

# Vampire, Wild

written by CresthavenRPG Guru | January 21, 2020

*Very Rare | Medium | Lawful evil | Undead*

Vampires are one of the most feared of the undead. Being similar to other undead, they dwell simultaneously in the negative material and material planes. Wild vampire are ones that haven't reached their full potential. Greater Vampires should be used as major bosses and be 2x the strength of lesser vampires.

Armor Class	Hit Points	Move
19	32 (8 Hit Dice)	walk 120 ft fly 180 ft
<b>Appearing</b>	1d6	
<b>Habitat</b>	Any	
<b>Negotiation</b>	yes	
<b>Morale DC</b>	5	
<b>Challenge</b>	1.7 (510 XP per monster)	

## Ability Scores

STR	DEX	CON	INT	WIS	CHA
3	2	1	0	0	-3

## Combat

Has 3 attacks. Hit Bonus +8. Damage Claws (2) 1d6, Bite 1d8 damage

## Special Attacks

Vampire bite. Lesser vampires have not yet learned to turn others into vampires, but their bite has the ability to charm. Wisdom DC 20 save to resist its effects.

## Special Defense

Vampires are immune to charm, hold, and sleep spells. Electricity and cold does only half damage, only silver or magic weapons can harm a vampire and they regenerate 3 hit points per round. Vampires may take gaseous form at will, and will be forced into this form if their hit points reach zero. Vampires may shape change into a large bat at will. Lesser vampires can only be killed by burning the body or decapitation with a wooden stake through its heart.

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## Treasure

**Individual:** None

**Lair:** 1d20×1,000 sp (10%), 1d10×1,000 gp (40%), 1d8×100 pp (35%), 3d10 gems (20%), 1d10 jewelry (10%), 3 magic items (30%).