

Vampire Hunters

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**STATBLOCKS FOR 5E
CAMPAIGNS**

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Credits

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Vampire Hunters

The legend says that the far North is the root of all evil. This is obviously a lie, but many people still believe in it. The truth however is that in these lands there are many more evildoers, creatures and monstrosities. It does not matter where you are. Evil can be hiding behind a tree, in the dark corner of the room or even underground. A common believe is that a long time ago wizards and sorcerers used that area to test their newly created spells. Trying to cast more and more powerful versions they sought unimaginable power. However, they got old and the lack of time forced them to learn the dark secrets of necromancy, the only magic that can prolong life.

It worked just fine. At least they thought so at the beginning. They quickly realized that using necromantic magic can be dangerous. They tried to modify the spells but it went horribly wrong. In one accident they created something that will change the world forever. Some terrible, blood sucking undead monsters called vampires. They quickly ventured to other territories spreading the disease. Their number quickly rose as their power could not be matched. Only the most powerful warriors were able to survive the fight and sometimes even kill one of the vampires.

Those warriors gathered together to create safe heavens. Smaller or larger areas where cities were safe, people could live in peace and travel without stress. Some of them were cleric who wanted to help those who lack faith or health. Some were warriors who wanted either fame and glory or were seeking a quick way to earn. There also had to be someone who just happen to in the wrong place in the wrong time. They always do.

A few years later these undead creatures still wander on the surface of the earth. But just like with other diseases there are now ways to fight them. Many orders and monasteries were created with the idea of eradicating the blood sucking creatures. This shows just how much people are able to do if you give them faith. Some people dedicated their life in this cause and joined the vampire persecutors guild. Becoming a skilled warriors with only one target. The wandering mages started to call themselves traveling purifiers. Studying the origins of vampires to learn how they can be stopped. They all showed that no matter how strong, evil can be destroyed.



Vampire Persecutor

When there are vampire sightings in the area and you want them to be gone the best option will be to hire a Persecutor. They are not cheap but they can guarantee the job will be done fast and thoroughly.

Skilled in both melee and ranged combat these killing machines will be a worthy adversary for many. Spending each and every free minute to improve their abilities to perfection and beyond, they devote their life to make the world a better place.

Living on a trail these fighters rarely sleep in inns or houses. They prefer much, much more thrilling life. Legends say that not a single persecutor died from the wounds received in battle. They also say that not even one died of old age. To find what is true and what is not is up to each individual.



Vampire Persecutor

Medium Human, Lawful Good

Armor Class 16 (Studded leather)

Hit Points 58 (8d10+16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	15 (+2)	11 (+0)	13 (+1)	9 (-1)

Saving Throws Dex +4, Con +3, Str +3

Skills Acrobatics +4, Athletics +3, Stealth +3

Senses passive Perception 14

Languages Common, Undercommon

Challenge 6 (2,300 XP)

Proficiency Bonus +3

Tracker. Vampire Persecutor have advantage on Investigation and Insight ability checks.

Quick Reload. Vampire Persecutor have additional shells prepared on his belt for a quick reload. Once during a battle he can reload his gun as free action.

Vampiric Knowledge. Vampire Persecutor have +1 AC when they fight against a vampire.

Tactical Movement. Vampire Persecutor make Move action it have +5ft range.

Actions

Extra Attack. When making an Attack action Vampire Persecutor can make two attacks rather than one.

Long Sword: Melee Weapon Attack: +5 to hit, Reach 5 ft., one target. *Hit:* 7 (1d8 + 2) slashing damage or 10 (1d10 + 2) slashing damage if used with both hands.

Gunblade (Melee). *Melee Weapon Attack* +5 to hit. Reach 5 ft., one target. *Hit:* 5 (1d6+2) piercing damage.

Gunblade (Ranged). *Ranged Weapon Attack* +7 to hit. Reach 25/70 ft., one target. *Hit:* 7 (1d6+2) piercing damage and *Hit:* 3 (1d4) radiant damage. (Gunblade holds a maximum of 2 silver shells)

Throwing Silver Dagger. *Ranged Weapon Attack* +7 to hit. Reach 20/60 ft., one target. *Hit:* 5 (1d4+2) piercing damage and *Hit:* 3 (1d4) radiant damage.

