DUALINK

# Dio Brando, the Vampire

*BBEG*



JoJo's Bizarre Adventure Edition

# Dio Brando, the Vampire

*Medium undead, lawful evil*

**Armor Class** 18 (natural armor)
**Hit Points** 210 (28d8 + 84)
**Speed** 40 ft., climb 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 22 (+6) | 18 (+4) | 16 (+3) | 18 (+4) | 16 (+3) | 22 (+6) |

**Saving Throws** Str +12, Dex +10, Con +9, Wis +9, Cha +12
**Skills** Athletics +12, Deception +12, Intimidation +12, Perception +9
**Damage Resistances** necrotic; bludgeoning, piercing, and slashing from nonmagical attacks
**Damage Immunities** poison
**Condition Immunities** poisoned
**Senses** darkvision 120 ft., passive Perception 19
**Languages** Common
**Challenge** 19 (22,000 XP)

***Vampiric Physiology.*** Dio does not need to eat, drink, or breathe. He can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

***Regeneration.*** Dio regains 10 hit points at the start of his turn if he has at least 1 hit point. If Dio has taken radiant damage since the end of his previous turn, this trait doesn't function at the start of his next turn.

***Hamon Vulnerability.*** Dio has vulnerability to radiant damage dealt by Hamon abilities. Such damage also suppresses his Regeneration until the end of his next turn.

***Sunlight Weakness.*** While in direct sunlight, Dio takes 20 radiant damage at the start of each of his

turns and cannot regenerate. This damage cannot be reduced by resistance or immunity.

***Vampiric Resilience.*** Dio has advantage on saving throws against being charmed, frightened, or paralyzed.

***Master of the Undead.*** Dio can telepathically communicate with undead creatures he has created while they are within 120 feet of him. These creatures obey his commands and act immediately after his turn. Dio can control up to six undead servants created through his Create Zombie ability at one time. If he creates another beyond this limit, he must release one from his control. A released servant becomes hostile to all living creatures and acts independently.

***Legendary Resistance (3/Day).*** If Dio fails a saving throw, he can choose to succeed instead.

## Actions

***Multiattack.*** Dio makes three Vampiric Strike attacks. He can replace one of these attacks with Vampiric Drain.

***Vampiric Strike.*** *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage plus 7 (2d6) necrotic damage.

***Vampiric Drain.*** *Melee Weapon Attack:* +12 to hit, reach 5 ft., one creature. *Hit:* 15 (2d8 + 6) piercing damage plus 13 (3d8) necrotic damage. Dio regains hit points equal to the necrotic damage dealt, up to

his hit point maximum. Dio can use Vampiric Drain only once on each of his turns.

***Vaporization Freezing Technique (Recharge 4–6).*** Dio channels extreme cold through his body and attempts to freeze one creature within 5 feet of himself. The target must make a DC 20 Constitution saving throw, taking 27 (6d8) cold damage on a failed save, or half as much on a successful one.

On a failed save, the target's speed is reduced to 0 until the end of its next turn. A creature affected by this ability can use an action to make a DC 20 Strength (Athletics) check, ending the effect on a success. A creature immune to cold damage is immune to the speed reduction.

***Space Ripper Stingy Eyes (Recharge 5–6).*** Dio fires two high-pressure jets of bodily fluid from his eyes in a 60-foot-long, 5-foot-wide line. Each creature in the line must make a DC 20 Dexterity saving throw, taking 54 (12d8) piercing damage on a failed save, or half as much on a successful one.

The jets can penetrate nonmagical barriers made of wood, glass, or similarly fragile materials up to 1 foot thick. Such barriers do not provide cover against this attack. Other solid barriers, including stone and metal, provide cover normally. Total cover from these materials prevents a creature from being affected.

***Create Zombie.*** Dio targets the

corpse of one humanoid within 5 feet of himself that has been dead for no longer than 24 hours. The corpse rises as a zombie under Dio's control, using the zombie stat block. The zombie acts immediately after Dio's turn and obeys his commands. Dio cannot control more than six zombies created through this feature at one time. A zombie created by this feature remains animated until destroyed, even if Dio releases it from his control.

## Bonus Actions

***Predatory Movement.*** Dio moves up to half his speed without provoking opportunity attacks.

## Reactions

***Vampiric Counterattack.*** When a creature within 5 feet of Dio misses him with a melee attack, Dio can make one Vampiric Strike against that creature.

## Legendary Actions

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

***Move.*** Dio moves up to half his speed without provoking opportunity attacks.

***Vampiric Strike (Costs 2 Actions).*** Dio makes one Vampiric Strike attack.

***Freezing Grasp (Costs 2 Actions).*** Dio chooses one creature he can see within 5 feet of himself. The target

must make a DC 20 Constitution saving throw, taking 13 (3d8) cold damage on a failed save, or half as much on a successful one. On a failed save, the target's speed is also reduced by 10 feet until the end of its next turn. This reduction does not stack with itself.

***Command Undead (Costs 2 Actions).*** Dio chooses up to two undead servants under his control within 120 feet of himself. Each chosen servant can immediately move up to half its speed and make one melee attack.

## Special Weakness: The Head

Dio's vampiric regeneration allows him to survive injuries that would kill an ordinary creature. However, his head is essential to his continued existence.

***Discovering the Weakness.*** A creature that has observed Dio regenerate from a severe injury can use an action to make a DC 16 Intelligence (Investigation) or Wisdom (Perception) check. On a success, it recognizes that Dio's head is particularly important to his survival.

***Targeting the Head.*** A creature that has discovered this weakness can declare that it is targeting Dio's head before making a weapon attack against him. The attack is made with disadvantage. On a hit, the attack deals damage normally, and Dio cannot regain hit points until the end of his next turn.

***Defeating Dio.*** When Dio is reduced

to 0 hit points, his body collapses and he becomes incapacitated. His Regeneration ceases to function, and he cannot take actions, bonus actions, reactions, or legendary actions. If the damage that reduced him to 0 hit points was radiant damage dealt by Hamon or sunlight, he is destroyed permanently. Otherwise, his head remains alive, and Dio does not die from being reduced to 0 hit points.

***Destroying the Head.*** While Dio is incapacitated at 0 hit points, a creature within 5 feet of him can use an action to destroy his head with a weapon or damaging ability, killing him permanently. If his head is not destroyed, Dio remains incapacitated until an external source restores at least 1 hit point to him. Dio cannot restore hit points to himself while incapacitated at 0 hit points.