

Barovian Vampires



Three new monsters for
Ravenloft





BAROVIAN VAMPIRES

Three new monsters for 5h Edition Ravenloft

Supplement for players and dungeon masters of the world's most famous RPG containing rules for three new monsters.

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Ever since the announcement of Curse of Strahd I've been wondering what kinds of creatures we would encounter in that adventure. While the release of the table of contents did include some interesting entries such as the Barovian Witch and Wereravens, there appears to be no other vampire variations other than Strahd himself in the list. May I warn the reader that I have not read the full adventure yet, though.

Nevertheless, I decided to create some of my own vampires to use in my home campaign. They were based on some hints given by Chris Perkins of some the elements of the setting, such as some Barovians not having souls and the presence of savages in the outskirts of Ravenloft.

Herein are presented three new vampires: the **Bloodrager** (CR 7), the **Gutripper** (CR 1) and the **Brumesoul** (CR 3). They all have special abilities and background lore.

Hope you enjoy these three new vampires. See you all next time!

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VAMPIRE, BLOODRAGER

Once fierce human warriors, these barbarians were cursed with vampirism by the mists of Ravenloft for turning to cannibalism as a ritual demonstration of might. Now they roam the dark wilderness in search of prey to satisfy their thirst for blood.

Expert Trackers. Bloodragers often follow the tracks of a potential victim for nights on end before attacking.

Reckless Brutality. Once a bloodrager has drawn blood from a foe it enters a savage trance that makes it fight like an unstoppable beast.

Form of the Wolf. The same curse that turned the bloodragers into undead also granted them the power to transform into huge blood-thirsty wolves.



VAMPIRE, BLOODRAGER

Medium undead (shapechanger), chaotic evil

Armor Class 17 (natural armor)

Hit Points 110 (13d8+52)

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+4)	10 (+0)	14 (+2)	10 (+0)

Saving Throws Str +7, Dex +6, Con +7

Skills Athletics +7, Intimidation +3, Nature +3, Perception +5, Stealth +6, Survival +5

Condition Immunities frightened

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical weapons

Senses darkvision 90ft., passive Perception 15

Languages common

Challenge 7 (2,900 XP)

Blood Rage. These vampires have a ferocious appetite for blood during combat. Each time a living creature is hit by one of the bloodrager's claw attacks the target must succeed on a DC 14 Constitution saving throw or start bleeding from the wound. The character suffers no ill effect, but the bloodrager who caused damage enters a blood frenzy, gaining advantage on attacks against the bleeding target until either the target or the bloodrager is slain. Due to its recklessness however attacks against a frenzied bloodrager have advantage. A bloodrager can only gain advantage against a single target, who it will try to slay at any cost, even ignoring other foes altogether.

Wolf Form. As a bonus action a bloodrager can shapeshift into a huge and blood-soaked wolf to attack its foes. Use the game statistics of a **giant hyena** with the added vampire resistances and weaknesses and the extra 9 (2d8) necrotic damage on a bite and the accompanying hit point reducing and regenerating effects. Once transformed the bloodrager assumes the creature's total hit points and reverts to its humanoid form if its hit points drop to 0, any excess damage carrying over to the bloodrager's regular hit points. The transformation can also be dismissed as a bonus action. Bloodragers often turn into wolf form when they enter a blood frenzy.

Vampire Weaknesses. The vampire has the following flaws:

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

Harmed by Running Water. The vampire takes 20 acid damage when it ends its turn in running water.

Stake to the Heart. The vampire is destroyed if a piercing weapon made of wood is driven into its heart while it is incapacitated.

Sunlight Hypersensitivity. The vampire 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 bloodrager makes two claw attacks or one claw attack to grapple the target and then one bite attack.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5ft., one target. *Hit:* 14 (3d6+4) slashing damage. Instead of dealing damage, the vampire can grapple the target (escape DC 14).

Bite. *Melee Weapon Attack:* +7 to hit, reach 5ft., one creature that is grappled by the vampire, incapacitated or restrained. *Hit:* 12 (2d8+3) piercing damage plus 9 (2d8) 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 effect reduces its hit point maximum to 0.

