

OUT FOR BLOOD

BY E. W. MORTON

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INTRODUCTION

In the vastness of the human imagination, if there be a single creature that embodies both our innate fear of the unknown as well as our unappeasable desire to know it better, it would be the vampire. Even as the superstitions that gave rise to these consummate undead are forgotten, fiction inspired by them lives on, adding more to their heritage every day. It is nearly impossible to catalogue all of the incarnations of the vampire that have appeared in various cultures and eras in the course of human history. *Out for Blood* makes no such claim, instead, it merely asserts to have opened the door to new possibilities. Through this now yawning portal, we welcome you to the world of vampires, their minions, and those who would slay them.

WHAT SHALL COME TO PASS...

The material herein is broken into three chapters and an appendix, as follows:

Chapter 1: Characters. The characters that players bring to the table are both the driving force behind all action in any roleplaying game as well as the root of unnumbered interesting stories. With this in mind, this chapter takes a look at characters that might be found in a vampire-centric or related campaign. First, this chapter takes a quick look at several new uses for skills and new feats that might be useful to such characters. These are followed by a host of new prestige classes meant to inspire all kinds of interesting characters: from vampire hunters; to a vampire's many minions; to vampires themselves.

Chapter 2: Creatures. Of course, no book about vampires and other bloodsuckers could be complete without descriptions of those very creatures. This chapter takes a look at several optional rules designed to add flavor to vampires in general, as well as an in-depth examination of a whole dark cadre of new monsters and templates designed to show off the diversity of the vampire. This chapter reveals dozens of new types of vampires in addition to hordes of other horrific monstrosities that might be involved in vampire-related adventures.

Chapter 3: Campaigns. In order to construct an entire campaign around bloodsuckers, care must be taken to keep things interesting. Thus, this chapter is a grab bag of topics meant to keep vampire-like villains interesting time and time again. The chapter begins with a look at several organizations that can appear in a campaign where vampires are abundant (or perhaps one where their numbers are on the rise). This is followed by a list of vampire-related ideas for adventures and encounters just waiting to be developed into full-fledged campaigns of their own. The chapter ends with a few quick notes on various vampire lairs that might be encountered in any setting.

Appendix: Spells and Resources. Included in this two-part appendix are a handful of spells related to vampire folklore, as well as the new Blood domain for particularly

cruel and nefarious clerics and a few of the sources wherein this folklore can be accessed.

A BRIEF NOTE ON "VAMPIRE" VS. "VAMPIR"

Throughout this book, the terms vampire and vampyr are used quite often and a distinction, of sorts, initially needs to be made, to head off any possible forthcoming confusion. A vampyr (pronounced "vam-PEER" or "vom-PEER") is a particular type of vampire. The vampyr template is similar to the vampire template described in the core rules, but is designed to incorporate themes appearing within the pages of this tome. The vampyr template can also serve another purpose: it can replace the vampire template from the core rules altogether. This substitution would prevent the need from distinguishing "vampire" (the template) from "vampire" (the creature subtype). If used thusly, "Vampire" would instead always refer to the creature subtype, more accurately reflecting the fact that not all vampires are created with the same template.

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CHAPTER 1: CHARACTERS

Simply put, you cannot have a story – or a roleplaying game – without characters. Therefore, the best place to start when considering vampire-related settings and storylines is with the characters that will become entangled within their dark and shadowy threads. Folklore and fiction related to vampires and other bloodsuckers feature a wide assortment of heroes, villains, and lackeys, each of whom has any number of interesting abilities at his disposal.

NEW USES FOR SKILLS

All of the following new uses for skills are optional. In particular, the new uses of the Craft (alchemy) and Heal skills reflect various forensic techniques that are helpful tools for vampire hunters and other investigators in many settings, but which might not have an appropriate flavor for all campaigns. In all cases, refer to the *Player's Handbook* for complete information on these skills, as only options are detailed below.

CRAFT (ALCHEMY) (INT)

Normal Use: You can make alchemical items. This skill allows you to determine how much time and material it takes to make an alchemical item using the DCs listed below and the rules for making such items as found in the Craft skill description (see the *PHB*).

Identify Blood: You can only use the Alchemy skill in this way if you have least 5 ranks in Heal, or alternatively, in the Knowledge (anatomy) skill. Given any amount of blood and an alchemical laboratory, you can make an Alchemy check (DC 20, same cost in gold as the identify substance ability of the Alchemy skill) to identify the specific type of the creature from which the blood was taken. If you identify two different samples of blood, one immediately after the other, you are able to tell whether those samples are blood from the same creature, creatures of the same type, or unrelated creatures.

DECIPHER SCRIPT (INT; TRAINED ONLY)

Normal Use: You can decipher writing in an unfamiliar language or a message written in an incomplete or archaic form. The base DC is 20 for the simplest messages, 25 for standard texts, and 30 or higher for intricate, exotic, or very old writing.

Decrypt Message: The normal use of this skill assumes that you are deciphering a message that is simply hard to comprehend, not one that was intentionally hidden within another message or encrypted within a non-linguistic pattern. In reality, it is possible for a second message to be hidden within a first (or within gibberish). You may look for secret messages in a text, a physical puzzle, or any other item that might contain hidden information. Doing so takes 1 minute and has a DC equal to the Decipher Script roll made to encrypt the message (see Encrypt Message, below). If the check fails, or if there is no hidden message, you find nothing. You are

allowed to retry checks to find secret messages, and you may take 20 on such a check.

Once you have found a secret message, you must still decipher it. The check to decipher a secret message is the same as the normal use of this skill, except the check uses the DC of the Decipher Script check made to encrypt the message (see Encrypt Message, below).

Encrypt Message: You may create a hidden message in the text of another message, in a physical puzzle, or in just about anything else capable of containing hidden messages (paintings, murals, the layout of a building or garden, etc.). Your DM rolls a Decipher Script check for you (DC 10) to determine whether or not you were able to successfully encrypt the message. On a failure, your message cannot be deciphered at all by anyone other than yourself, but you are unaware of this fact. On a success, your message is encrypted. It may be discovered and deciphered by others. The DC to do so is the result of the check you just made to encrypt the message. You may take a 20 on this check, negating any chance that your message can only be decrypted by you.

At your option, when you are encrypting a message, you may choose to make it “obvious” that whatever medium you have chosen to hold a secret message does in fact contain such a message. A Decipher Script check is still required to decrypt each page of the message, but no check is needed to determine whether or not a message is present. Any character trained in the Decipher Script skill knows immediately upon seeing the medium that it contains some sort of hidden message.

Special: If you have 5 or more ranks in Decipher Script, you get a +2 synergy bonus on Use Magic Device checks related to scrolls. A character who has the Diligent feat gains a +2 bonus on Decipher Script checks.

HEAL (WIS)

Normal Use: You can treat the injured, the infirm, or the dying. The DC and effect of your Heal check depend upon the task you are attempting.

Necropsy: By studying the corpse of any living creature for no less than 10 minutes and making a successful Heal check (DC 15 for a fresh corpse, DC 20 for a rotting one, and DC 30 for a skeletal corpse), you can determine what it was that caused the death of that creature. While the cause of death usually corresponds to an obvious wound, this use of the Heal skill is also able to detect less obvious causes of death (poison, disease, energy draining, etc.), and reveals which wounds upon a corpse were sustained after death (if any). In order to perform a necropsy in this way, at least half of the corpse to be studied must be on hand.

FEATS

The following new feats might appeal to characters that have dealings with vampires, either as friends or as foes. Note that each of these new feats requires the class ability to channel energy (negative energy for Blot the Sky, positive energy for Part the Clouds).

BLOT THE SKY [GENERAL]

You are able to call upon a source of negative energy and force nature to block the light of the sun or the moon.

Prerequisites: Ability to channel negative energy.

Benefit: If you are outdoors and in plain sight of the sky, you may expend one use of your rebuke undead ability as a standard action to cause a cloud to pass over the sun or the moon, even if there were previously no clouds in the sky. This effect creates a 60-foot-radius cylinder of shade centered upon your location and extending upwards into the heavens. Within this cylinder, lighting conditions are calculated as if the sky were overcast, and creatures are protected from any detrimental effects of naturally occurring sunlight, moonlight, and starlight (if any). This effect moves with you and lasts for one round per level.

This feat is a supernatural ability. It does not produce any precipitation, though it can alter magically summoned weather conditions involving the presence or absence of clouds. If the areas affected by the results of two or more Blot the Sky feats overlap, their effects do not stack.

PART THE CLOUDS [GENERAL]

You are able to call upon a source of positive energy and part any clouds that might be blocking the sun or the moon.

Prerequisites: Ability to channel positive energy.

Benefit: If you are outdoors and in plain sight of the sky, you may expend one use of your turn undead ability as a standard action to part any clouds that might be in the sky, allowing natural light to break through. This effect creates a 60-foot-radius cylinder of natural light centered upon your location and extending upward to the sky. Within this cylinder of natural light, lighting conditions are calculated as if the sky were clear and no fog or mist were present; creatures in the area are exposed to any natural light currently emanating from the sky. This effect moves with you and lasts for one round per level.

This feat is a supernatural ability. It does not prevent precipitation other than fog or mist, even in the cylinder of light. It cannot be used to part magically created fog or mist, though it can alter magically summoned weather conditions involving the presence or absence of clouds. If the areas affected by the results of two or more Part the Clouds feat effects overlap, their effects do not stack.

BLOT THE SKY VERSUS PART THE CLOUDS

If the area of a Blot the Sky feat effect comes into contact with the area of a Part the Clouds feat effect or vice versa, the creatures using those feats must make immediate rebuking or turning checks, as appropriate. The lowest-rolling character loses concentration and the effect of his feat ends. In the case of a tie, both creatures lose concentration and the effects end. The same procedure is used if a Blot the Sky feat effect is created inside an existing Part the Clouds feat effect or vice versa.

