

# KENDER VAMPIRE

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*Small undead, chaotic evil*

**Armor Class** 15 (Natural Armor)

**Hit Points** 150 (20d6 + 80)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	9 (-1)	18 (+4)	14 (+2)	15 (+2)	20 (+5)

**Saving Throws** DEX +2, WIS +5, CHA +8

**Skills** Deception +8, Perception +5, Sleight of Hand +5, Stealth +2

**Damage Resistances** Necrotic; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

**Senses** Darkvision 120 ft., Passive Perception 15

**Languages** the languages it knew in life

**Challenge** 8 (3,900 XP)

**Spirit Form.** As an Action, the vampire can send its spirit forth from its body. While in this form, the vampire is invisible, can pass through creatures and objects, can't make attacks, and dies if it takes any radiant damage or is hit with its own hoopak.

When it drops to 0 hit points or is Turned, the vampire assumes this form instead of suffering any other effects. At dusk, if the spirit is in its coffin, the spirit gains a new body and its old body turn to ash.

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

- **Charmed by Hospitality.** While in the home of a creature that invited it in, the vampire can take no hostile action.
- **Theft Compulsion.** If the vampire thinks itself hidden, it is compelled to steal whatever unique and portable trinkets it sees. If it is carrying more than 100 lbs of stolen goods, its movement is reduced by 10 and its attacks are made at disadvantage.
- **Stiff Joints.** The vampire has disadvantage on saving throws to resist being knocked prone, and must spend its full movement to stand from prone.

**Magic Resistance.** The vampire has advantage on saving throws against spells and other magical effects.

## Actions

**Multiattack.** The vampire makes three attacks, one of which it can replace with its Telekinetic Thrash, if available.

**Spirit-Drain Claws.** Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. Hit: 11 (2d6 + 4) bludgeoning damage, and the target is grappled (escape DC 15).

A creature that starts its turn grappled in this way must succeed on a DC 15 Constitution saving throw or lose two unexpended hit dice, or be Paralyzed until the beginning of its next turn if it cannot.

**Unholy Hoopak.** Melee or Ranged Weapon Attack: +7 to hit, reach 5 ft. or range 30/120, one creature. Hit: 13 (2d8 + 4) bludgeoning plus 5 (1d10) necrotic damage. This attack has advantage against a Large or larger creature.

**Telekinetic Thrash (Recharge 5-6).** Each creature of the vampire's choice within 20 feet must succeed on a DC 16 Dexterity saving throw or take 10 (3d6) bludgeoning damage and be knocked prone, or take half as much damage on a success.

## Reactions

**Decay Weapon.** As a reaction to being hit with a nonmagical melee weapon attack, the vampire forces the attacker to succeed on a DC 16 Dexterity saving throw or have its weapon crumble to dust.

**Hideous Laughter.** As a reaction to being reduced below 76 hit points, the vampire throws back its head and lets out disturbing cackle. Each creature within 30 feet that can hear the vampire must make a DC 16 Wisdom saving throw. On a failed save, a creature believes the vampire to be an illusion, and believes one of its allies to be the true vampire in disguise. An affected creature repeats this saving throw at the end of each of its turns, ending the effect on a success.