VAMPIRE, GUTTRIPPER

A horde of lowlives-turned-vampires, the guttrippers are like manhunters lurking around the urban parts of Barovia in search of their next bloody feast. Their origin is a mystery as not even Strahd himself admits to having a part on their creation. As with any other creature in the realm however guttrippers are not able to leave Barovia nor do they appear to hail from any other place away from Strahd's domain.

Night Terrors. Guttrippers tend to travel in small groups of up to three individuals and only appear at night, however dark and gloomy daytime may be. They take advantage of their hiding abilities to quickly and silently overpower a victim and proceed to feast on their fresh blood and innards.

Weakling Vampires. Although resistant to nonmagical damage just like more powerful vampires, guttrippers are much more vulnerable to running water and sunlight, being destroyed instantly instead of taking damage from them.

VAMPIRE, GUTTRIPPER

Medium undead, neutral evil

Armor Class 14

Hit Points 22 (3d8+9)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	16 (+3)	12 (+1)	12 (+1)	10 (+0)

Saving Throws Dex +6

Skills Perception +3, Stealth +6

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical weapons

Senses darkvision 60ft., passive Perception 13

Languages common

Challenge 1 (200 XP)

Shadowy Figure. Guttrippers have advantage on stealth checks.

Sneak Attack. Once per round a gutripper can cause an extra 3 (1d6) damage of the same type as the weapon used if they have advantage on the attack roll against their target. The gutripper does not need advantage if one of the gutripper's allies is within 5 feet of the target and is not incapacitated.

Vampire Weaknesses. The vampire has the following flaws:

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

Harmed by Running Water. The vampire is destroyed if it ends its turn in running water.

Stake to the Heart. The vampire is destroyed if a piercing weapon made of wood is driven into its heart while it is incapacitated.

Sunlight Hypersensitivity. The vampire is destroyed if it starts its turn in sunlight.

ACTIONS

Dagger. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target.
Hit: 6 (1d4+4) slashing damage.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target.
Hit: 6 (1d6+3) piercing damage plus 3 (1d6) 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 effect reduces its hit point maximum to 0.



VAMPIRE, BRUMESOUL

Some Barovians are born without a soul. While it is unknown if their essences can linger on after death, some of them do rise again in undeath. The very mists of the land fill their soulless bodies with a dark mockery of a spirit under Strahd's will and command.

Eternal Darkness. Once risen from the grave the brumesouls are forever shrouded in a dark fog that allows them to walk in sunlight for a brief period of time.

Claws of the Mists. Brumesouls can shape their pitch-black souls into giant claws. They drain their victims' will to live, making them easier meals to appease the brumesoul's thirst for blood.



VAMPIRE, BRUMESOUL

Medium undead, chaotic evil

Armor Class 16 (natural armor)
Hit Points 42 (5d8+20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	18 (+4)	9 (-1)	9 (-1)	12 (+1)

Saving Throws Con +6

Skills Intimidation +3, Perception +1

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical weapons

Senses darkvision 60ft., passive Perception 11

Languages common

Challenge 3 (700 XP)

Mist Veil. A dark fog surrounds the brumesoul at all times, covering a 10-foot-radius sphere centered on the vampire. The area is heavily obscured and is only dispersed if the creature is slain. A creature with the darkvision feature can see normally inside the fog, but no light source can penetrate the dark barrier. As a bonus action the brumesoul can use its influence over the mists to instantly teleport to any unoccupied space inside the fog, provoking no attacks of opportunity while doing so.

Vampire Weaknesses. The vampire has the following flaws:

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

Harmed by Running Water. The vampire takes 20 acid damage when it ends its turn in running water.

Stake to the Heart. The vampire is destroyed if a piercing weapon made of wood is driven into its heart while it is incapacitated.

Sunlight Resistance. Dark mists surround the vampire, partially sheltering it from the sun. The vampire takes 2 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target.

Hit: 8 (1d8+4) piercing damage plus 4 (1d8) 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 effect reduces its hit point maximum to 0.

Multiple Targets. The shadow claw can target one or two targets at once. Make only one attack roll and compare the result to the AC values of both targets. Both targets must be within 10 feet of each other.

Shadow Claw. *Melee Weapon Attack:* +4 to hit, reach 10ft., two targets within 10 ft. of each other. *Hit:* 7 (1d6+4) necrotic damage. On a hit the target suffers 1 level of exhaustion as the mists drain her life energy. A creature dies instantly if it reaches the 6th level of exhaustion.

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