

# ALPHONSE LEBLANC (PRE-TRANSFORMATION)

Medium undead (shapechanger) Neutral Evil

**Armor Class** 17 (Blood Armor)

**Hit Points** 499-666

**Speed** 30ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	22 (+6)	18 (+4)	25 (+7)	14 (+2)	25 (+7)

**Condition Immunities** Charmed, Exhaustion, Frightened, Paralyzed, Poisoned

**Damage Immunities** Poison, Bludgeoning, Piercing, And Slashing From Nonmagical Weapons

**Damage Resistances** Necrotic, Cold, Lightning

**Senses** Darkvision: 120 ft, Passive Perception: 19

**Languages** Common, Infernal

**Challenge** 16

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

**Regeneration:** Alphonse regains 20 hit points at the start of his turn if he has at least 1 hit point. If Alphonse takes radiant damage or damage from holy water, this trait doesn't function at the start of the Alphonse's next turn.

**Spider Climb:** Alphonse can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

**Turn Immunity:** Alphonse is immune to effects that turn undead.

## ACTIONS

**Multiattack:** Alphonse makes two attacks, only one of which can be a bite or paralyzing touch Attack.

**Blood Claws:** *Melee Weapon Attack:* +11 to hit, reach 5ft., one target. *Hit* (1d8 + 6) and 4d6 necrotic damage.

**Bite:** *Melee Weapon Attack:* +11 to hit, reach 5ft., one target. *Hit* (1d6 + 6) and 3d6 necrotic damage. The targets' Max HP is reduced by the amount of necrotic damage dealt.

**Paralyzing Touch:** *Melee Spell Attack:* +11 to hit, reach 5ft., one target. *Hit* (3d6) cold damage. The target must succeed on a DC 17 Constitution saving throw or be Paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

**Charm:** Alphonse targets one humanoid he can see within 30 ft. of him. If the target can see Alphonse, the target must succeed on a DC 17 Wisdom saving throw against this magic or be charmed by Alphonse. The charmed target regards Alphonse as a trusted friend to be heeded and protected. Although the target isn't under the vampire's control, it takes the vampire's

requests or actions in the most favorable way it can, and it is a willing target for the vampire's bit attack.

Each time Alphonse or his companions do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the vampire is destroyed, is on a different plane of existence than the target, or takes a bonus action to end the effect.

## LEGENDARY ACTIONS

Alphonse 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 creatures' turn. Spent legendary actions are regained at the start of each of his turns.

**Shadow Slip:** Alphonse teleports to an unoccupied space up to 30 ft. away.

**Claw:** Alphonse makes a Blood Claw attack.

**Chill Touch:** Alphonse casts an 11th level chill touch.

**Scorching Ray (Costs 2 Actions):** Alphonse casts 3rd level Scorching Ray (4 beams/targets).

**Bite (Costs 2 Actions):** Alphonse makes one Bite attack.

**Paralyzing Touch (Costs 2 Actions):** Alphonse uses his Paralyzing Touch.

**Disrupt Life (Costs 3 Actions):** Each non-undead creature within 20 feet of Alphonse must make a DC 17 Constitution saving throw against this magic, taking 21 (6d6) Necrotic damage on a failed save, or half as much damage on a successful one.

## LAIR ACTIONS

**Symphony of the Night:** Haunting, maddening music emanates from Alphonse's dread organ. Creatures within 100 feet of it, that can hear it, must make a DC 15 Wis saving throw. Those that fail are charmed, incapacitated, and have their speed reduced to 0 until they take damage or until initiative count 20 of the following round.

**Monster Dance:** Alphonse calls upon the children of the night that swarm about his mansion, summoning six giant vampire bats on any open space within 60 feet of him. They act immediately and on subsequent initiative round 20s.

**Tortured Spirits Rise:** Souls from the Chalice of Agony emerge and swirl in a 20 foot radius cylinder. All non-undead creatures within become vulnerable to necrotic damage.

**Crescendo:** The dread organ lets out a blast of conchordant energy in a 30 foot cone. Each creature in that cone must make a DC 15 Constitution Saving Throw. On failure, the creature takes 4d6 Thunder damage and is pushed 15 feet away from the organ. On a success, the creature takes half damage and isn't pushed.