Reactions

Quick Reflexes. When an enemy attacks Vampire Persecutor with a range attack his reflexes allow him to quickly use anything nearby as a cover giving him +1 AC and causing the attack to have disadvantage.

Traveling Purifier

Traveling Purifier

Medium Human, Neutral Good

Armor Class 12

Hit Points 39 (6d6+12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	14 (+2)	18 (+4)	13 (+1)	9 (-1)

Saving Throws Int +5, Dex +3, Wis +3

Skills Arcana +4, Investigation +4

Senses passive Perception 11

Languages Common, Uncommon

Challenge 4 (1,100 XP) **Proficiency Bonus** +3

A Glimpse of Heat. When enemy melee attack deal damage to the Purifier, a sparks will fly back at the attacker dealing 1 fire damage.

Careful Steps. During the job the Purifier can feel his surrounding. Damage received from sneak attack is always halved.

Spellcasting. Traveling Purifier is a 6-level spellcaster. His spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). Traveling Purifier have the following wizard spells prepared:

Cantrips (at will): *Fire Bolt*, *Green-Flame Blade*, *Gust*

1st level (4 slots): *Burning Hands*, *Fog Cloud*, *Shield*, *Witch Bolt*

2nd level (3 slots): *Scorching Ray*, *Flaming Sphere*, *Continual Flame*

3rd level (3 slots): *Counterspell*, *Lightning Bolt*, *Intellect Fortress*

Actions

Staff. *Melee Weapon Attack* +3 to hit. Reach 5 ft., one target. *Hit:* 4 (1d6) bludgeoning damage or 6 (1d8) bludgeoning damage if used with both hands.

Bonus Actions

Anger Issues. (Recharge 4-5) Traveling Purifier enrage himself creating a thin layer of flames around himself that increases his AC by +2 for 2 rounds. This action can be used only if he was attacked 3 or more times during the fight.

Reactions

Magic Barrier. When an enemy cast a spell at the Travelling Purifier, he can quickly cast a small barrier that will half the damage received from that spell.

Traveling Purifiers wander around the world searching for beasts, monstrosities and other horrors and try to exterminate them. They travel with their equipment packed and in normal clothes so no one can guess their identity. They usually speak with mayors about any job they can help. Of course nothing for free. The most common way they receive their payment is gold but they won't despise food or free accommodation.

During the job you can see the change in their attitude. Wearing their uniform and many ingredients it's obvious that you don't want to cross them. No longer nice people to talk with, they are now force to be recon with. Equipped with many deadly spells the Purifiers can quickly shorten the lifespan of their target. After the mission they go back to their normal self. Drinking beer in taverns, listening to stories of monsters, learning where to go next.

That is their whole life rinse and repeat. It's a simple life but it does have one small complication. With time you lose your trust in everyone. After that you begin to think that every laugh you hear is aimed at you, every whisper is about you and every time someone even looks at you, you get ready for a fight. Unexpectedly this is the time that random stranger swearing at you or a bandit trying to rob you in the forest is the best think that can happen. It's always good to let the steam off.



Hundred Lashes High Priestess

If by any chance a maiden survive long enough in the order or perform an extraordinary feat she can be promoted to the rank of High Priestess. She then become privy to the many secrets of the order, receive blessing and everything needed to vanquish the evil along with training on how to use it proficiently.

Holy water, aspen stakes or her heavy staff are only some of her ways to “reason” with a vampire. Along with new learned spells she is a threat that one should not underestimate. Powerful enough and prepared to face the evil even alone she can be an unexpected end to an unwary opponent.

When she goes on a mission, which this time she do willingly, she can receive help from other orders and monasteries. She finds her target and strike with precision. Just like during the training. After that it's time to go back home to recover and prepare for yet another mission.

Maybe after some time she can go even higher in the ranks of order. Assuming there are more ranks. If you now know the truth about the order maybe there is more to uncover. Maybe there are a lot more secrets. Only a one way to find out.



