

Deadly Encounters

Chapter 13



KASTAR, VERMILACH

Medium Undead, any Evil

Armor Class 13 (natural armor)

Hit Points 91 (14d8 + 28)

Speed 20 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
9 (-1)	19 (+4)	15 (+2)	18 (+4)	14 (+2)	17 (+3)

Saving Throws DEX +8, WIS +6, CHA +7

Skills: Insight +6, Perception +6, Stealth +8

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks unless Silvered

Damage Immunities necrotic, poison

Condition Immunities charmed, exhausted, poisoned

Senses darkvision 120 ft., passive Perception 16

Languages the languages it knew in life

Challenge 11 (7,200 XP) Proficiency +4

Regeneration. The Vermilach regains 10 hit points at the start of its turn if it has at least 1 hp and isn't in sunlight or running water. If the Vermilach takes radiant damage or damage from holy water, this trait doesn't function at the start of the Vermilach's next turn.

Death Swarm. If reduced to 0 hp., the Vermilach explodes into a **Swarm of Bats**. The swarm does not attack, but uses all of its movement to scatter, splitting its total hp across all reachable squares (to a minimum of 1 hp per square). Any part of the swarm that ends its turn in sunlight or running water is destroyed. If all parts of the swarm are destroyed, the Vermilach is destroyed. If any part of the swarm finds a safe place large enough, the Vermilach reverts to its original form and all remaining swarm members evaporate into mist. The Vermilach is **incapacitated** for 24 hours, then starts to regenerate normally.

Vampire Weaknesses. The Vermilach has the following flaws:

- **Harmed by Running Water.** The vampire takes 20 acid damage if it starts its turn in running water.

- **Stake to the Heart.** If a piercing weapon made of wood is driven into the Vermilach's heart while it is **incapacitated** in its resting place, the Vermilach is destroyed.
- **Sunlight Hypersensitivity.** The Vermilach takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Spellcasting. The Vermilach is a 9th-level spellcaster. Their spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). The Vermilach has the following wizard spells prepared:

- **Cantrips (at will):** Acid Splash, Chill Touch, Control Flames, Prestidigitation
- **1st (4 slots):** Cause Fear, Chromatic Orb, False Life, Sneak Attack
- **2nd (3 slots):** Blindness/Deafness, Earthbind, Invisibility
- **3rd (3 slots):** Blink, Counterspell, Slow
- **4th (3 slots):** Black Tentacles, Fire Shield
- **5th (1 slot):** Mislead

ACTIONS

Claws. **Melee Weapon Attack:** +8 to hit, reach 5 ft., one target. **Hit:** 11 (2d6 + 4) slashing damage.

BONUS ACTIONS

Bite. **Melee Weapon Attack:** +8 to hit, reach 5 ft., one target. **Hit:** 7 (1d6 + 4) piercing damage plus 10 (2d6) 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. A humanoid slain in this way and then buried in the ground rises the following night as a **Vampire**. **Spawn** under the Vermilach's control.

Flurry of Bats. The Vermilach and anything it is holding, teleports to an unoccupied space that it can see within 120 ft. The space it left explodes in a flurry of illusory bats that obscure vision within 15 ft. for one round.

SILAS, THE ELUSIVE

Medium undead, Neutral

Armor Class 16 (natural armor)

Hit Points 97 (13d8 + 39)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	20 (+5)	16 (+3)	16 (+3)	10 (+0)	18 (+4)

Saving Throws Dex +9, Int +7, Cha +8

Skills: Acrobatics +9, Deception +8, Persuasion +8

Damage Resistances necrotic, bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 120 ft., passive Perception 10

Languages the languages it knew in life

Challenge 10 (5,900 XP)

Regeneration. Silas regains 10 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If Silas takes radiant damage or damage from holy water, this trait doesn't function at the start of the Silas's next turn.

Vampire Weaknesses. Silas has the following flaws:

- **Harmed by Running Water.** The vampire takes 20 acid damage if it starts its turn in running water.
- **Stake to the Heart.** If a piercing weapon made of wood is driven into Silas's heart while it is **incapacitated** in its resting place, Silas is destroyed.
- **Sunlight Hypersensitivity.** Silas takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Blood Hunger (6/Day). Silas targets one humanoid it can see within 60 feet. The target must be injured (has fewer than its normal maximum hit points). The target's blood is drawn out of the body and streams through the air to Silas's mouth.

The target takes 14 (4d6) necrotic damage and its hit point maximum is reduced by an equal amount until the target finishes a long rest; a successful DC 16 Constitution saving throw prevents both effects. Silas regains hit points equal to half the damage dealt. The target dies if this effect reduces its hit point maximum to 0.

Innate Spellcasting. the vampire's spellcasting ability is Charisma (spell save DC 17). It can innately cast the following spells, requiring no material components.

at will: *darkness, invisibility, misty step*

3/day each: *cloud of bats (same as cloud of daggers), disguise self, detect thoughts*

1/day each: *hold monster, gaseous form*

ACTIONS

Silver Saber +1, Melee Weapon Attack: +10 to hit, reach 5 ft., one target. **Hit:** 9 (1d6 + 6) slashing damage.

Undead Puppet. Silas targets one undead creature it can see within 30 feet. The target must succeed on a DC 17 Wisdom saving throw or be commanded by Silas as if it were the target of a command spell. The target repeats the saving throw each time Silas issues a command, ending the effect on itself on a success. Otherwise, the effect lasts for 10 minutes or until Silas is destroyed, is on a different plane of existence than the target, or uses a bonus action to end the effect. Silas doesn't need to concentrate on maintaining the effect.

Children of the Night (2/Day). Silas magically calls 4d4 swarm of bats or 2d4 worgs or 1d4 dire wolves or 1d4 shadows (their shadow forms look like a swarm of bats or wolves). The called creatures arrive in 2 rounds, acting as allies of the vampire warlock and obeying its spoken commands, and remain for 10 minutes, until Silas dies, or until the Silas dismisses them as a bonus action.

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