## SPELLCASTING (SPELL DC 17, +11 TO HIT)

### 1ST LEVEL

Sleep  
Shield  
\*Fog Cloud

### 2ND LEVEL

Scorching Ray  
Acid Arrow

### 3RD LEVEL

Dispel Magic  
\*Fireball

### 4TH LEVEL

Greater Invisibility  
Blight

### 5TH LEVEL

\*Animate Objects

### 6TH LEVEL

Disintegrate

### 7TH LEVEL

Force Cage (Used before fight)

### 8TH LEVEL

Power Word Stun

## MINION STATS

### GIANT VAMPIRE BAT

*Medium beast*

**Armor Class** 13 (natural)

**Hit Points** 1

**Speed** 60ft. (Flying)

STR:	DEX:	CON:	INT:	WIS:	CHA:
(+2)	(+3)	(+1)	(-1)	(+1)	(-2)

**Condition Immunities** None

**Senses** Blindsight 60, Passive Perception 11

**Languages** None

*Echolocation and Keen Hearing*

### ACTIONS

**Bite:** *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit* 6 (1d6 + 3) and (2d6) necrotic damage

### BETRAYED

*Medium Undead*

**Armor Class** 14

**Hit Points** 50

**Speed** 30ft.

STR:	DEX:	CON:	INT:	WIS:	CHA:
(+3)	(+3)	(+3)	(-1)	(+1)	(-1)

**Condition Immunities** Charm, Exhaustion, Poison

**Damage Resistances** Necrotic Damage

**Senses** Darkvision 60, Passive perception 12

**Languages** None

*Echolocation and Keen Hearing*

### ACTIONS

**Multiattack:** *Melee Weapon Attack:* One Bite and One Claw **Bite:** +5 to hit, reach 5ft., one target. *Hit* 6 (2d8 + 3) piercing.

**Claw:** +5 to hit, reach 5ft., one target. *Hit* 6 (2d6 + 3) slashing. The target must make a DC 11 Constitution saving throw or poisoned for 1 minute. Repeat saving throw on each of the target's turns.

**Betrayed Aura:** Alphonse summons the souls of the family he betrayed. Each soul applies a passive Debuff to the entire party until that soul is defeated. Once defeated, the now peacefully resting soul will grant the party a permanent buff. See table below.

## ALPHONSE, LICH FORM CHANGES

*Medium undead (shapechanger) Neutral Evil*

**Armor Class** 18 (Blood Armor)

**Speed** 60ft. (Flying)

STR:	DEX:	CON:	INT:	WIS:	CHA:
(+2)	(+3)	(+1)	(-1)	(+1)	(-2)

**Condition Immunities** None

**Senses** Truesight 180 ft.

**Languages** None

*Echolocation and Keen Hearing*

## ACTIONS

**Claw** Adds an extra d8 to damage.

**Bite** Adds an extra d6 to damage.

**Fireball Breath Attack (referencing Dracula's transformation):**

Casts Fireball on Transformation to Lich form

Bats become undead and get additional feature on bite hit: DC 11 Constitution Saving Throw or paralyzed until the end of the creature's next turn.

## LEGENDARY ACTIONS

**Wing Buffett (2 legendary actions):** Alphonse beats his wings.

Each creature within 10 feet of Alphonse must succeed on a DC 17 Dex Saving Throw or take 2d6+4 bludgeoning damage and be knocked prone. Alphonse may then proceed to move up to half his flight speed.

## MOON PHASES AND EFFECTS

### GHOST IN THE MOONGLOW:

All living creatures in the light of the moon gain +1 to all saving throws.

### DARK SIDE OF THE MOON:

All living creatures beneath the shadow of the moon are automatically frightened of the moon.

### BLOOD MOON RISING:

All living creatures beneath the blood moon are frightened and receive half healing.

