

20 MAGIC ITEMS FOR BATTLING VAMPIRES

ESSENTIAL ITEMS FOR THE ASPRING SLAYER

This document presents 20 new magic items specially designed to be highly effective against the abilities of vampires and vampire spawn. These items have been designed to be of roughly comparable power to the magic items described in the *Dungeon Master's Guide* based on the rarity of each item.

The items in this document are numbered for reference and are presented in the order listed below.

As a bonus, this document includes an appendix containing 6 items for hunting vampires from [64 Magic Items Inspired by Video Games](#), also available from DMs Guild. If you enjoy these items, please check out that document or any of the other work from Nearsighted Games.

#	Item
1	<i>amulet of the shining sun</i>
2	<i>misty bottle</i>
3	<i>trueform dagger</i>
4	<i>radiant dart</i>
5	<i>ring of self-disintegration</i>
6	<i>clearmind circlet</i>
7	<i>collar of bite resistance</i>
8	<i>amulet of holy health</i>
9	<i>cloak of the night creatures</i>
10	<i>boots of vampiric speed</i>
11	<i>leather armor of batshape</i>
12	<i>shield of life</i>
13	<i>breastplate of life</i>
14	<i>vampiric shortsword</i>
15	<i>shining longsword</i>
16	<i>morningstar of the sun</i>
17	<i>staking longbow</i>
18	<i>radiant greatsword</i>
19	<i>mace of redemption</i>
20	<i>slayer's scythe</i>

APPENDIX: BONUS ITEMS FROM "64 MAGIC ITEMS INSPIRED BY VIDEO GAMES"

Bonus Items

holy whip of vampire's bane

hide armor of the vampire hunter

boots of the vampire hunter

hunter's holy handaxe

hunter's returning dagger

holy water of the blue flame

#1 - AMULET OF THE SHINING SUN

Wondrous item, very rare (requires attunement)

A bright, golden amulet in the shape of a midday sun. Once per day, you may activate the *amulet* as an action. When activated, the *amulet* produces bright sunlight in a 60 foot radius for 1d3+1 rounds. Vampires caught in bright sunlight cannot use their shapchange ability and take 20 radiant damage at the start or each turn. Once you have used this ability, you cannot use it again until the next dawn.

#4 - MISTY BOTTLE

Wondrous item, rare

A bottle made of misty glass and sealed with a cork stopper. This bottle is capable of catching and holding misty or gaseous creatures, such as a vampire's cloud of mist form. As an action, you may uncork the bottle and target any misty or gaseous creature within 30 feet. That creature must make a Constitution saving throw (DC 15) or be sucked into the bottle. You may cork the bottle as a bonus action. Once captured in this way, the creature cannot escape unless the bottle is uncorked. A vampire who is reduced to 0 hit points assumes its mist form and must reach its resting place within 2 hours or be destroyed.

#4 - TRUEFORM DAGGER

Weapon (dagger), rare

This dagger deals normal damage to any target who is not a vampire or vampire spawn. If the target is a vampire or vampire spawn, this *dagger* deals an extra 2d4 slashing damage. On a successful hit, a shapechanged vampire must make a Constitution saving throw (DC 13) or be forced to assume their true form for 1d4+1 rounds. While this effect lasts, the vampire cannot shape change, and any attempts to use their shapechange ability or a *polymorph* spell fail. Be careful, though - some vampires have fiendish true forms that are very powerful.

#4 - RADIANT DART

Wondrous item, uncommon

A small, yellow blowgun dart. This *dart* does normal blowgun damage to any target who is not a vampire. If the target is a vampire, the *dart* deals 1d4 radiant damage on the round that it hits, and then deals 1 radiant damage for the next 1d3+1 rounds. Radiant damage disrupts a vampire's regeneration ability, preventing the vampire from healing for each round that the effect lasts and for one more round after it ends.

#5 - RING OF SELF-DISINTEGRATION

Wondrous item, rare

A simple, silver ring favored by some vampire hunters. When killed while wearing this *ring*, your body instantly disintegrates into dust. This prevents you from being raised as undead, but it also prevents you from being resurrected by anything other than a *true resurrection* spell. Upon use, the *ring* itself also disintegrates and cannot be used again.

#6 - CLEARMIND CIRCLET

Wondrous item, rare (requires attunement)

A golden circlet with a small ruby hanging off the front. While wearing the *circlet*, you have a +2 bonus on saving throws against all *charm*, *compulsion*, *dominate*, *possession*, and *fear* effects. You also have advantage on these saving throws.

#7 - COLLAR OF BITE RESISTANCE

Wondrous item, uncommon

A metal collar worn around the neck. This *collar* grants resistance to piercing damage caused by bite attacks. Additionally, if a an undead creature bites you, that creature takes 2d4 poison damage. This extra poison damage only applies to undead.

#8 - AMULET OF HOLY HEALTH

Wondrous item, very rare (requires attunement)

While wearing the *amulet*, you gain resistance against necrotic damage and your maximum hit points are not reduced by a vampire's bite attack. Additionally, the amulet has 3 charges. As a bonus action, you may expend a charge to cast *healing word* on yourself as a 2nd level spell (2d4 + your Wisdom modifier). You may only target yourself with this *healing word* ability. You may increase the level of *healing word* at a cost of 1 charge per level. The *amulet* regains 1d3 charges daily at dawn.

#9 - CLOAK OF THE NIGHT CREATURES

Wondrous item, rare (requires attunement)

A dark coat the color of the night sky. Once per day, you may activate the *cloak* to transform into either a bat, a rat, or a wolf. Anything you are wearing transforms with you, but anything you are holding does not. While transformed, you retain your normal hit points and you gain any bite or claw attacks granted by your new form. You may transform back into your normal self as an action. You can only transform for up to 1 hour each day, and time spent in any of these forms contributes to this total. When you reach this time limit, you automatically transform back into your normal self. When this occurs, the *cloak* cannot be used to transform again until the next dawn.

#10 - BOOTS OF VAMPIRIC SPEED

Wondrous item, very rare (requires attunement)

A pair of ornate boots inscribed with ancient vampiric symbols. The *boots* have 2 charges. As an action, you may expend a charge to cast *haste* on yourself. This effect lasts for 5 rounds and does not require your concentration. Until this effect ends, your speed is doubled, you gain a +2 bonus to AC, you have advantage on Dexterity saving throws, and you gain one additional action on each of your turns. You may only use this action to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action. When this effect ends, you can't move or take actions until after your next turn, as a wave of lethargy sweeps over you. Additionally, while this effect lasts, you heal hit points equal to half of any damage you deal with a melee weapon.

The *boots* regain 1 charge daily at dawn.