DUALINK

Vampire Killer

Magic Item



Castlevania Edition

Vampire Killer

Weapon (whip), legendary (requires attunement)

Forged through alchemy and sanctified by sacrifice, the Vampire Killer is a legendary weapon passed down through generations of vampire hunters. The whip appears as a finely crafted leather weapon, but when awakened, it transforms into a gleaming chain infused with holy power. Against vampires and other creatures of the night, its strikes burn with supernatural radiance.

Weapon Properties. 1d4 slashing · finesse, reach

Magic Weapon. You gain a +3 bonus to attack and damage rolls made with this magic weapon. The whip deals an additional 1d8 radiant damage on a hit.

Bane of the Night. When you hit a fiend or undead with the Vampire Killer, the target takes an additional 1d8 radiant damage and can't regain hit points until the start of your next turn. If the target has a trait that lets it regenerate hit points, that trait doesn't function until the end of its next turn. A vampire or vampire spawn reduced to 0 hit points by the Vampire Killer is destroyed outright, rather than assuming mist form or benefiting from any other trait that would let it escape destruction.

Chain Whirlwind. When you take the Attack action on your turn, you can make one additional attack with the Vampire Killer as part of that action. Until the end of the turn,

your attacks with the whip have a reach of 20 feet, and each attack must target a different creature. You can use this property a number of times equal to your proficiency bonus, regaining all expended uses at dawn.

Grand Cross. As an action, you raise the Vampire Killer and unleash a tremendous explosion of consecrated energy. Each hostile creature of your choice within 20 feet of you that isn't behind total cover must make a DC 18 Dexterity saving throw, taking 36 (8d8) radiant damage on a failed save, or half as much damage on a successful one. Fiends and undead have disadvantage on this saving throw. Once you use this property, you can't use it again until the next dawn.

Trial of the Whip. A creature descended from the Belmont clan attunes to the Vampire Killer normally. Any other creature that attunes to it is *unproven*. An unproven creature:

- can wield the whip only as a +1 magic weapon;
- gains none of its other properties;
- takes 11 (2d10) necrotic damage at each dawn while attuned.

During a short rest, an unproven creature can meditate with the whip and confront its memory of a past Belmont. The DM can run the duel, or resolve it as a trial: the creature makes three DC 18 checks, each using one of Strength (Athletics), Dexterity (Acrobatics) or Wisdom (Insight), and needs at least two successes.

- **On a success,** the creature becomes proven and gains the whip's full power.
- **On a failure,** it can't attempt the trial again until it finishes a long rest.

