

Ancient Vampire Red Dragon

Gargantuan undead (dragon), chaotic evil

Armor Class 23 (natural armor)

Hit Points 468 (24d20 + 216)

Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	12 (+1)	29 (+9)	18 (+4)	16 (+3)	23 (+6)

Saving Throws Dex +9, Con +17, Wis +11, Cha +14

Skills Perception +19, Stealth +9

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

Damage Immunities fire

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 29

Languages Common, Draconic

Challenge 27 (105,000 XP)

Shapechanger. If the dragon isn't in sunlight or running water, it can use its action to polymorph into a Medium to Gargantuan cloud of mist, or back into its true form.

While in mist form, the dragon can't take any actions, speak, or manipulate objects. It is weightless, has a flying speed of 30 feet, can hover, and can enter a hostile creature's space and stop there. In addition, if air can pass through a space, the mist can do so without squeezing, and it can't pass through water. It has advantage on Strength, Dexterity, and Constitution saving throws, and it is immune to all nonmagical damage, except the damage it takes from sunlight.

If a creature enters the mist's space for the first time on a turn or starts its turn there, it must succeed on a DC X Constitution saving throw or lose its breath as part of the mist enters its lungs. An affected creature immediately begins suffocating, and is unable to breathe or move on its own until taken out of the mist. If a creature dies in the mist, the dragon regains a number of hit points equal to its number of hit dice or level.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Misty Escape. When it drops to 0 hit points outside its lair, the dragon transforms into a cloud of mist (as in the Shapechanger trait) instead of falling unconscious, provided that it isn't in sunlight or running water. If it can't transform, it is destroyed.

If the dragon regains any hit points while it has 0 hit points in mist form, it immediately reverts to its dragon form and regains an additional 30 hit points. Each time it escapes 0 hit points in this manner before it finishes a long rest, it regains 10 less hit points. When it would regain no hit points in this manner, the dragon can not regain hit points without spending 1 hour on its hoard.

While it has 0 hit points in mist form, it can't revert to its dragon form, and it must reach its hoard within 2 hours or be destroyed. Once on its hoard, it reverts to its dragon form. It is then paralyzed until it regains at least 1 hit point. After spending 1 hour on its hoard with 0 hit points, it regains 1 hit point.

Regeneration. The dragon regains 20 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 the dragon takes 10 radiant damage or more on a single turn, or damage from holy water, this trait doesn't function at the start of the dragon's next turn.

Vampire Weaknesses. The dragon has the following flaws:

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

Stake to the Heart. If a piercing weapon made of wood, sized for a Huge or larger creature, is driven into the dragon's heart while the dragon is incapacitated on its hoard, the dragon is paralyzed until the stake is removed.

Sunlight Hypersensitivity. The dragon takes 10 radiant damage when it starts its turn in sunlight. For each consecutive minute past the first, the dragon takes an additional 10 radiant damage when it starts its turn in sunlight. While in sunlight, its speed is halved, it also has disadvantage on attack rolls and ability checks.

Actions

Multiattack. The dragon can use its Conquering Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +18 to hit, reach 15 ft., one target. *Hit:* 21 (2d10 + 10) piercing damage plus 14 (4d6) fire damage plus 14 (4d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the dragon 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 dragon's control.

A dragon slain in this way and then buried in the ground rises the following night under the dragon's control. A young or younger dragon becomes a zombie dragon, and an older dragon becomes a vampire dragon of its respective type.

Claw. *Melee Weapon Attack:* +18 to hit, reach 10 ft., one target. *Hit:* 17 (2d6 + 10) slashing damage.

Tail. *Melee Weapon Attack:* +18 to hit, reach 20 ft., one target. *Hit:* 19 (2d8 + 10) bludgeoning damage.

Conquering Presence. The dragon uses one of the following abilities.

Terrorize. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 22 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If it is making this recurring save as well as a save for Opress at the end of its turn, it makes this save first. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Terrorize for the next 24 hours.

