

VAMPIRIC DRAGONS

A NEW TEMPLATE AND SAMPLE CREATURE FOR FIFTH EDITION.

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VAMPIRIC DRAGONS

Vampiric dragons are the unfathomable result of dragons undergoing transitions to become potent, blood-sucking undead. Of the few such terrors that exist, most underwent the transition willingly. There are many reasons for a dragon to become a vampire, fear of death and increased power chief among them.

Vampiric Qualities. Like other vampires, vampiric dragons do not cast shadows or reflections and have a thirst for blood. They are generally undistinguishable from their dragon counterparts who are not undead. Unlike normal vampires, vampiric dragons do not need to be invited to enter a residence and have nothing to fear from water.

Feed and Slumber. When vampiric dragons feed, they can ravage miles of countryside or an entire city in a single night, creating armies of vampire spawn for its lair. When it is finally satiated, the beast enters a long slumber of one-hundred years before it wakes to feed again.

Undead Nature. Vampiric dragons do not require air. Many make their lairs deep underwater.

VAMPIRIC DRAGON TEMPLATE

Most dragons transform into vampires by allowing a vampiric dragon to feed off them to the point of death. When a vampiric dragon kills another dragon in this way, it rises 1d10 later as a free-willed vampiric dragon.

Sometimes one turns a living dragon against its will for the simple cruelty of the act. These unwilling vampires are miserable. Many try to fight the urge to feed by locking themselves deep underground. In extreme cases the dragon will attack a group of adventurers, hoping they can kill it.

When a dragon becomes a vampire, it retains its statistics except as described below. The dragon loses any trait, such as Amphibious, that assumes a living physiology.

Type. The dragon's type changes from dragon to undead, and it no longer requires air.

Alignment. The dragon's alignment becomes evil.

Ability Scores. The dragon's Strength, Dexterity, and Constitution scores become 18 if they aren't higher.

Damage Resistances. The dragon gains resistance to necrotic damage and bludgeoning, piercing, and slashing damage from nonmagical attacks.

Senses. The dragon's darkvision increases to a range of 120 feet.

Challenge Rating. If dragon is young or a wyrmling, its Challenge Rating increases by 2. If the dragon is ancient or an adult, its Challenge Rating increases by 1.

Shapechanger. If the dragon isn't in sunlight, it can use its action to polymorph into a cloud of mist that is the same size as the dragon, or back into its true form.

While in mist form, the dragon 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. 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.

Misty Escape. When it drops to 0 hit points outside its resting place, the dragon transforms into a cloud of mist (as in the Shapechanger trait) instead of falling unconscious, provided that it isn't in sunlight. If it can't transform, it is destroyed. While it has 0 hit points in mist form, it can't revert to its true form, and it must reach its resting place within 2 hours or be destroyed. Once in its resting place, it reverts to its true 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 dragon regains 20 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight. If the dragon takes radiant damage or damage from holy water, this trait doesn't function at the start of its next turn.

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

Vampire Weakness. The dragon has the following traits:

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

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

Bite Attack. The dragon's bite attack deals an additional 10 (3d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the dragon 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. A humanoid slain in this way and then buried in the ground rises the following night as a vampire spawn under the dragon's control.

Charm (New Action). The dragon target one creature it can see within 30 feet of it. If the target can see the dragon, the target must succeed on a Wisdom saving throw or be charmed by the vampire. The DC for this save is equal to 8 + the dragon's proficiency bonus + the dragon's Charisma modifier.

Each time the dragon or the dragon's companions do anything harmful to the target, it can repeat the saving throw, ending the effect on a success. Otherwise, the effect lasts 24 hours or until the vampire is destroyed, is on a difference plane of existence than the target, or takes a bonus action to end the effect.

Children of the Night (New Action; 1/Day). The dragon magically calls 2d4 swarms of bats or rats, 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 dragon 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 ADULT SILVER DRAGON

Huge undead, lawful evil

Armor Class 19 (natural armor)

Hit Points 243 (18d12 + 126)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	18 (+4)	25 (+7)	16 (+3)	13 (+1)	21 (+5)

Saving Throws Dex +10, Con +13, Wis +7, Cha +11

Skills Arcana +9, History +9, Perception +12, Stealth +10

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

Damage Immunities cold

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 22

Languages Common, Draconic

Challenge 17 (18,000 XP)

Shapechanger. If the dragon isn't in sunlight, it can use its action to polymorph into a cloud of mist that is the same size as the dragon, or back into its true form. While in mist form, the dragon 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. 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.

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

Misty Escape. When it drops to 0 hit points outside its resting place, the dragon transforms into a cloud of mist (as in the Shapechanger trait) instead of falling unconscious, provided that it isn't in sunlight. If it can't transform, it is destroyed. While it has 0 hit points in mist form, it can't revert to its true form, and it must reach its resting place within 2 hours or be destroyed. Once in its resting place, it reverts to its true 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 dragon regains 20 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight. If the dragon takes radiant damage or damage from holy water, this trait doesn't function at the start of its next turn.

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

Vampire Weakness. The dragon has the following traits:

- **Stake to the Heart.** If a piercing weapon made of wood is driven into the dragon's heart while it is incapacitated in its resting place, the dragon is paralyzed until the stake is removed.

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

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +14 to hit, 10 ft., one target. **Hit:** 19 (2d10 + 8) piercing damage and 10 (3d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the dragon 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. A humanoid slain in this way and then buried in the ground rises the following night as a vampire spawn under the dragon's control.

Claw. Melee Weapon Attack: +14 to hit, 5 ft., one target. **Hit:** 15 (2d6 + 8) slashing damage.

Tail. Melee Weapon Attack: +14 to hit, 15 ft., one target. **Hit:** 17 (2d8 + 8) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 19 Wisdom saving throw or become frightened 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Breath Weapons (Recharge 5-6). The dragon uses one of the following breath weapons.

- **Cold Breath.** The dragon exhales an icy blast in a 60-foot cone. Each creature in that area must succeed on a DC 21 Constitution saving throw, taking 58 (13d8) cold damage on a failed save, or half as much on a successful one.
- **Paralyzing Breath.** The dragon exhales paralyzing gas in a 60-foot cone. Each creature in that area must succeed on a DC 21 Constitution saving throw or be paralyzed for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Legendary Actions

The dragon 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 dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Cost 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 22 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.