PRESTIGE CLASSES

The following are various vampire-related prestige classes, each of which is easily adaptable to any campaign. Many of these prestige classes represent vampire hunters and those responsible for battling wider categories of creatures (such as undead, which happen to include vampires). Others are the minions of vampires or those who seek to emulate the undead.

More than a few of the prestige classes described here are allusions (or blatant references) to ‘real-world’ folklore. In all such cases, strict adherence to the folklore, which inspired the prestige class is intentionally neglected in favor of interesting game mechanics.

ARCANE PATHOLOGIST

Some of the greatest vampire hunters of legend are actually arcane pathologists by trade. These curious pseudo-scientists study diseases and afflictions of all sorts, from common illnesses to supernatural diseases and even undeath. While it is the goal of every arcane pathologist to combat all such pathogens, curses, and unnatural states of being, many are motivated as much by academic curiosity than anything else.

As their name might suggest, arcane pathologists must all be adept at magic of some sort in order to understand any supernatural maladies that they may encounter. Contrary to their name, not all arcane pathologists must practice arcane magic. Some of the most successful arcane pathologists actually hail from backgrounds steeped in divine magic, a potent force of healing, and thus a great ally in the study of diseases. Nevertheless, most arcane pathologists began their careers as wizards, as the wizard class most closely matches the arcane pathologist’s enthusiasm for academia.

NPC arcane pathologists are likely to be found in areas where plagues – especially magical plagues – and hordes of the undead run rampant. Such areas make excellent places to study unnatural ailments and to fight them, as well. Of course, some arcane pathologists neglect this last objective, preferring instead to simply observe as everything comes apart around them. These arcane pathologists are the minority. Most actively fight to save the populace from menaces such as plagues and the undead.

REQUIREMENTS

To qualify to become an arcane pathologist, a character must fulfill the following criteria:

Craft (alchemy): 4 ranks

Heal: 4 ranks

Knowledge (arcana): 8 ranks

Spellcraft: 8 ranks

Feat: Skill Focus (Heal)

Spellcasting: Ability to cast *gentle repose* as an arcane or divine spell.

ARCANE PATHOLOGIST

CLASS SKILLS

The arcane pathologist's class skills are Concentration (Con), Craft (alchemy) (Int), Heal (Wis), Knowledge (anatomy, arcane, nature) (Int), Profession (Wis), Search (Int), Sense Motive (Cha), Spellcraft (Int), Survival (Wis), Use Magic Device (Cha).

Skill Points at each Level: 4 + Int modifier
Hit Die: d6

CLASS FEATURES

All of the following are class features of the arcane pathologist prestige class.

Weapon and Armor Proficiency: An arcane pathologist is proficient in all light melee weapons.

Spellcasting: An arcane pathologist continues training in magic. Whenever certain class levels are gained (as determined by **Table 1.1: Arcane Pathologist**), the arcane pathologist gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before taking any arcane pathologist levels. He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, and so on) unless otherwise stated. This essentially means that he adds his arcane pathologist class level to the level of the other spellcasting class, and then determines spells per day, spells known and caster level accordingly.

If a character had more than one spellcasting class before he became an arcane pathologist, he must decide to which class he adds each level of arcane pathologist for purposes of determining spells per day when he adds that new level.

Detect Disease (Su): This ability, usable at will, duplicates the effects of a *detect poison* spell cast by a 1st level cleric, except that it detects the presence of diseases instead of the presence of poisons.

Divine Health (Su): An arcane pathologist is immune to all diseases, even those of supernatural origin.

Spontaneous Caster (Ex): Starting at 2nd level, an arcane pathologist may spontaneously cast *gentle repose* by choosing to lose any prepared spell of 2nd level or higher, just as a 3rd level cleric who channels positive energy may spontaneously

cast *cure moderate wounds* by losing any prepared spell of 2nd level or higher. At 4th level, an arcane pathologist may also spontaneously cast *remove disease* by choosing to lose any prepared spell (other than a domain spell, if any) of 3rd level or higher. At 10th level, an arcane pathologist may spontaneously cast *raise dead* by choosing to lose any prepared spell of 5th level or higher.

An arcane pathologist who does not prepare spells does not gain any benefit from this class ability. In addition, domain spells may not be lost with this ability.

Compulsive Repose (Su): Starting at 6th level, an arcane pathologist may target corporeal undead creatures with the *gentle repose* spell as if they were dead creatures. When used against an undead creature in this manner, *gentle repose* duplicates the effects of a *halt undead* spell.

Hypnotic Riposte (Sp): An arcane pathologist of 8th level is familiar not only with afflictions of the body, but also those of the mind. Once per day, as a spell-like ability, an arcane pathologist may attempt to turn any compulsion effect against the creature that created it. The arcane pathologist must be able to touch a creature under the influence of the compulsion effect in question, but the distance between the arcane pathologist and the creature that created the compulsion effect is irrelevant. The creature that created the compulsion effect is allowed a Will saving throw (DC 10 + 1/2 the arcane pathologist's level + arcane pathologist's Wisdom modifier) to resist the hypnotic riposte.

If the creature fails to resist the riposte, the victim of the creature's compulsion effect that was touched by the arcane pathologist is now free to ignore that compulsion; though doing so requires concentration (a standard action each round the compulsion is to be ignored). Additionally, the victim can now reach into the mind of the creature that created the compulsion effect. Each round, the victim may choose to either see through its own eyes or through the eyes of the creature that created the compulsion effect. This sensory link exists as long as the compulsion effect exists, and the creator of that compulsion effect is not necessarily aware that its victim is now able to spy upon it.

TABLE 1.1: THE ARCANE PATHOLOGIST

Level	Attack Bonus	Fort. Save	Ref. Save	Will Save	Special	Spellcasting
1	+0	+2	+0	+2	<i>Detect disease</i> , Divine health	+1 level in an existing spellcasting class
2	+1	+3	+0	+3	Spontaneous caster	
3	+1	+3	+1	+3		+1 level in an existing spellcasting class
4	+2	+4	+1	+4	Spontaneous caster	
5	+2	+4	+1	+4		+1 level in an existing spellcasting class
6	+3	+5	+2	+5	Compulsive repose	
7	+3	+5	+2	+5		+1 level in an existing spellcasting class
8	+4	+6	+2	+6	Hypnotic riposte	
9	+4	+6	+3	+6		+1 level in an existing spellcasting class
10	+5	+7	+3	+7	Spontaneous caster	



BLOOD HUNTER

Some hunters hunt to obtain food while others hunt for sport. Even still, then there are those who hunt because it is through this act—and this act alone—that they are able to perfect themselves. These individuals hunt to hone their martial abilities above and beyond the level of those who do not understand the power of the hunt, the glory of spilling the lifeblood of worthy quarry. These are the blood hunters, masters of tracking, sniping, and felling even the most dangerous of foes.

The obvious candidates for the blood hunter class are former barbarians and rangers, as these two classes quickly acquire the necessary martial and wilderness skills, but anyone can become a blood hunter, given time. Clerics devoted to gods of the hunt are just as likely to become blood hunters, as are druids which particularly admire predatory animals. Further, rogues possess certain skills which lend themselves to becoming particularly lethal blood hunters. While arcane spellcasters may be equally adept at both tracking down and destroying prey, their methods tend to clash with the martial flavor of the blood hunter class; few wizards and sorcerers choose to become blood hunters.

Blood hunters are also the stuff of which memorable heroes and villains are made. An NPC blood hunter may be a valiant champion of good who challenges and defeats the mightiest of evils to ever threaten the land, or a bloodthirsty assassin looking to test his skills against heroes of renown.

REQUIREMENTS

To qualify to become a blood hunter, a character must fulfill the following criteria:

Base Attack Bonus: +5
Craft (trapmaking): 8 ranks
Survival: 8 ranks
Feats: Alertness, Point Blank Shot, Track

CLASS SKILLS

The blood hunter's class skills are Climb (Str), Craft (trapmaking) (Int), Hide (Dex), Jump (Str), Listen (Wis), Move Silently (Dex), Spot (Wis), Survival (Wis), Swim (Str), Use Rope (Dex)

Skill Points at each Level: 4 + Int modifier

Illustration by David Hendee

DEATH GUARD

TABLE 1.2: THE BLOOD HUNTER

Level	Attack Bonus	Fort. Save	Ref. Save	Will Save	Special
1	+1	+2	+0	+0	Trail of blood
2	+2	+3	+0	+0	Bloodhound
3	+3	+3	+1	+1	Marksmanship (1 increment)
4	+4	+4	+1	+1	Bonus feat: Precise Shot
5	+5	+4	+1	+1	Hunter's sight
6	+6	+5	+2	+2	Marksmanship (2 increments)
7	+7	+5	+2	+2	Hunter's hearing
8	+8	+6	+2	+2	Bonus feat: Far Shot
9	+9	+6	+3	+3	Marksmanship (3 increments)
10	+10	+7	+3	+3	Wounding

Hit Die: d10

CLASS FEATURES

The following are class features of the blood hunter prestige class.

Weapon and Armor Proficiency: A blood hunter is proficient with all simple and martial weapons that deal piercing and/or slashing damage. Each blood hunter is also proficient with any one exotic weapon that deals piercing and/or slashing damage.

Trail of Blood (Ex): Whenever a blood hunter successfully damages a creature that has blood, the blood hunter gains a +4 circumstance bonus to all ability and skill checks whose outcomes directly determine the success or failure of any attempt to track.

Bloodhound (Ex): Starting at 2nd level, a blood hunter's ability to smell blood has become astoundingly acute, allowing the blood hunter to detect and track wounded creatures that have blood by sense of smell. In effect, the blood hunter gains the Scent special quality as long as she is tracking a creature that has blood and is wounded.

The blood hunter can detect wounded creatures that have blood – and exposed blood independent of a creature – by sense of smell, generally within 30 feet. If the creature is upwind, the range is 60 feet. If it is downwind, the range is 15 feet. The exact location of the creature is not revealed unless it is within 5 feet, though the blood hunter may discern the direction toward the creature as a standard action.