Hundred Lashes High Priestess

Medium Human, Neutral Good

Armor Class 17 (Plate Armor)

Hit Points 40 (6d8+18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	9 (-1)	16 (+3)	11 (+0)	18 (+4)	13 (+1)

Saving Throws Wis+4, Str +3, Con +3

Skills Medicine +4, Religion +3, Insight +3

Senses passive Perception 14

Languages Common, Undercommon

Challenge 4 (1,100 XP)

Proficiency Bonus +2

Holy Symbols. When a vampire attack High Priestess it suffer 1 radiant damage.

Order Blessing. High Priestess have an advantage on Wisdom and Charisma Saving throws.

Pain Threshold. Everyday whipping increase pain resistance. Reduce damage from each attacked received by 1.

Actions

Heavy Staff. *Melee Weapon Attack:* +4 to hit, Reach 5 ft., one target. *Hit:* 10 (1d12 + 2) bludgeoning damage.

Spellcasting. High Priestess can cast one of the following spells, requiring no material components and using Wisdom as spellcasting ability:

At will: *Detect Magic*

3/day each: *Cure Wounds*, *Bless*

1/day each: *Dispel Magic*, *Divine Favor*

Holy Water Flask. *Ranged Weapon Attack:* +1 to hit, range 20/60 ft., one target. *Hit:* 8 (1d8 + 2) radiant damage.

Bonus Actions

Aspen Stakes. High Priestess pin an enemy to a wall nearby with one of her stakes blocking enemy movement for 2 rounds.

Reactions

Silver Dust. When an enemy attack High Priestess, she throw a handful of silver dust into enemy eyes. That attack is with disadvantage. If that enemy is a vampire is suffers 1d4 radiant damage.

Hundred Lashesh Maidens

Hundred Lashesh Maidens

Medium Human, Neutral Good

Armor Class 9

Hit Points 28 (5d8+10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	9 (-1)	15 (+2)	11 (+0)	16 (+3)	13 (+1)

Saving Throws Wis+4, Str +3

Skills Medicine +4, Religion +3

Senses passive Perception 13

Languages Common

Challenge 3 (700 XP)

Proficiency Bonus +2

Strength in numbers. Maidens protect each other. For each neighbouring maiden increase AC by 1.

Pain Threshold. Everyday whipping increase pain resistance. Reduce damage from each attacked received by 1.

Healer. Every maiden know Cure Wounds spell which she can cast once per day. Use Wisdom as spellcasting ability.

Actions

Morning Star. *Melee Weapon Attack:* +4 to hit, Reach 5 ft., one target. **Hit:** 7 (1d8 + 2) bludgeoning damage.

Hammer. *Melee Weapon Attack* +4 to hit. Reach 5 ft., one target. **Hit:** 6 (1d6+2) bludgeoning damage.

Shield bash. *Melee Weapon Attack:* +4 to hit, Reach 5 ft., one target. **Hit:** 4 (1d4 + 2) bludgeoning damage.

Bonus Actions

Switch. (Recharge 3) Two neighbouring maidens can switch their places.

When a woman commit a serious crime but in good faith, instead of punishment she can join Maidens of the Hundred Lashes Order. They are sworn to meet every evening and whip themselves as penance for their sins and to increase their bond. They also receive basic combat training and learn restoration magic.

Their main goal was to cleanse the world of evil forces but as years passed by it changed from various reasons. Currently the maidens are send to wipe one on the most dangerous and long lasting threats present on earth, vampires. They are send in groups to different lands in order to find and destroy the forever living creature.

Many of them does not survive but no one cares for them. They are criminals after all. At least they have a chance to redeem themselves in a fight. Truth be told, this whole order is in secret an excellent idea to send criminals to fight to at least weaken the enemy before the main force arrive.

As for the maidens, in time they realize that they are destined to die, but it is already to late to turn back. Right now they can only have faith that before their death they will do one final good deed. And they will try with all their might.