## ZOMBIE DEBUFFS/BUFFS

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Soul	Debuff	Buff
Vladimir (Butler)	Max hp reduced by 10	10 temp HP
Flora (Sister)	Disadv. on Concentration	Adv. on Concentration
Ingrid (Nanny)	Spd halved	Spd increased by 10
Edward (Brother)	Disadv. on Ability Checks	Adv. on Ability Checks
Emilia (Mother)	1d8 Necrotic per Round	1d8 Dealing per Round
Phillip (Father)	Disadv. on Attack rolls	Adv. on Attack Rolls

## ALPHONSE LEBLANC BACKSTORY:

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The LeBlanc family was one of the oldest and most noble families in Agwe. They were one of the first human families to settle there once the town was founded. Alphonse was the middle child of Phillip LeBlanc, who was known for his hunting ability and skill with a rapier. His mother, Emilia, was known for her love of music and dance, and the pair was a well known in the noble party circuit.

Alphonse was a curious boy, and filled with ambition. He didn't quite know what he wanted to do with his life, but he knew that he was destined for greatness, even if he didn't get the most attention from his parents. His elder brother, Edward, was the brilliant one who excelled in all of his courses and always had his nose in a book. He also excelled at hunting whenever their father took him. Alphonse was incredibly jealous of his brother and resented him for the praise he received. Their younger sister, Flora, was the baby of the family. She was incredibly spoiled, and cried constantly, whenever she didn't get her way, and even when she did. The parents or the help would usually try to calm her down by appealing to her love of sweets. The servants would wheel out dessert after dessert to get her to stop crying. Alphonse was incredibly annoyed with her, resented her deeply for her easy pass she got from their parents, and wished she would just shut up.

His father was stern. When Alphonse showed resistance to hunting, Philip was disappointed. He still taught Alphonse the art of dueling and fencing, and was very rigorous in his teaching. His mother was even more harsh in her music lessons. Alphonse learned harpsichord, piano, and organ. He was surprisingly talented at music, to the point of almost surpassing his brother. However, what he found the most comfortable, was his ability to be a socialite. He was so unbelievably charming, he quickly became even more beloved than his parents among the Agwe nobles. Alphonse quickly learned how to get people to give him what he wanted with nothing more than the appropriately chosen and timed words.

While Alphonse was still young, he was sent off to university in Anzu, where his brother was studying transmutation magic. Alphonse decided to follow in his brother's footsteps and enrolled two years behind Edward. He had a particular interest in alchemy more broadly, excelling in his potion making classes. During his time in Anzu, however, he decided to seek knowledge elsewhere in the city, researching forbidden libraries to find a way to one up his brother. Ultimately, he found an incredibly ancient tome that had just made its way to the library from Galtica. It spoke of "The Cloven," an entity that could grant you your every wish with the appropriate offering. He read more and more and more, realizing he knew what he had to do to finally achieve the greatness he deserved. He concocted his plan during a holiday break when both he and Edward would be home. He let Edward arrive home, first, and followed a day behind, arriving into the evening.

That night, Vladimir, the butler greeted Alphonse back from a trip abroad and is immediately murdered in the Foyer. He hears crying from the banquet hall and then finds Flora eating sweets alone, proceeding to murder her. He makes his way to his bedroom to grab his things, calling on Ingrid, the nanny and maid, to tidy up. He asks her where his parents are and she tells him that his mother was practicing the harpsichord in the ballroom and his father was in the trophy room drinking. He murders her on the spot and proceeds to hunt down both of his parents, sneaking up on them.

With the household slaughtered, he drags the corpses to the catacombs where he places them on slabs of previously-defiled ancestors of the LeBlanc line. Performing a dark ritual and offering the betrayed sacrifices to "The Cloven," he promised his treacherous soul for an artifact to make him the greatest alchemist in the world. The beast in the shadows appears, Alphonse signs a contract, and the shadows disappear, leaving the Chalice of Agony and an assistant, a Succubus he named Solaris. The chalice was a vessel of incredible power that could store human souls and use that soul energy to power the creation of alchemical creations without transmutation circles or many rare reagents. All it required was the knowledge to concoct such a brew and the basic foundations, and the chalice would create it.

Alphonse studied and learned creative ways to enhance standard alchemical processes and started growing renown as an alchemist. However, he knew he could not trust Solaris, despite her being his constant companion and assistant. He also knew that The Cloven would be waiting anxiously to collect his soul.