The blood hunter can track a wounded creature that has blood by following its scent, making a Wisdom check to find or follow such a trail (DC 10 + 2 for each hour that has passed since the wounded creature passed). While finding or following a creature's scent, a blood hunter ignores surface conditions and poor visibility, but otherwise follows the rules for the Track feat.

A blood hunter with the bloodhound ability can identify familiar, blood-related odors just as others do familiar sights. Water – particularly running water – ruins a trail for air-breathing hunters. Water-breathing blood hunters, however, can use the bloodhound ability in the water without penalty.

False, powerful odors can easily mask other scents. The presence of such an odor completely spoils the ability to properly detect or identify creatures, and the base Wisdom check DC to track becomes 20 rather than 10.

Marksmanship (Ex): Starting at 3rd level, a blood hunter gains the ability to attempt difficult but devastating ranged attacks. Whenever a blood hunter makes a ranged attack, he may choose before making the attack roll to either make the attack normally or to make the attack as if the target were one range increment farther away than it actually is. If the

blood hunter chooses to do the later, the critical threat range of the weapon making the attack is increased by one for that attack only.

At 6th level, a blood hunter may instead choose before making a ranged attack to make the attack as if the target were two range increments farther away, increasing the critical threat range of the weapon making the attack by two for that attack. At 9th level, a blood hunter may choose to make a ranged attack as if the target were three range increments farther away, increasing the threat range of the weapon making the attack by three.

Bonus Feats: At 4th level, a blood hunter gains Precise Shot as a bonus feat, and at 8th level, a blood hunter gains Far Shot. A blood hunter who already has these feats upon reaching these levels may instead choose an additional feat at each level.

Hunter's Sight (Ex): At 5th level blood hunter gains a +2 competence bonus to Spot checks.

Hunter's Hearing (Ex): At 7th level blood hunter gains a +2 competence bonus to Listen checks.

Wounding (Su): Whenever a blood hunter damages a creature that has blood, if that attack dealt piercing and/or slashing damage, the injured creature takes one point of Constitution damage for each successful strike. A critical hit does not multiply the Constitution damage. Creatures immune to critical hits (such as plants and undead) are immune to the Constitution damage from this attack.

DEATH GUARD

In a world where undead menaces use the fallen to increase their own ranks and evil spellcasters can imprison the souls of the departed, not even the dead are safe from the schemes of evil-doers. A death guard is a warrior devoted to the protection of the dead from such schemes. He does everything in his power to keep evil from exploiting the fallen; everything from holding vigil over expired comrades to hunting down those who would defile the bodies of the dead.

Many death guards are clerics or paladins and the abilities of the death guard class compliment those of classes with the

PRESTIGE CLASSES

TABLE 1.3: THE DEATH GUARD

Level	Attack Bonus	Fort. Save	Ref. Save	Will Save	Special
1	+1	+2	+0	+0	Low-light vision x2, turn undead
2	+2	+3	+0	+0	Aura of courage
3	+3	+3	+1	+1	<i>Gentle repose</i> 1/day
4	+4	+4	+1	+1	Low-light vision x3
5	+5	+4	+1	+1	Vigilance, Smite Undead x1
6	+6	+5	+2	+2	<i>Gentle repose</i> 2/day
7	+7	+5	+2	+2	Low-light vision x4
8	+8	+6	+2	+2	Candle-light vigil, Smite Undead x2
9	+9	+6	+3	+3	<i>Gentle repose</i> 3/day
10	+10	+7	+3	+3	Last rites, low-light vision x5, Smite Undead x3

ability to turn undead, but warrior classes and monks are also able to easily acquire the skills and feats necessary to make an effective death guard. Rogues and arcane spellcasters tend to have little interest in becoming death guards, for they have their own methods of protecting the fallen.

Death guards are the protectors of important cemeteries and tombs. Many also travel with units in standing armies, working to insure that the dead are offered the proper funeral rites after a battle. Others join small bands that seek out and destroy free-willed undead and necromancers that are responsible for the creation of large undead hordes.

REQUIREMENTS

To qualify to become a death guard, a character must fulfill the following criteria:

Alignment: Any good.
Base Attack Bonus: +4
Knowledge (religion): 4 ranks
Listen: 5 ranks
Spot: 5 ranks
Feat: Alertness, Combat Reflexes

CLASS SKILLS

The death guard's class skills are Concentration (Con), Heal (Wis), Knowledge (arcana, religion) (Int), Listen (Wis), Search (Int), Sense Motive (Wis), Spot (Wis).

Skill Points at each Level: 2 + Int modifier
Hit Die: d10

CLASS FEATURES

All of the following are class features of the death guard.

Weapon and Armor Proficiency: A death guard gains no new weapon or armor proficiency.

Low-Light Vision (Ex): A death guard can see twice as far in conditions of poor lighting than can a normal human. At 4th level, a death guard can instead see three times as far as a normal human, at 7th level four times as far, and at 10th level, five times as far.

Turn Undead (Su): A death guard gains the ability to turn undead as if his class levels were cleric levels.

Aura of Courage (Ex/Su): As an extraordinary effect, a death guard of at least 2nd level is immune to fear effects. As a supernatural effect, allies within a 10-foot emanation gain a +4 morale bonus to saving throws against fear effects.

Gentle Repose (Sp): Starting at 3rd level, a death guard may use this ability once per day. At 6th level, the death guard may instead use this ability twice per day, and at 9th level, the death guard may use it three times per day. For the purpose of this spell-like ability, use the death guard's class level plus the death guard's cleric level (if any) as the level of the resulting *gentle repose* spell effect.

Vigilance (Su): By 5th level, a death guard has become so accustomed to being on watch at night that sleep seems little more than a luxury. A death guard of this level need only sleep two hours a night to be fully rested (though he must still rest a total of eight continuous hours before preparing spells, if any).

Smite Undead: Once per day, the death guard may attempt a normal melee attack against an undead creature. If successful, the attack inflicts 1d6 points of positive energy damage to the undead (plus whatever normal damage the attack should inflict). At 8th level, the death guard's smite undead attack can be used twice per day for an additional 2d6 points of damage per successful attack. At 10th level, the ability can be used three times for an additional 3d6 points of damage per successful attack. This ability can be used at the same time as a paladin's Smite ability; their damages stack.

Candlelight Vigil (Su): At 7th level, a death guard learns to provide light fueled by faith alone. Any nonmagical light source carried by a death guard of this level or higher burns without consuming any fuel so long as the death guard continues to carry it. Thus, the time such a light source spends in a death guard's possession does not count against the amount of time it would normally be able to stay lit before burning out.

Last Rites (Su): Whenever a 10th level death guard affects a corpse with a *gentle repose* spell or spell-like ability, so long as the corpse is not disturbed for the entire duration of that ability and the *gentle repose* spell is not ended before its duration expires, the corpse becomes inert matter. Inert

DUBBELSAUGER



matter cannot become undead, nor can it be restored to life by a *raise dead* or *resurrection* spell. Additionally, any creature whose corpse has been turned into inert matter as a result of this ability cannot be restored to life with a true resurrection spell, even though that spell does not require the existence of that creature's corpse.

DUBBELSAUGER

The dubbelsauger (or double-sucker) is a vampire capable of establishing a special sympathetic link with a living creature. The name 'double-sucker' comes from the fact that a dubbelsauger is able to drain a creature's energy with both its normal energy drain special attack and through a sympathetic link it has established with that creature. The dubbelsauger thus possesses two different means of drawing out a living creature's life energy.

Only vampires with some amount of magical talent are able to become dubbelsaugers, as the sympathetic magic utilized by dubbelsaugers is fairly sophisticated. Simply possessing an energy drain attack does not provide a vampire with enough insight into the workings of the mortal soul to allow that vampire to harm such a stalwart spirit from afar.

Dubbelsaugers usually bring their sympathetic magic to bear upon their own living relatives, whom they resent for living on despite their own death. They otherwise engage in all of the same nefarious activities, as do other vampires of different character classes.

REQUIREMENTS

To qualify to become a dubbelsauger, a character must fulfill the following criteria:

Race: Any vampire with an energy drain special attack.

Alignment: Any evil.

Knowledge (arcana): 4 ranks

Spellcraft: 8 ranks

Spellcasting: Ability to cast arcane or divine spells.

CLASS SKILLS

The dubbelsauger's class skills are Bluff (Cha), Climb (Str), Hide (Dex), Knowledge (arcana) (Int), Listen (Wis), Move Silently (Dex), Search (Int), Sense Motive (Wis), Spellcraft (Int), Spot (Wis).

Skill Points at each Level: 2 + Int modifier

Hit Die: d12

CLASS FEATURES

The following are all class features of the dubbelsauger prestige class.

Weapon and Armor Proficiency: Dubbelsaugers gain no new weapon or armor proficiency.

Sympathetic Link (Su): As a standard action, a dubbelsauger may attempt to create a sympathetic link with a living creature within 30 feet. The target is allowed a Will saving throw to resist this effect (DC 10 + 1/2 dubbelsauger's level + dubbelsauger's Charisma modifier). If the target fails its saving throw, the dubbelsauger and the target are now mystically linked, regardless of the distance between the two, until one or the other is destroyed.

Every day a dubbelsauger remains linked to a living creature, that creature suffers 1d3 points of temporary Constitution damage (Fortitude negates, DC 10 + 1/2 dubbelsauger's level + dubbelsauger's Charisma modifier).

A dubbelsauger may use this ability at will, though it cannot target the same creature more than once a night with this ability and it can only maintain one sympathetic link at a time. It cannot dismiss an existing sympathetic link to create another.

PRESTIGE CLASSES

TABLE 1.4: THE DUBBELSAUGER

Level	Attack Bonus	Fort. Save	Ref. Save	Will Save	Special
1	+0	+0	+0	+2	Sympathetic link (30 ft.)
2	+1	+0	+0	+3	Manducation I
3	+1	+1	+1	+3	Sympathetic link (120 ft.)
4	+2	+1	+1	+4	Manducation II
5	+2	+1	+1	+4	Sympathetic link (480 ft.)

