape DC 15.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vampire, incapacitated, or restrained. *Hit:* 8 (1d6+5) piercing damage plus 10 (3d6) necrotic damage and 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.

Blood Fury (1/short rest). The vampire makes four attacks with its weapon or claws.

REACTION

Parry. The vampire adds 3 to its AC against one melee attack that would hit it. To do so, the vampire must see the attacker and be wielding a melee weapon.

VAMPIRE NOBLE

Medium Undead, lawful evil

Armor Class 16 (natural armor)

Hit Points 94 (12d8 + 44)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	19 (+4)	15 (+2)	16 (+3)	19 (+4)

Proficiency +3

Saving Throws Dex +7, Wis +6, Cha +7

Skills Deception +7, Intimidation +7, Perception +6, Persuasion +7, Stealth +7

Damage Resistance necrotic; bludgeoning, piercing, and slashing damage from nonmagical attacks not made by silver weapons

Senses darkvision 120 ft., passive Perception 16

Languages the languages it knew in life

Challenge 8 (3,900 XP)

Blood's Whispers. When the vampire drinks the blood of a creature it has charmed, the creature must succeed a DC 15 Wisdom saving throw or the vampire can read its blood as if under the effect of the *Detect Thoughts* spell.

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 or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

Shape Change. The vampire can use its action to polymorph into a Tiny bat, Medium cloud of mist, a Medium wolf, or back into its true form (see Vampire).

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 the typical Vampire weaknesses (See Vampire/Vampire Spawn).

ACTIONS

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

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d4+4) slashing damage plus 7 (2d6) necrotic damage. If the target is a creature the vampire can grapple the target instead of dealing damage, escape DC 15.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vampire, incapacitated, or restrained. *Hit:* 6 (1d4+4) piercing damage plus 14 (4d6) necrotic damage and 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.

Freezing Gaze. The vampire targets one humanoid it can see within 30 feet. If the target can see the vampire, the target must succeed on a DC 15 Charisma saving throw or become charmed until the end of its next turn. A charmed creature is paralyzed.

DM Tuz Table Scraps: Dornburg Lady Evigenia von Zaun

Over the centuries that passed since the foundation of the Vampire Cabal, many new generations of vampires came to be. Not all of them would share the same devotion to their ancient pledge as their elders, such as Evigenia. Lady Evigenia von Zaun spends most of her undead days in decadent revelry within her own opulent dwelling within the vampiric cabal, just as she remembered from her days in the sun.

Ser Kesse of Ginstermark

Standing tall tending to the vampiric cathedral that was constructed as a reminder of the cabal's eternal pledge, Ser Kesse of Ginstermark yearns for the day where he shall defend his home once more, just as he did when he served side by side with his general.

Ser Kesse is of the very first generation of vampires and remembers the events of that war all too well. Much to his dismay he has been watching the slow fall of the cabal into decadence and debauchery.

LADY EVIGENIA VON ZAUN

Medium Undead, neutral evil

Armor Class 17 (natural armor)

Hit Points 119 (14d8 + 56)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	18 (+4)	16 (+3)	13 (+1)	20 (+5)

Proficiency +4

Saving Throws Dex + 8, Con +7, Wis +8

Skills Deception +7, Insight +5, Persuasion +7, Stealth +7

Damage Resistance necrotic; bludgeoning, piercing, and slashing damage from nonmagical attacks

Senses darkvision 60 ft., passive Perception 11

Languages Common

Challenge 11 (7,200 XP)

Legendary Resistance (1/day). If Evigenia fails a saving throw, she succeeds instead.

Dance of the Vampire. When Evigenia begins her turn and has a humanoid creature grappled, the humanoid must succeed a DC 15 Wisdom saving throw or Evigenia can move with the creature at her full speed until the beginning of her next turn. A creature that is immune to being charmed succeeds the saving throw automatically.

Misty Escape. Evigenia has the Misty Escape trait (See Vampire/Vampire Spawn).

Regeneration. Evigenia 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 or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

Shape Change. Evigenia can use its action to polymorph into a Tiny bat, Medium cloud of mist, a Medium wolf, or back into her true form (see Vampire).

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

Vampiric Strikes. Evigenia's attacks deal an additional 7 (2d6) necrotic damage on a hit (included in the attack).

Vampire Weaknesses. Evigenia has the typical Vampire weaknesses (See Vampire/Vampire Spawn).

ACTIONS

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

DM Tuz Table Scraps: Dornburg

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target.

Hit: 6 (1d6+4) slashing damage plus 7 (2d6) necrotic damage.

If the target is a creature, Evigenia can choose to grapple it instead of dealing damage, escape DC 15.

