DUALINK

Vladimir

BBEG



Runeterra Edition

Vladimir

Medium humanoid (hemomancer), neutral evil

Armor Class 17 (blood ward)
Hit Points 255 (30d8 + 120)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	20 (+5)	16 (+3)	14 (+2)	22 (+6)

Saving Throws Con +10, Wis +7, Cha +11
Skills Arcana +8, Deception +11, Insight +7, Perception +7
Damage Resistances necrotic
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 17
Languages Common, Infernal
Challenge 15 (13,000 XP)

Crimson Reservoir. Vladimir stores stolen vitality as Blood Power. Whenever Vladimir deals necrotic damage with a spell or ability, he gains 1 Blood Power (maximum 5). At 5 Blood Power, Vladimir's next damaging ability deals an extra 18 (4d8) necrotic damage, he immediately regains 20 hit points, and Blood Power resets to 0.

Sanguine Mastery. Whenever Vladimir regains hit points, he gains resistance to bludgeoning, piercing, and slashing damage until the start of his next turn.

Blood Magic. Vladimir does not require material components. When Vladimir casts a spell of 1st level or higher, he may spend 10 hit points to impose disadvantage on one saving throw against that spell.

Spellcasting. Vladimir is a 15th-level spellcaster. His spellcasting ability is Charisma (Spell save DC 19, +11 to hit with spell attacks).

At will:

- chill touch
- mage hand
- minor illusion

3/day each:

- blight
- vampiric touch (5th level)
- fear
- bestow curse (4th level)

1/day each:

- enervation
- circle of death
- finger of death

Actions

Multiattack. Vladimir casts a spell and may use Transfusion.

Transfusion. *Ranged Spell Attack:* +11 to hit, range 60 ft., one target *Hit:* 21 (4d8 + 3) necrotic damage. Vladimir regains hit points equal to half the damage dealt. Gain 1 Blood Power.

Tides of Blood (Recharge 5–6). Vladimir releases a surge of hemomantic force in a 15-foot radius centered on himself. Enemies in the area must make a DC 19 Constitution saving throw. On a failed save, 31 (7d8) necrotic damage. Vladimir gains Blood Power equal to the number of creatures damaged (maximum 3). On a successful save, half damage.

Hemoplague (Recharge 6). Vladimir infects the blood of up to 3 creatures he can see within 60 feet. Targets must succeed on a DC 19

Constitution saving throw. On a failed save, the creature becomes infected for 1 minute. When an infected creature takes damage, it takes an additional 7 (2d6) necrotic damage. When the effect ends, the creature takes 18 (4d8) necrotic damage. Creatures may repeat the saving throw at the end of each of their turns.

Reactions

Sanguine Pool (Recharge 4–6). When Vladimir would take damage, he melts into blood, slipping between moments of harm. Until the start of his next turn, he becomes untargetable, he gains resistance to all damage, his speed becomes 40 ft., and creatures he moves through take 10 (3d6) necrotic damage. He cannot cast spells while in this form. When he reappears, he gains 1 Blood Power.

Blood Shield. When Vladimir takes damage, he reduces the damage by 15. If this reduces the damage to 0, he gains 1 Blood Power.

Legendary Actions

Vladimir 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.

Crimson Bolt. Vladimir uses Transfusion.

Surge of Hunger (Costs 2 Actions). Vladimir immediately gains 2 Blood Power.