At 3rd level, the range at which a dubbelsauger can create a sympathetic link increases to 120 feet. At 5th level, this range increases to 480 feet.

Manducation I (Su): A 2nd or higher level dubbelsauger may chew upon its own flesh as a full-round action to do harm to a living creature with which the dubbelsauger is linked by its sympathetic link ability. This manducation ability has a range equal to that at which the dubbelsauger can establish a sympathetic link and the linked creature is allowed a Fortitude saving throw (DC 10 + 1/2 dubbelsauger's level + dubbelsauger's Charisma modifier) to negate its effects. If the linked creature fails its saving throw, it is immediately affected by the dubbelsauger's energy drain special attack, just as if the dubbelsauger had hit the creature with the attack form normally responsible for delivering this special attack. Any saving throws allowed against the energy drain attack apply.

A dubbelsauger may use this manducation ability at will, but every time that it successfully delivers its energy drain special attack in this manner, it gains one negative level from the stress of the endeavor. This negative level applies despite immunity to energy drain attacks and lasts until the next sunrise or sunset, whichever occurs later.

Manducation II (Su): A 4th or higher level dubbelsauger may chew upon an item in its possession as a full-round action, dealing 10 points of damage to the item (regardless of its hardness) and possibly doing harm to a living creature with which the dubbelsauger is linked by its sympathetic link ability. This manducation ability has a range equal to that at which the dubbelsauger can establish a sympathetic link and the linked creature is allowed a Fortitude saving throw (DC 10 + 1/2 dubbelsauger's level + dubbelsauger's Charisma modifier) to negate its effects. If the linked creature fails its saving throw, it is immediately affected by the dubbelsauger's energy drain attack, just as if the dubbelsauger had hit the creature with the attack form normally responsible for delivering this special attack. Any saving throws allowed against the energy drain attack apply.

A dubbelsauger may use this manducation ability at will, but every time that it successfully delivers its energy drain special attack in this manner, it suffers 10 points of damage from the stress of the endeavor. This damage is lethal damage despite any regeneration ability the dubbelsauger may possess and cannot be healed by a fast healing special ability.

EXTERMINATOR

Many heroes seek out and destroy powerful adversaries whom they see as terrible villains. An exterminator views the undead and similar creatures not as individual adversaries, but as a plague upon the land. To the exterminator, vampires and other undead are faceless, nameless creatures; all are a blight upon the mortal world. It is the objective of an exterminator to seek out and destroy this plague wherever it may gain a

foothold.

While exterminators must be expected to perform respectably in combat, it is even more important that they be able to uncover the secret lairs of undead creatures and other threats. Thus, most exterminators begin as bards or rogues, both of which are proficient at uncovering hidden information. Warrior types, rangers in particular, also make effective exterminators once they have taken the time to master the necessary skills. Many bard and rogue exterminators also have a level or two as rangers, for many of the abilities of the ranger class lend themselves well to a career as an exterminator. Other classes can also eventually qualify for the exterminator prestige class, and various spellcasting classes have much to contribute to the goals of the exterminator.

Exterminators tend to be crusaders for the cause of good, fighting monsters that plague the land for the benefit of all the world's citizens. Many of these crusader-type exterminators have a strong affiliation with local, good-aligned churches, looking to such organizations for support. Some churches even go so far as to sponsor their own teams of exterminators. There are also a few neutral or evil exterminators, most of whom operate as mercenaries, protecting only those who can afford to pay for their services. Some evil exterminators are not even concerned with protection; they merely exterminate the rivals of other evil creatures to whom they swear allegiance.

REQUIREMENTS

To qualify to become an exterminator, a character must fulfill the following criteria:

Base Attack Bonus: +4

Open Lock: 4 ranks

Search: 8 ranks

Gather Information: 8 ranks

Survival: 4 ranks

Feats: Cleave, Power Attack, Track

CLASS SKILLS

The exterminator's class skills are Disable Device (Int), Gather Information (Cha), Hide (Dex), Knowledge (any) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Search (Int), Sense Motive (Cha), Spot (Wis), Survival (Wis), Use Rope (Dex).

Skill Points at each Level: 4 + Int modifier

FIST OF LIGHT

TABLE 1.5: THE EXTERMINATOR

Level	Attack Bonus	Fort. Save	Ref. Save	Will Save	Special
1	+0	+0	+2	+2	Blood feud +1
2	+1	+0	+3	+3	Bonus feat: Great Cleave
3	+2	+1	+3	+3	Locate creature 1/day
4	+3	+1	+4	+4	Blood feud +2
5	+3	+1	+4	+4	Next of kin
6	+4	+2	+5	+5	Locate creature 2/day
7	+5	+2	+5	+5	Blood feud +3
8	+6	+2	+6	+6	Slay spawn
9	+6	+3	+6	+6	Locate creature 3/day
10	+7	+3	+7	+7	Blood feud +4, slay sire

Hit Die: d8

CLASS FEATURES

All of the following are class features of the exterminator prestige class.

Weapon and Armor Proficiency: Exterminators are proficient with all simple and martial weapons. They are also proficient with all light and medium armor, as well as with all shields (except tower shields).

Blood Feud: Whenever an exterminator slays a living creature or destroys an undead creature, the exterminator gains a +1 morale bonus to attack rolls and weapon damage rolls against creatures of the same type for 1 hour per class level. (This bonus applies only against creatures of the same specific type, not all creatures of the same creature type or subtype). At 4th level and every third level thereafter, this morale bonus increases by one (to +2 at 4th level, +3 at 7th level, etc.).

Bonus Feat: Exterminators are well trained at fighting multiple opponents at once. An exterminator gains Great Cleave as a bonus feat at 2nd level. If he already has this feat, he may select any other feat as a bonus feat.

Locate Creature (Sp): Starting at 3rd level, an exterminator gains the spell-like ability to *locate creature*, as per the spell. An exterminator may only use this ability to locate creatures of a specific type if he has slain or destroyed at least one creature of the same type within the last 24 hours. An exterminator may only use this ability to locate a particular creature if the exterminator has dealt damage to that specific creature in the last 24 hours.

An exterminator may use this spell-like ability once per day at 3rd level. For every three additional class levels the exterminator gains, he may use this ability one additional time per day (twice per day at 6th level, three times per day at 9th level, etc.).

Next of Kin (Su): Whenever a 5th or higher level exterminator slays a living creature or destroys an undead creature, he immediately knows if there are creatures of the same specific type within 100 feet per class level. He may attempt a Survival check (DC 20) to instantaneously sense the direction to the nearest such creature. Note that the number of creatures of the appropriate type within range is not revealed. Only creatures of the same specific type as the creature slain or destroyed

can be sensed with this ability, not all creatures with the same creature type or subtype.

Slay Spawn (Su): Whenever an exterminator of no less than 8th level slays or destroys a creature, any creatures of the same specific type that were created as a result of the slain or destroyed creature's supernatural abilities each gain one negative level (no save). These negative levels apply even to creatures that are normally immune to energy draining attacks, and last until the next sunrise or sunset (whatever comes later).

Slay Sire (Su): Whenever an exterminator of no less than 10th level slays or destroys a creature that was created by the supernatural abilities of a second creature, that other creature gains one negative level (Fortitude negates, DC 15 + exterminator's Charisma modifier). These negative levels apply even to creatures that are normally immune to energy draining attacks, and last until the next sunrise or sunset (whatever comes later).

FIST OF LIGHT

When most heroes prepare to do battle with the undead, they immediately look to procure the heaviest armor and the mightiest weapons that gold can buy. This is not the way for those who have become fists of light. These warriors of good do battle with the forces of darkness—undead in particular—with nothing but their bare hands and an occasional wooden stake. They use lethal martial arts to bring justice to the undead, even where the light of day cannot.

Every fist of light must have some ability to channel positive energy, so most are clerics or paladins, with the latter being best able to quickly qualify for the class. Of those clerics and paladins, many are multi-classed with at least a few monk levels, as a monk's martial arts training compliments the class abilities of the fist of light class very well.

Fists of light are holy warriors, drawn into the life they lead by a higher calling in the same way many paladins are. As such, fists of light are most likely to be encountered while in the midst of their latest crusade against the forces of darkness. Few remain idle in the battle against evil long enough to be encountered in any other circumstance.

REQUIREMENTS

To qualify to become a fist of light, a character must fulfill the following criteria:

Alignment: Lawful good.

Base Attack Bonus: +4

Knowledge (arcana): 4 ranks

Knowledge (religion): 4 ranks

Feats: Improved Unarmed Strike (or monk's unarmed strike class ability)

PRESTIGE CLASSES

TABLE 1.6: THE FISTS OF LIGHT

Level	Attack Bonus	Fort. Save	Ref. Save	Will Save	Special
1	+0	+2	+2	+2	AC bonus, stake proficiency
2	+1	+3	+3	+3	Subdue the dead
3	+2	+3	+3	+3	Ki strike (magic)
4	+3	+4	+4	+4	Stake focus
5	+3	+4	+4	+4	Stun the dead
6	+4	+5	+5	+5	Ki strike (lawful)
7	+5	+5	+5	+5	Stake specialization
8	+6	+6	+6	+6	Slay the dead
9	+6	+6	+6	+6	Ki strike (adamantine)
10	+7	+7	+7	+7	Disruption

Class Ability: Ability to channel positive energy.

CLASS SKILLS

The fist of light's class skills are Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Escape Artist (Dex), Hide (Dex), Jump (Str), Knowledge (arcana, religion) (Int), Move Silently (Dex), Swim (Str), Tumble (Dex)

Skill Points at each Level: 4 + Int modifier
Hit Die: d8

CLASS FEATURES

All of the following are class features of the fists of light.

Weapon and Armor Proficiency: A fist of light gains no new weapon or armor proficiencies. Also, note that the class abilities of a fist of light require freedom of movement; none of these abilities can be used if the fist of light wears armor.