Loeta Hardpaw

Loeta Hardpaw is a fierce warrior who live in symbiosis with Nature. She protect forests and small towns from any evil lurking in it`s vicinity. Known mostly from stories of people she saved she is believed to be the protector of the peace. Citizens oftentimes give her gifts near small altars believing that she will in exchange help then in time of need.

The truth is she would do it anyway. As she could not save her own home she must now protect those to weak to fight for themselves. Loeta is training her whole life which she now commits for others. When someone need help she show within seconds out of nowhere in order to protect. No matter who she have to face in battle, she will fight with the intention to kill. And she does it with great efficiency.

Her goal is to eradicate all evil and the wrath of nature is her ally. When you are attacked and you see her you can be certain that you will live another day. You will be another person that will spread the story of Loeta Hardpaw. If she saved you, you better don`t waste your life or worse, turn to the evil. That is of course, unless you want to meet her again but this time at the sharp end of her spear.

Personality Trait: Covered in tattoos to remember her past.

Ideal: Survival at any cost

Bond: Living at peace means knowing both good and evil.

Flaw: I keep fighting with little concern about rules or later consequences.



Loeta Hardpaw

Medium Human, Chaotic Good

Armor Class 14 (Studded leather)

Hit Points 95 (9d12+18)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	9 (-1)	13 (+1)	11 (+0)

Saving Throws Str +5, Con +3, Dex +3

Skills Athletics +5, Survival +4, Nature +4

Senses passive Perception 11

Languages Common

Challenge 6 (2,300 XP)

Proficiency Bonus +3

Avenger. When enemy attacks an ally that Loeta see, she can deal bonus 1d6 damage with her next attack when attacking that enemy.

Preparations. When moving Loeta can negate first opportunity attack in a round.

Battle Hardened. After an enemy hit Loeta for the first time, increase AC +1 for other attacks for that enemy in that round.

Actions

Multiattack. Loeta makes two attacks. One with her spear and the other with her shortsword.

Spear. *Melee Weapon Attack:* +7 to hit, Reach 10 ft., one target. *Hit:* 10 (1d12 + 4) piercing damage.

Shortsword. *Melee Weapon Attack* +7 to hit. Reach 5 ft., one target. *Hit:* 7 (1d6+4) slashing damage.

Throwing Axe. *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Bonus Actions

Pushover. (*Recharge 3*) Loeta makes a powerful lunge attack that force a large or smaller size enemy to move 5ft in any direction she choose.

Reactions

Nature Roar. When an enemy attacks Loeta she can roar to intimidate causing disadvantage on the roll.

Ishan The Faithful

Ishan The Faithful was born in the southern lands. After many years during which he spread the faith, taught the children and even perform a few miracles he decided to become a missionary. He prepared and went to the North where quarrel and feud never cease to exist.

Many of the people were against this idea, telling him that the first person he meet will rob him or even worse. Luckily the first person he run into was an old man on a pilgrimage from a monastery far to the North. On the evening, near a campfire Ishan asked the man about the North. That pilgrim confirmed what others said. About dangers, about evil.

Ishan asked the man how did he survive then without any armor or weapon. Moment later the priest took his backpack and pulled from it a small kite shield and a mace. In his younger days he was a cleric spreading the gods word. Now he is too old and too weak to continue. That is why he is on a pilgrimage which will end when he will finally find someone to continue his work.

Next morning when Ishan checked on the old man he found him lying cold in his bedroll. He buried him, said a prayer and then took the shield and mace as he understood that he was the one to continue the cleric work. He planned to use them only in it will be the only way. In the end his faith will be enough right?

Personality Trait: Be the saint, not the sinner.

Ideal: World without sin does not exist, but I am here to help.

Bond: Knowledge of my ancestors is with me.

Flaw: Fight or not, I have to finish my prayers.



Ishan The Faithful

Small Humanoid (Gnome), Lawful Neutral

Armor Class 9

Hit Points 49 (6d8+12)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	9 (-1)	14 (+2)	12 (+1)	17 (+3)	12 (+1)

Saving Throws Wis +6, Cha +4

Skills Religion +5, History +4, Insight +4

Senses passive Perception 13

Languages Common, Gnomish

Challenge 4 (1,100 XP)

Proficiency Bonus +3

Gnome Cunning. Ishan have advantage on Intelligence, Wisdom and Charisma saving throws against magic.