Opress. The dragon targets one humanoid it can see within 120 feet of it. If the target can see the dragon, the target must succeed on a DC 22 Wisdom saving throw against this magic or be charmed by the dragon. A target who is frightened of the dragon has disadvantage on this saving throw. If the saving throw fails by 5 or more, the creature is instantly charmed. Otherwise, a creature that fails the save begins to feel lightheaded. An affected target must repeat the saving throw at the end of its next turn, also with disadvantage if it is frightened of the dragon, becoming charmed on a failure or ending the effect on a success.

The charmed target regards the dragon as a trusted master to be heeded and protected. Although the target isn't under the dragon's control, and it takes the dragon's requests or actions in the most favorable way it can.

Each time the dragon does anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. At the end of every 30 days, the creature can repeat its saving throw against this effect. If it succeeds on its saving throw, the effect ends. Otherwise, the effect lasts until the dragon is destroyed, or takes a bonus action to end the effect.

This effect can also be ended by *greater restoration*, *heal*, or *wish*.

Breath Weapon (Recharge 5–6). The dragon uses one of the following abilities.

Draining Vacuum. The dragon inhales with immense pressure in a 30-foot cone. Each creature in that area must make a DC 25 Constitution saving throw. On a failed save, a creature loses 30 (12d4) hit points due to blood loss and gains 1 level of exhaustion. On a successful save, the target loses half as much hit points and doesn't gain exhaustion. The dragon also gains temporary hit points equal to half the total amount of hit points lost.

Fire Breath. The dragon exhales fire in a 90-foot cone. Each creature in that area must make a DC 25 Dexterity saving throw, taking 91 (26d6) fire damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Move. The dragon moves up to its speed without provoking opportunity attacks.

Tail Attack. The dragon makes a tail attack.

Bite (Costs 3 Actions). The dragon makes one bite attack.

Ancient Vampire Dragon

Vampiric dragons who blood drain other dragons to death turn them into vampire dragons (under the original dragon's control) if they're adult or older, and younger victims become zombie dragons. It'd actually want to kill adult or older, and turn young and wyrmlings, it wouldn't want competition for blood

Dracovampirism revolves around the power and quantity of blood to sustain itself. The stronger and/or larger the quantity of blood, the longer the dragon can go without blood. For example if the party stops the dracovamp from killing a dragon, it'll turn around and wipe out a village.

2 breath options, its normal one and then one to suck the blood straight out of your pores (no damage type and exhaustion, stirge-like)

Has a spellcaster lieutenant with CR's artificial night spell.

Mix Frightening Presence with Charm, allows charming all types, infinite duration but a save per month similar to Feeblemind.

Their main goal at first would be subjugating a village, then secure a being such as a tarrasque, then start wiping out the competition (other ancient dragons), amassing a small army of zombie young dragons, then take over the plane.

Dwelling in its lair surrounded by pools of blood it lazily feeds on, this gigantic creature spends its eternal life plotting to secure its immortality. It has pale scales, crimson eyes and horrible fangs. It is cared for by its host of cultists and followers who tend to its needs and serve as an emergency snack. To secure its immortality, the Ancient Vampire Dragon will not stop until the whole plane is under its control and every threat eradicated. A Vampire Dragon can theoretically create more Vampire Dragons, but that would mean more competition.

Misty escape can spread out a ton, and feed on people.

a small collection of Frost Giant made into Everlasting Ones by the dragon, they have regen, and are powerful. Dragon made a deal with Vaprak (what exactly?). That or it captured/recruited one of those small communities.

Three tiers:

1. **Desperate.** Feeding on humanoids. All weaknesses, no damage threshold for stopping regeneration. 10 regen.
2. **Empowered.** After having secured a tribe of Frost Giant Everlasting Ones, or other similar tribe (at least 5 CR 10+). Removes certain weaknesses, creates a radiant damage threshold to prevent regeneration. New breath weapon option (30ft blood drain cone). 20 regen.
3. **Mighty.** After having secured something like a tarrasque (CR 25+). Removes certain weaknesses, increases the radiant damage threshold to prevent regeneration. Blood drain cone increases to 60 ft. Other abilities? 30 regen.