AC Bonus (Ex): A fist of light's class levels stack with his monk levels (if any) when determining the fist of light's AC bonus when not armored. If a fist of light has no monk levels, the fist of light gains an AC bonus when unarmored as if the fist of light were a monk of his class level.

Stake Proficiency (Ex): A fist of light is proficient in the use of stakes as melee weapons and may wield a stake as a light weapon that deals 1d6 points of piercing damage (crit 20/x4). The statistics for a stake wielded by a fist of light are the same regardless of whether that stake was intended for use in combat or not; a fist of light suffers no penalty for wielding an improvised stake (the shaft of a broken weapon or arrow, a piton, etc.). A fist of light may select stake with the Weapon Focus and Weapon Specialization feats, which he gains as bonus feats at 4th and 7th levels, respectively.

Subdue the Dead (Ex): Starting at 2nd level, undead can be dealt nonlethal damage by a fist of light's attacks as if they were living creatures instead of undead.

Ki Strike (Su): Starting at 3rd level, the fist of light may make unarmed strike attacks that penetrate damage reduction as if they were attacks being made with magic weapons. At 6th level, this ability improves to allow unarmed strike attacks that penetrate damage reduction as if they were attacks with lawful weapons, and at 9th level, it improves again to allow

unarmed strike attacks that penetrate damage reduction as if they were attacks with adamantite weapons.

Stake Focus: At 4th level, a fist of light gains the Weapon Focus feat as a bonus feat, with stake as the chosen weapon. If the fist of light already has Weapon Focus (stake), the fist of light does not gain any additional benefit.

Stun the Dead (Ex): Starting at 5th level, a fist of light's attacks can stun undead as if they were living creatures.

Stake Specialization: At 7th level, a fist of light gains the Weapon Specialization feat as a bonus feat, with stake as the chosen weapon. If the fist of light already has Weapon Specialization



Illustration by Cos Koniotis

FORTUNE-TELLER

(stake), the fist of light gains an additional bonus feat of his choosing.

Slay the Dead (Ex): Starting at 8th level, undead are vulnerable to critical hits scored by a fist of light as if they were a living creatures instead of undead.

Disruption (Su): The unarmed strike (or a strike with a stake) of a 10th level fist of light is considered to be a disruption weapon (any undead creature struck by it is destroyed unless it succeeds at a Fortitude saving throw with a DC of 14). This ability does not stack with any other disruption ability and can only be used so long as the unarmed strike attacks of the fist of light deal bludgeoning damage or accompanies the strike with a stake.

FORTUNE-TELLER

When the wagons of nomads roll into town, occasionally a fortune-teller's tent can be seen erected nearby. These fortune-tellers are charlatans, seers, and paranormal investigators all rolled into one. For some, they tell sweet lies in exchange for a few coins, but for others, they are willing to demonstrate that they can indeed see the future, as many do indeed possess potent psionic abilities at their disposal. Only females can become fortune-tellers - males can develop the necessary psionic powers, but they generally lack the cultural upbringing needed to make them true fortune-tellers.

As individuals steeped in a certain amount of mystery and supernatural power, fortune-tellers are often called upon by their kin to investigate the paranormal. Some are eager to take up this calling while others envy those that do not share their gifts. A few even use their powers towards exclusively selfish ends, treating the less powerful as pawns and playthings. On the other hand, even the noblest fortune-teller will expect compensation when using her powers for someone else's benefit. Tales of misfortune called down upon those that have crossed fortune-tellers are quite common.

REQUIREMENTS

To qualify to become a fortune-teller, a character must fulfill the following criteria:

Gender: Female

Psionics: Ability to manifest 3rd level powers. Clair-sentience as a primary discipline.

Remote Viewing: 8 ranks

Feats: Dodge, Psionic Dodge

Special: Must have used a *crystal ball* at least once.

CLASS SKILLS

The fortune-teller's class skills are Bluff (Cha), Concentration (Con), Diplomacy (Cha), Gather Information (Cha), Knowledge (psionics) (Int), Perform (Cha), Remote Viewing (Int), Psicraft (Int), Listen (Wis), Sense Motive (Wis), Spot (Wis), Survival (Wis), Use Magic Device (Cha).

Skill Points at each Level: 4 + Int modifier

Hit Die: d6

CLASS FEATURES

All of the following are class features of the fortune teller prestige class.

Weapon and Armor Proficiency: Fortune-tellers gain no new armor or weapon proficiency.

Powers Discovered: Beginning at 1st level, a fortune-teller gains the ability to manifest a small number of psionic powers in addition to any that she may already know, as determined by the Fortune-Teller Advancement table. A fortune-teller may choose to discover powers from the Clair-sentient and Telepathy disciplines. To manifest a Clair-sentient power, the fortune-teller must have a Wisdom of 10 + the power's level, so a fortune-teller with a Wisdom of 10 or less cannot manifest Clair-sentient powers. Clair-sentient powers are based on Wisdom, and saving throws against these powers have a DC of 1d20 + power level + the fortune-teller's Wisdom modifier (if any). To manifest a Telepathy power, the fortune-teller must have a Charisma of 10 + the power's level, so a fortune-teller with a Charisma of 10 or less cannot manifest Telepathy powers. Telepathy powers are based on Charisma, and saving throws against these spells have a DC of 1d20 + power level + the fortune-teller's Charisma modifier (if any). A fortune-teller manifests powers, as does a psion.

TABLE 1.7: THE FORTUNE-TELLER

Level	Attack	Fort.	Ref.	Will	Special	Power Points per Day	Powers Discovered				
	Bonus	Save	Save	Save			1 st	2 nd	3 rd	4 th	5 th
1	+0	+0	+2	+2	Uncanny dodge	+3	2				
2	+1	+0	+3	+3	Second sight	+5	3				
3	+1	+1	+3	+3	Prescient sense	+5	3	1			
4	+2	+1	+4	+4	Armor of insight	+5	3	2			
5	+2	+1	+4	+4	Proactive Reaction	+7	3	3	1		
6	+3	+2	+5	+5	In your head	+7	3	3	2		
7	+3	+2	+5	+5	Speed of insight	+7	3	3	2	1	
8	+4	+2	+6	+6	Empathic link	+9	3	3	3	1	
9	+4	+3	+6	+6	Dreams that come true	+9	3	3	3	2	
10	+5	+3	+7	+7	Immune to surprise	+9	3	3	3	2	1

PRESTIGE CLASSES

Power Points Per Day: Fortune-tellers gain power points per day as indicated on the Fortune-teller Advancement table, above. These power points are added to the character's previous total (if any). She does not gain bonus power points.

Uncanny Dodge (Ex): Starting at 1st level, a fortune teller can react to danger before her senses would normally allow her to do so. She retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, she still loses her Dexterity modifier if immobilized.

If a fortune teller already has uncanny dodge from a previous class (a fortune teller with two levels of barbarian, for example), she automatically gains improved uncanny dodge instead.

Second Sight (Su): A fortune-teller of 2nd level or higher can see ethereal creatures as easily as she can see material creatures and objects. She can easily distinguish between ethereal creatures and material ones, as ethereal creatures appear translucent and indistinct.

Prescient Sense (Su): A 3rd level fortune-teller gains a special prescient sense. If exposed to any effect that normally allows a character to attempt a Reflex save for half, the fortune-teller takes no damage with a successful saving throw. Unlike evasion, prescient sense can be used regardless of the type of armor the fortune-teller is wearing.

Armor of Insight (Su): A fortune-teller of 4th level or higher gains a +2 insight bonus to AC and Reflex saves. This bonus is lost any time the fortune-teller is denied her Dexterity bonus to AC.

Proactive Reaction (Su): A fortune-teller is always waiting for the world to catch up with her prescient vision. Starting at 5th level, a fortune-teller ignores the initiative consequences of reading an action. Her initiative count does not change, regardless of when she takes her readied action, and she may act normally when her initiative count comes up once more, regardless of how recently she performed her readied action. If a fortune-teller's initiative count comes up before she takes her readied action, she loses that readied action, but she then gains an extra standard action on her turn. She cannot use this extra standard action to start or end a full-round action.

In Your Head (Su): A fortune-teller knows where her opponents will look, and more importantly, where they will

not look. As a standard action, a fortune-teller of at least 6th level can try to take advantage of this knowledge. The fortune-teller chooses an opponent and rolls a Bluff check opposed by that foe's Sense Motive check. If the fortune-teller wins this contest, she may immediately take a partial action that the chosen opponent is unable to see. If this partial action is an attack against the chosen opponent, that opponent counts as flat-footed against the attack.

Speed of Insight (Su): At 7th level, a fortune-teller gets a +2 insight bonus to her initiative rolls.

Empathic Link (Sp): Starting at 8th level, a fortune-teller may use this spell-like, psionic ability by spending 7 power points per use. *Empathic link* duplicates a *status* spell cast by a cleric of the fortune-teller's level.

Dreams That Come True (Su): When sleeping or unconscious, a fortune-teller of 9th or higher level is fully aware of her surroundings, though she is blind unless she can open her eyes. A sleeping fortune-teller may awaken herself as a free action. An unconscious fortune-teller may take mental actions as if she were merely paralyzed, though taking a mental action while at or below 0 hit points results in the fortune-teller suffering 1 point of damage for her efforts.

Immune to Surprise (Su): A 10th level fortune-teller is never surprised.

GOthic PRETENDER

Not all that encounter vampires are revolted by the creatures of the night. Some consider vampires to be tragically romantic figures, beings that are as tortured as the poor souls they are compelled to feed upon. These individuals find something compelling in the vampire – no matter how horrible the reality – and they strive to become more like the undead that they so admire. The gothic pretenders are foremost among this lot, slowly transforming themselves into beings that resemble vampires.