Southern Knowledge. Ishan have advantage on History and Arcana ability checks.

Gods Favorite . For every successful Medicine or Religion ability check restore 1 health .

Innate Spellcasting. Ishan's innate spellcasting ability is Wisdom (spell save DC 17, +6 to hit with all spell attacks). He can innately cast the following spells, requiring no material components:

At will: *Bless, Guidance*

3/day each: *Faerie Fire, Cure Wounds, Lesser Restoration*
1/day each: *Scorching Ray, Enhance Ability*

Actions

Mace. *Melee Weapon Attack:* +4 to hit, Reach 5 ft., one target. *Hit:* 5 (1d6 + 1) bludgeoning damage.

Shield Bash. *Melee Weapon Attack:* +4 to hit. Reach 5 ft., one target. *Hit:* 5 (1d6+1) bludgeoning damage.

Bonus Actions

Everlasting Faith When there are two or more enemies adjacent to Ishan, he can cast a prayer that will deal every enemy in 5ft range 1d6 radiant damage.

Reactions

Divine Sacrifice. When an enemy attacks an ally adjacent to Ishan, he can swap places with him/her and receive the damage instead. Damage received this way is halved.

Robin Namarz

Robin Namarz, the egocentric bard with extraordinary talent for making friends and even better skills for creating enemies. Living in a moment, arguing for what he think is right this folk is not afraid to put his lute aside and to grab his trusty knife.

Robin may not be the most trustworthy person you know, but if you are searching someone or something, he may be the one who can help. Of course not for free. Money will be useful but getting rid of one of many adversaries he have may help you earn his trust and let me tell you, it is worth a lot.

With his charm and sweet talk Robin can stab someone in the back and blame that person closest friend and everyone would still believe him. That is if everything is according to plan. Unfortunately Robin is short-tempered and when anyone starts making for or insulting him, he act without thinking. Yes, that usually bring him troubles but if everything always goes smooth then where`s the fun in that?

Personality Trait: Everyone want to hear specific words and it just so happens that I exactly know what they are.

Ideal: Happy or sad, music is the cure.

Bond: Just me, my ballads and my trusty knife.

Flaw: Show must go on.



Robin Namarz

Medium Humanoid (Rabbitfolk), Chaotic Neutral

Armor Class 13 (Leather)

Hit Points 36 (5d8+5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	13 (+1)	8 (-1)	10 (+0)	19 (+4)

Saving Throws Cha +6, Dex +5, Con +3

Skills Performance +5, Persuasion +5, Sleight of Hand +4

Senses passive Perception 13

Languages Common, Sylvan, Thieves' Cant

Challenge 4 (1,100 XP)

Proficiency Bonus +3

Sweet talk. Robin have an advantage on Deception and Persuasion skill checks when talking to opposite sex.

Short Tempered. Robin have an advantage on every roll during the first round of a fight he started

Take that! During a performance Robin can slowly walk to any person and suddenly attack him/her with his lute. This attack have advantage and deal additional 1d6 damage..

Spellcasting. Robin Namarz can cast one of the following spells, using Charisma as spellcasting ability:

Vicious Mockery

Minor Illusion

Actions

Extra Attack. When making an Attack action Robin can make two attacks rather than one.

Dagger. *Melee Weapon Attack* +4 to hit. Reach 5 ft., one target. *Hit:* 5 (1d6+1) slashing damage.

Throwing Dagger. *Ranged Weapon Attack* +5 to hit. Reach 20/60 ft., one target. *Hit:* 4 (1d4+1) piercing damage.

Bonus Actions

Excuse Me. (*Recharge 5*) Robin uses his size to swiftly move and attack everyone in his vicinity. He can attack up to 3 enemies with his dagger and move 5ft between each attack.

Reactions

Leave Me Alone. When an enemy attack Robin, he can move 5ft in any direction. That attack have disadvantage.

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