Bite (Bat, Vampire, or Wolf Form Only). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one willing creature, or a creature that is grappled by Evigenia, incapacitated, or restrained. *Hit:* 7 (1d6+4) piercing damage plus 14 (4d6) necrotic damage and the target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and Evigenia 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.

Dominating Gaze (Vampire Form Only). Evigenia targets one humanoid it can see within 30 feet. If the target can see the Evigenia, the target must succeed on a DC 15 Wisdom saving throw or become charmed for one minute or until Evigenia is incapacitated. A charmed creature is under Evigenia's control and sees her as its ally. When charmed Evigenia can commands the creature which it will follow if capable, unless the command is clearly self destructive. As an action Evigenia can give the creature another command or end the charm effect. At the end of the creature's turn it repeats the saving throw, ending the effect on a success. If the creature suffered any damage since the end of its last turn it makes the saving throw with advantage. If the target's saving throw is successful, or if the effect ends on it, the target has advantage on its saving throw against Evigenia's gaze for 1 hour.

LEGENDARY ACTION

Evigenia can take 2 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Evigenia regains spent legendary actions at the start of her turn.

Compell. A creature charmed by Evigenia uses its reaction to make a single weapon attack or move up to its speed.

Move. Evigenia moves up to her speed without provoking opportunity attacks. Before or after this movement, if she is within 5 ft. of a creature charmed by her she can switch places with it. This movement doesn't provoke opportunity attacks.

Strike. Evigenia attacks with her claws.

Bite (2 Actions). Evigenia makes one bite attack.

Bloodthirsty Gaze (2 Actions). Evigenia uses her gaze against a creature she bit within the last minute.

DM Tuz Table Scraps: Dornburg

SER KESSE OF GINSTERMARK

Medium Undead, neutral evil

Armor Class 20 (plate & shield)

Hit Points 119 (14d8 + 56)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	18 (+4)	15 (+2)	17 (+3)	13 (+1)

Proficiency +4

Saving Throws Str + 9, Con +8, Wis +7

Skills Athletics +9, Intimidation +5, Perception +7

Damage Resistance necrotic; bludgeoning, piercing, and slashing damage from nonmagical attacks

Senses darkvision 60 ft., passive Perception 17

Languages Common

Challenge 11 (7,200 XP)

Legendary Resistance (1/day). If Ser Kesse fails a saving throw, he succeeds instead.

Magic Weapon. Ser Kesse wields a magic morningstar that has a +1 bonus to attack and damage (included in the attack).

Misty Escape. Ser Kesse has the Misty Escape trait (See Vampire/ Vampire Spawn).

Regeneration. Ser Kesse 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 or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

Shape Change. Ser Kesse can use its action to polymorph into a Tiny bat, Medium cloud of mist, a Medium wolf, or back into his true form (see Vampire).

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

Vampire Weaknesses. Ser Kesse has the typical Vampire weaknesses (See Vampire/ Vampire Spawn).

ACTIONS

Multiattack (Vampire Form Only). Ser Kesse makes four melee attacks; three with his morningstar and one with his shield. If Ser Kesse wields no weapons he makes two attacks, only one of which can be a bite attack.

Morningstar. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 15 (2d8+6) piercing damage.

Shield. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* The target is knocked prone or pushed back 5 ft. from Ser Kesse.

Claws. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 8 (1d6+5) slashing damage. If the target is a creature, Ser Kesse can choose to grapple it instead of dealing damage, escape DC 17.

Bite (Bat, Vampire, or Wolf Form Only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one willing creature, or a creature that is grappled by Ser Kesse, incapacitated, or restrained. *Hit:* 8 (1d6+5) piercing damage plus 10 (3d6) necrotic damage and the target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and Ser Kesse 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.

BONUS ACTIONS

Challenging Gaze. Ser Kesse targets one humanoid he can see within 30 feet. If the target can see the Ser Kesse, the target must succeed on a DC 15 Wisdom saving throw or has disadvantage on attack rolls targeting any creatures other than Ser Kesse until the end of Ser Kesse's next turn. On his following turns Ser Kesse can use another bonus action to extend the duration of his gaze on the creature until the end of his next turn. To do so Ser Kesse must be able to see the creature.

LEGENDARY ACTION

Ser Kesse can take 2 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Ser Kesse regains spent legendary actions at the start of his turn.

Move. Ser Kesse moves up to his speed.

Challenging Strike. Ser Kesse makes a morning star or claws attack against a creature under the effect of his challenging gaze.

Shield Bash. Ser Kesse attacks with his shield.

Terrifying Bellow (2 Actions). Each enemy creature within 20 ft. of Ser Kesse that can hear him must succeed a DC 15 Wisdom saving throw or be frightened until the end of Ser Kesse's next turn.