While there are many who strive to emulate the vampire, only those with some amount of specialized knowledge are able to do so effectively, and many gothic pretenders start their careers as bards or wizards, as these classes provide easy access to the necessary lore. In truth, characters of all classes are able to become gothic pretenders, given sufficient time and the necessary knowledge.

Despite their empathy with the creatures of the night, gothic pretenders need not be evil in nature. For many, their faux vampirism is more of an issue of style than morality. Gothic pretender NPCs might be villains in league with the undead, but they are just as likely to be eccentric loners or members of odd but benign cults of personality.

REQUIREMENTS

To qualify to become a gothic pretender, a character must fulfill the following criteria:

TABLE 1.8: THE GOthic PRETENDER

Level	Attack Bonus	Fort. Save	Ref. Save	Will Save	Special
1	+0	+0	+0	+2	Anemia, bite attack
2	+1	+0	+0	+3	Darkvision, light sensitivity
3	+1	+1	+1	+3	Bloodhound, dark thoughts
4	+2	+1	+1	+4	Emulation +2
5	+2	+1	+1	+4	Somber aura
6	+3	+2	+2	+5	Sleep of the dead
7	+3	+2	+2	+5	Timeless body
8	+4	+2	+2	+6	Emulation +4
9	+4	+3	+3	+6	Blood drain
10	+5	+3	+3	+7	Null Constitution



GOthic PRetENDER

Bite Attack (Ex): A gothic pretender has fangs that have been sharpened to wicked points. If a gothic pretender does not already have a bite attack, she gains a bite attack as an additional natural attack form. The bite of a Medium gothic pretender deals 1d6 damage (crit 20/x2). The bite attacks of smaller gothic pretenders deal an amount of damage one die size less for each size category they are smaller than Medium. The bite attacks of larger gothic pretenders deal an amount of damage one die size larger for each size category they are larger than Medium.

Darkvision (Ex): Starting at 2nd level, a gothic pretender sees with *darkvision* (60-foot range).

Light Sensitivity (Ex): When exposed to light brighter than that of a torch, a gothic pretender of at least 2nd level is dazzled (-1 circumstance penalty to attack rolls).

Bloodhound (Ex): Starting at 3rd level, a gothic pretender's ability to smell blood has become astoundingly acute, allowing her to detect and track wounded creatures that have blood by sense of smell. In effect, the blood hunter gains the Scent special quality as long as she is tracking a creature that has blood and is wounded.

The gothic pretender can detect wounded creatures that have blood – and exposed blood independent of a creature – by sense of smell, generally within 30 feet. If the creature is upwind, the range is 60 feet. If it is downwind, the range is 15 feet. The exact location of the creature is not revealed unless it is within 5 feet, though she may discern the direction toward the creature as a standard action.

The gothic pretender can track a wounded creature that has blood by following its scent, making a Wisdom check to find or follow such a trail (DC 10 + 2 for each hour that has passed since the wounded creature passed). While finding or following a creature's scent, a gothic pretender ignores surface conditions and poor visibility, but otherwise follows the rules for the Track feat.

A gothic pretender with the bloodhound ability can identify familiar, blood-related odors just as others do familiar sights. Water – particularly running water – ruins a trail for air-breathing hunters. Water-breathing gothic pretenders, however, can use the bloodhound ability in the water without penalty.

False, powerful odors can easily mask other scents. The presence of such an odor completely spoils the ability to properly detect or identify creatures, and the base Wisdom check DC to track becomes 20 rather than 10.

Dark Thoughts (Ex): A 3rd level gothic pretender is immune to charm spells and spell-like abilities and fear effects.

Emulation (Ex): By 4th level, a gothic pretender has become so adept at mimicking the behavior of a vampire that he gains a +2 competence bonus to skill checks when using any gothic pretender class skill. At 8th level, this improves to a +4 competence bonus.

Somber Aura (Su): A gothic pretender of at least 5th level is a particularly tragic figure. At will, as a spell-like ability, the gothic pretender can create a 15-foot radius emanation centered upon himself that causes all creatures within its area (including the gothic pretender) to suffer a -2 morale penalty

Race: Any living creature with blood.

Alignment: Any non-good.

Religion: Cannot be devoted to a deity that opposes darkness or vampires.

Knowledge (arcana): 8 ranks

Knowledge (religion): 8 ranks

Feats: Alertness, Improved Initiative, Lightning Reflexes

Special: Must have tasted the fresh blood of another creature of the same race. Must have tasted the blood of a vampire.

SKILLS

The gothic pretender's class skills are Bluff (Cha), Climb (Str), Diplomacy (Cha), Hide (Dex), Knowledge (arcana, religion) (Int), Listen (Wis), Move Silently (Dex), Search (Int), Sense Motive (Wis), Spot (Wis).

Skill Points at each Level: 2 + Int modifier

Hit Die: d8

CLASS FEATURES

All of the following are class features of the gothic pretender prestige class.

Weapon and Armor Proficiency: A gothic pretender gains no new weapon or armor proficiency.

Anemia (Ex): A gothic pretender's pallor grows unusually pale. She gains a +2 circumstance bonus to Disguise checks when disguised as an undead creature or a lifeless corpse.

Illustration by David Hendee

PRESTIGE CLASSES

to saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls for as long as that creature remains within the area. A creature leaving the area but then returning is affected once more upon its return.

Each creature in the area of the somber aura is allowed a Will saving throw upon first being exposed to negate the emanation's effects (DC 14 + the gothic pretender's Charisma modifier). A creature that successfully saves against the somber aura cannot be effected by any somber aura created by the same gothic pretender for the next 24 hours. A somber aura lasts as long as the gothic pretender concentrates upon it (a standard action each round). The effect can also be dispelled as if it were a 4th-level arcane spell.

Sleep of the Dead (Su): Three times per day, a gothic pretender of at least 6th level may heal hit point and ability score damage as if a full day of normal activity had passed by spending two continuous hours resting in a closed coffin.

Timeless Body (Ex): At 7th level, a gothic pretender no longer suffers penalties for aging and cannot be magically aged. (Any age-related penalties she has already suffered still remain in place. Bonuses still accrue, and the gothic pretender still dies of old age when her time is up.)

Blood Drain (Ex): Every round a 9th or higher level gothic pretender pins a living foe, the gothic pretender may draw out that creature's blood with her fangs, dealing 1d4 points of Constitution damage to the grappled creature. Creatures that have no blood are immune to this special ability.

Null Constitution (Ex): At 10th level, a gothic pretender's Constitution score is replaced with a null Constitution score as it enters a state somewhere between life and undeath. As a creature with no Constitution score, a gothic pretender is immune to any effect that requires a Fortitude saving throw unless that effect works on objects. Gothic pretenders are also immune to ability damage, ability drain, and energy drain.

KNIGHT OF THE DRAGON

The Knights of the Dragon are a powerful and misguided lot. Their fraternal order was founded long ago to battle the forces of evil and serve the powers of good, but its purpose has long since shifted from protecting the citizens of its homeland to dominating those citizens. Membership in the Order of the

Dragon is now synonymous with tyranny and oppression. In many ways, a Knight of the Dragon represents the ultimate warlord: bloodthirsty, hungry for power, and more than willing to sacrifice his own people to get what he wants. Not surprisingly, the most powerful Knights of the Dragon are infamous for potent curses that their wicked deeds have brought down upon them.

Usually only fighters have enough discipline and combat training to qualify for the Knight of the Dragon prestige class, and even then, they are faced with the challenge of earning membership in the Order of the Dragon. Barbarians and rangers can also qualify for the prestige class and barbarians typically find the Knights of the Dragon more appealing than do rangers. Paladins are too honorable to ever consider joining; however blackguards and ex-paladins are commonplace within the ranks. Other classes usually find the militant roles overly oppressive and limiting.

The Order of the Dragon is an influential organization in some areas (see Blood Brotherhoods in **Chapter 3**). Any given Knight of the Dragon is likely to be the owner of a small tract of land, which he rules with an iron fist. It is easy for travelers to get themselves in trouble with "the law" in such a petty kingdom, and a Knight of the Dragon is not afraid to personally confront particularly disruptive troublemakers.

REQUIREMENTS

To qualify to become a Knight of the Dragon, a character must fulfill the following criteria:

Alignment: Lawful evil.

Religion: Must claim a particular lawful good deity as a patron.

Base Attack Bonus: +7

Diplomacy: 4 ranks

Intimidate: 5 ranks

Knowledge (nobility): 5 ranks

Knowledge (religion): 1 rank

Feats: Exotic Weapon Proficiency (any one), Leadership, Mounted Combat

Special: Must be accepted into the ranks of the Order of the Dragon (See Blood Brotherhoods in Chapter 3). Preference is shown to candidates belonging to the upper classes of society.

CLASS SKILLS

The Knight of the Dragon's class skills are Bluff (Cha), Diplomacy (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (nobility, religion) (Int), Ride (Dex), Sense Motive (Wis).

Skill Points at each Level: 2 + Int modifier

Hit Die: d10

CLASS FEATURES

All of the following are class features of the Knight

TABLE 1.9: KNIGHT OF THE DRAGON

Level	Attack Bonus	Fort. Save	Ref. Save	Will Save	Special
1	+1	+2	+0	+0	Unholy pact
2	+2	+3	+0	+0	Aura of menace
3	+3	+3	+1	+1	Slow death
4	+4	+4	+1	+1	<i>Villain's feast</i>
5	+5	+4	+1	+1	Example to others
6	+6	+5	+2	+2	Painful strike
7	+7	+5	+2	+2	Castle of the mists
8	+8	+6	+2	+2	Wounding
9	+9	+6	+3	+3	Monstrous butcher
10	+10	+7	+3	+3	Curse of undeath

KNIGHT OF THE PHOENIX

of the Dragon prestige class.

Weapon and Armor Proficiency: Knights of the Dragon are proficient with all simple and martial weapons, as well as with all armor and shields (except tower shields).

Unholy Pact (Ex): Clerics and paladins devoted to the same lawful good god whom the Knights of the Dragon claim as their patron are unable to detect a Knight of the Dragon's evil aura with *detect evil* or *true seeing* spells, as if the knight's alignment were true neutral.

Aura of Menace (Ex/Su): As an extraordinary ability, a Knight of the Dragon is immune to fear effects. As a supernatural effect, all opponents within 10 feet of a Knight of the Dragon get a -4 morale penalty to saving throws against fear effects.

Slow Death (Ex): Whenever a Knight of the Dragon of at least 3rd level strikes a blow that would reduce a creature's hit point total below 0, the Knight of the Dragon may choose to reduce that creature's hit point total to exactly -1 regardless of the total amount of damage dealt by the Knight of the Dragon. If the Knight of the Dragon does so, the creature is now dying and has no chance to stabilize himself without outside assistance. Such a creature cannot be stabilized with a Heal check except on an exceptional roll (DC 25 instead of DC 15).

Villain's Feast (Sp): Once per day, a Knight of the Dragon may transmute an ordinary feast into a banquet that duplicates the effects of a *heroes' feast* spell cast by a cleric of the Knight of the Dragon's character level. Since this spell-like ability transmutes an existing feast, it does nothing to conjure forth food, tables, or service, as would an actual *heroes' feast*; these must be provided by other means. Additionally, in order for the beneficial effects of the *villains' feast* to take effect, at least one sentient creature must die in plain sight of the recipients at some point during the meal.

Example to Others (Ex): A Knight of the Dragon would rather be feared than respected. Once per month, a 5th or higher level Knight of the Dragon may execute one or more of his followers in a public spectacle. Doing so grants the Knight of the Dragon a +2 bonus to his leadership score for one month.

Painful Strike (Ex): Whenever a Knight of the Dragon of at least 6th level scores a critical hit against a living foe, that creature is wracked with pain from the grievous wound. It suffers 2 points of temporary Dexterity damage in addition to any other damage dealt and receives a -4 penalty to all attack rolls, saving throws, and skill checks until this Dexterity damage is healed.

Castle of the Mists (Su): If a Knight of the Dragon of at least 7th level owns a stronghold, he gains the ability to cast *guards and wards* as a sorcerer of his character level once per day, so long as the area to be warded by the spell is part of his own castle. Note that this is an actual spell, not a spell-like ability, and thus may be countered, disrupted, or dispelled as normal. As a spell, this *guards and wards* effect requires the normal material components.

Wounding (Su): Whenever an 8th or higher level Knight of the Dragon damages a creature that has blood, if that attack dealt piercing and/or slashing damage, the injured creature continues to bleed for 1 point of damage every round until magically healed or treated with a successful Heal check

(DC 15). The effects of multiple wounding attacks stack, but a single Heal check (DC 15 +2 for every additional point of wounding) can stop the bleeding.

Monstrous Butcher: By 9th level, a Knight of the Dragon has lived a life of such inhuman cruelty that, if its creature type is currently humanoid or fey, its creature type changes. As a monstrous humanoid, the Knight of the Dragon gains darkvision (60-foot range).

Curse of Undeath (Su): A 10th level Knight of the Dragon is so wicked and twisted that even death cannot end his evil. Such a knight is destined to rise again as a vampire, ghost, or other powerful undead creature nine days after his death. This curse is so powerful that nothing may stop it from taking place: Heroes who defeat the living Knight must look forward to his return in 9 days, and particularly cunning Knights have been known to secure a separate undead stronghold for such a return long before their deaths.

KNIGHT OF THE PHOENIX

The Knights of the Phoenix were once the defenders of an ancient civilization. They are now all that remains of that culture, believed the reincarnated souls of the knights that lived during the fall of that ancient kingdom. The Knights of the Phoenix continue to battle evil wherever they can find it, working to insure that destruction the likes of which destroyed their native culture will never again be unleashed upon the world.

Almost all Knights of the Phoenix began their careers as members of a warrior class. While nothing precludes other classes from becoming Knights of the Phoenix, all such knights are expected to display impressive combat abilities before being deemed worthy of knighthood. Paladins are the most likely to find the Knight of the Phoenix class appealing, though fighters, rangers, and even barbarians also have the necessary martial training. However, not all that are talented enough to become Knights of the Phoenix are allowed to do so. The most important requirement for the Knight of the Phoenix class is that the prospective knight witnesses the funeral pyre of a fallen knight, either at the request of the Brotherhood of the Phoenix or by accident.

The Knights of the Phoenix work as a loosely knit brotherhood that struggle to prevent needless destruction and preserve their ancient heritage (See Blood Brotherhoods in Chapter 3 for details). This last goal often takes precedence and most Knights of the Phoenix operate behind the scenes, risking their lives only when absolutely necessary. (Incidentally, adventuring Knights of the Phoenix tend to find occasions which are 'absolutely necessary' for more often than their more sedentary brethren.)

REQUIREMENTS

To qualify to become a Knight of the Phoenix, a character must fulfill the following criteria:

Alignment: Any good.

Base Attack Bonus: +5

PRESTIGE CLASSES

TABLE 1.10: KNIGHT OF THE PHOENIX

Level	Attack Bonus	Fort. Save	Ref. Save	Will Save	Special	Spellcasting
1	+1	+2	+0	+2	Turn undead	
2	+2	+3	+0	+3		+1 level in the cleric class
3	+3	+3	+1	+3		+1 level in the cleric class
4	+4	+4	+1	+4	Bonus domain: Sun	
5	+5	+4	+1	+4		+1 level in the cleric class
6	+6	+5	+2	+5		+1 level in the cleric class
7	+7	+5	+2	+5	Bonus domain: Fire	
8	+8	+6	+2	+6		+1 level in the cleric class
9	+9	+6	+3	+6		+1 level in the cleric class
10	+10	+7	+3	+7	Inner light	

Knowledge (history): 4 ranks

Knowledge (religion): 4 ranks

Feats: Mounted Combat

Special: Must have witnessed the funeral pyre of a fallen Knight of the Phoenix; must have been chosen from among all other witnesses to the event to succeed the knight.

CLASS SKILLS

The Knight of the Phoenix's class skills are Concentration (Con), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (history, religion) (Int), Ride (Dex).

Skill Points at each Level: 2 + Int modifier

Hit Die: d10

CLASS FEATURES

All of the following are class features of the Knight of the Phoenix prestige class.

Weapon and Armor Proficiency: Knights of the Phoenix are proficient with all simple and martial weapons, as well as with all types of armor and shields (except tower shields).

Spellcasting: A Knight of the Phoenix trains in divine magic. Whenever certain class levels are gained (in **Table 1.10: Knight of the Phoenix**), the Knight gains new spells per day as if he had also gained a cleric level. He does not, however, gain any other benefit a cleric would have also gained (domain powers, improved chance of controlling or rebuking undead, and so on). This essentially means that he adds his relevant Knight of the Phoenix class levels to his cleric level (if any), and then determines spells per day and caster level accordingly.

If a Knight has no cleric levels, he is not able to prepare spells in his domain spell slots until he gains his Bonus Domain special ability (see below).

Turn Undead (Su): A Knight of the Phoenix gains the ability to turn undead as if his class levels were cleric levels.

Bonus Domains: At 4th level, a Knight of the Phoenix gains the Sun cleric domain in addition to any other cleric domains the knight may already have. At 7th level, the Knight of the Phoenix gains the Fire domain as well.

Inner Light (Su): A 10th level Knight of the Phoenix is permanently protected by an effect which duplicates a *negative energy protection* spell cast by a 7th level cleric. Whenever a level draining attack cancels out this effect, it becomes inoperable for 1 minute, after which time it is restored in full. The Knight of the Phoenix is otherwise able to dismiss or resume this effect at will as a free action.

KRESNIK

A kresnik is a divine shaman responsible for protecting his homeland from the forces of evil, particularly vampires. . All kresniks have the ability to repel the undead, but they also gain the ability to assume the form of animals or wheels of fire in combat, should they need to engage their foes directly. Battles in which a kresnik assumes these alternate forms are quite popular in folklore.

All kresniks must be divine spellcasters in the service of a good-aligned deity, as the gods of good are the ultimate source of the powers provided to every kresnik. Many began their careers as clerics, but druids also make excellent kresniks as the druid's ability to assume animal forms only increases a kresnik's penchant for such things.

Kresniks are protectors of those less powerful than they are. More often than not, kresniks gravitate toward smaller communities, as large cities are well-protected without their help. Many small towns and villages sport at least one kresnik and for the most part, kresniks are reactive rather than proactive, waiting for their enemies to come to them. Kresnik adventurers are the exception to this, of course.

REQUIREMENTS

To qualify to become a kresnik, a character must fulfill the following criteria:

Alignment: Any good.

Religion: Must worship a good-aligned deity.

Base Attack Bonus: +4

Knowledge (arcana): 4 ranks

Knowledge (religion): 4 ranks

Spellcasting: Ability to cast 3rd level divine spells.

MASTER OF SACRIFICE

CLASS SKILLS

The kresnik's class skills are Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (arcana, nature, religion) (Int), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), Survival (Wis).

Skill Points at each Level: 4 + Int modifier

Hit Die: d8

CLASS FEATURES

All of the following are class features of the kresnik prestige class.

Weapon and Armor Proficiency: A kresnik gains no new weapon or armor proficiency.

Turn Undead (Su): A kresnik gains the ability to turn undead as if his class levels were cleric levels.

Spellcasting: A kresnik continues training in magic. Whenever a new class level is gained, the kresnik gains new spells per day as if he had also gained a level in the divine spellcasting class he belonged to before taking any kresnik levels. He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, and so on). This essentially means that he adds his kresnik class level to the level of the other divine spellcasting class, and then determines spells per day, spells known, and caster level accordingly.

If a character had more than one divine spellcasting class before he became a kresnik, he must decide to which class he adds each level of kresnik for purposes of determining spells per day when he adds that new level.

Wild Shape (Sp): A 2nd level kresnik is able to assume the form of any Small or Medium animal and transform back again three times per day. This ability is exactly like the druid ability of the same name and stacks with that ability if the kresnik is also a druid. A kresnik may use *wild shape* four times per day at 5th level and five times per day at 9th level.

Starting at 3rd level, a kresnik may use his *wild shape* ability to assume the form of Large animals in addition to Small and Medium animals. At 6th level, the kresnik may also assume the form of Tiny animals. A 7th or higher level kresnik is also able to assume the form of a tiny fire elemental three times

a day. A 10th level kresnik may use his *wild shape* ability to assume the form of a Small, Medium, or Large fire elemental once per day. When using this ability, the kresnik appears as a wheel of fire and the kresnik gains all of the fire elementals special abilities.

Magic Fang (Su): Starting at 4th level, a kresnik in animal form permanently benefits from an effect which duplicates a *magic fang* spell, granting all of his natural attack forms a +1 magical enhancement bonus. The kresnik may dismiss or resume this effect as a free action.

Greater Magic Fang (Su): Starting at 8th level, a kresnik's magic fang ability is replaced with this ability, which produces an effect that permanently grants all of the kresnik's natural attack forms a magical enhancement bonus of +1 per five class levels whenever the kresnik is in animal form. As with the magic fang ability, the kresnik may dismiss or resume this effect as a free action.

MASTER OF SACRIFICE

The master of sacrifice is the worst kind of evil priest. While other worshippers of evil entities might sacrifice sentient creatures on their unholy altars, only the master of sacrifice practices such revolting rites as if the sacrifice were an art form. Worse still, a master of sacrifice also finds magical power in blood sacrifice and invariably learns new and unique ways to make a spectacle of ritual murder.

All masters of sacrifice must be divine spellcasters of an evil alignment. While many are clerics, there are also many evil druids among their ranks. An occasional blackguard or ranger can also be found, though these tend to be rare due to the extensive advancement they must achieve before qualifying into the prestige class.

Masters of sacrifice rarely work alone. Most hold privileged positions in churches, providing council to the rulers of such organizations – if not ruling those organizations outright. In societies where evil gods are openly worshipped, masters of sacrifice are often political leaders, presiding over public executions meant to intimidate or entertain the masses. Even those masters of sacrifice that are far removed from politics are expected to lead small, secret cults in the name of blood-thirsty, evil powers.

TABLE 1.11: THE KRESNIK

Level	Attack Bonus	Fort. Save	Ref. Save	Will Save	Special	Spellcasting
1	+0	+2	+0	+2	Turn undead	+1 level in a divine spellcasting class
2	+1	+3	+0	+3	<i>Wild shape</i> (3/day)	+1 level in a divine spellcasting class
3	+2	+3	+1	+3	<i>Wild Shape</i> (Large)	+1 level in a divine spellcasting class
4	+3	+4	+1	+4	Magic fang	+1 level in a divine spellcasting class
5	+3	+4	+1	+4	<i>Wild shape</i> (4/day)	+1 level in a divine spellcasting class
6	+4	+5	+2	+5	<i>Wild shape</i> (Tiny)	+1 level in a divine spellcasting class
7	+5	+5	+2	+5	<i>Wild shape</i> (fire elemental-tiny 3/day)	+1 level in a divine spellcasting class
8	+6	+6	+2	+6	Greater magic fang	+1 level in a divine spellcasting class
9	+6	+6	+3	+6	<i>Wild shape</i> (5/day)	+1 level in a divine spellcasting class
10	+7	+7	+3	+7	<i>Wild shape</i> (fire elemental 1/day)	+1 level in a divine spellcasting class

PRESTIGE CLASSES

REQUIREMENTS

To qualify to become a master of sacrifice, a character must fulfill the following criteria:

Alignment: Any evil.

Spellcasting: Ability to cast 3rd level divine spells.

Heal: 4 ranks

Knowledge (religion): 8 ranks

Perform: 4 ranks

Feat: Leadership

Special: Must have sacrificed one or more humanoids on an altar dedicated to an evil god.

CLASS SKILLS

The masters of sacrifice's class skills are Bluff (Cha), Concentration (Con), Heal (Wis), Perform (oratory) (Cha), Knowledge (arcana, religion) (Int), Use Rope (Dex).

Skill Points at each Level: 2 + Int modifier

Hit Die: d8

CLASS FEATURES

All of the following are class features of the master of sacrifice prestige class.

Weapon and Armor Proficiency: A master of sacrifice is proficient with all light slashing melee weapons – including exotic weapons – but does not gain proficiency in any type of armor or shield.

Spellcasting: A master of sacrifice continues training in divine magic. Whenever a new class level is gained, the master of sacrifice gains new spells per day as if he had also gained a level in a divine spellcasting class he belonged to before taking any master of sacrifice levels. He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, and so on). This means that he adds his master of sacrifice class level to the level of the other divine spellcasting class, and then determines spells per day, spells known, and caster level accordingly.

If a character had more than one divine spellcasting class before he became a master of sacrifice, he must decide to which class he adds each level of master of sacrifice for purposes of determining spells per day when he adds that new level.

Bonus Domain: A master of sacrifice gains the Blood domain (see **Appendix 1: Spells**) in addition to any other cleric domains the master of sacrifice might possess. If the master

of sacrifice does not possess any domain spell slots, he may not prepare any spells from the Blood domain spell list that do not appear on another spell list to which he has access, but he still gains the granted power of the Blood domain.

Heart Extraction (Su): A 3rd level or higher master of sacrifice may reach into the chest of any helpless humanoid or monstrous humanoid and remove its heart as a touch attack. The targeted creature is entitled to a Fort save (DC 10 + the level of the master of sacrifice + the master's Wisdom adjustment).

A creature that has had its heart removed in this manner continues to live as if its heart were still in place and the extracted heart continues to beat so long as the creature from which it was extracted lives. A creature that can regenerate lost body parts does not regenerate its heart if that organ was removed in this manner.

Any attack made against an extracted heart counts as a *coup de grace* attack against the creature from which the heart was extracted. An extracted heart may be targeted as if it were the creature from which it was extracted and any spell targeting the heart affects the creature from which the heart was extracted (regardless of distance). Any spell whose area of effect includes an extracted heart affects the creature from which the heart was extracted as if that creature was inside its area; if the creature and heart are both inside the spell's area, the creature is doubly affected.

A heart extracted by this ability remains separate from that creature unless touched to the creature's chest (a standard action that requires a touch attack if the creature is unwilling), at which point the heart is returned to its proper place.

Rending Palm (Su): Once per day a 5th level master of sacrifice may make a rending palm attack against any humanoid or monstrous humanoid creature. A rending palm attack is a melee touch attack that deals 1d4 points of damage (plus Strength and other adjustments, if applicable). Its use does not provoke an attack of opportunity.

If a rending palm attack hits, the struck creature must immediately make a Fortitude save (DC 15 + the master's Wisdom adjustment) or become *helpless* for 1d4 rounds. The master of sacrifice must decide before making an attack whether or not it will be a rending palm attack. If the attack misses, it cannot be used again the same day.

SOUL CATCHER

Known in some cultures as batak or battas, soul catchers are divine spellcasters trained in the art of capturing errant souls.

TABLE 1.12: THE MASTER OF SACRIFICE

Level	Attack Bonus	Fort. Save	Ref. Save	Will Save	Special	Spellcasting
1	+0	+2	+0	+2	Bonus domain: Blood	+1 level in a divine spellcasting class
2	+1	+3	+0	+3		+1 level in a divine spellcasting class
3	+2	+3	+1	+3	Heart extraction	+1 level in a divine spellcasting class
4	+3	+4	+1	+4		+1 level in a divine spellcasting class
5	+3	+4	+1	+4	Rending Palm	+1 level in a divine spellcasting class

Illustration by David Hendee



DAVID

PRESTIGE CLASSES

They drive away incorporeal creatures, recapture energy that has been stolen from the living, and trap the souls of undead creatures, sealing them away so that they cannot again harm the living. In short, they use their divine energy to insure that living souls are safe from the undead—incorporeal undead and vampires in particular.

Only clerics that can channel positive energy may become soul catchers. To these clerics, positive energy is indicative of a healthy soul. Positive energy is necessary in healing a soul that has been injured and repelling the corrupted soul of an undead creature. Clerics wishing to become soul catchers must first learn about the nature of souls and channeling through the study of various religious and magical works.

The outlook of a soul catcher is often dictated by their alignment. Most good-aligned soul catchers do their work out of the goodness of their hearts and the dictates of their faith, helping those in need wherever they find them. Neutral soul catchers tend to be much more mercenary about their work, and fully expect to be handsomely rewarded for their services. These latter individuals may even go so far as to ignore those in need if they cannot offer something in exchange for the soul catcher's assistance.

REQUIREMENTS

To qualify to become a soul catcher, a character must fulfill the following criteria:

Alignment: Any non-evil.

Concentration: 5 ranks

Heal: 5 ranks

Knowledge (religion): 5 ranks

Spellcraft: 10 ranks

Spellcasting: Ability to cast *restoration* as a divine spell.

Class Ability: Ability to channel positive energy.

CLASS SKILLS

The soul catcher's class skills are Concentration (Con), Diplomacy (Cha), Heal (Wis), Knowledge (arcana, religion) (Int), Spellcraft (Int).

Skill Points at each Level: 2 + Int modifier

Hit Die: d8



CLASS FEATURES

All of the following are class features of the soul catcher prestige class.

Weapon and Armor Proficiency: A soul catcher gains no new weapon or armor proficiency.

Spellcasting: A soul catcher continues training in magic. Whenever a new class level is gained, the soul catcher gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before taking any soul catcher levels. He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, and so on). This essentially means that he adds his soul catcher class level

TABLE 1.13: THE SOUL CATCHER

Level	Attack Bonus	Fort. Save	Ref. Save	Will Save	Special	Spellcasting
1	+0	+2	+0	+2	Ghost layer, turn undead	+1 level in an existing spellcasting class
2	+1	+3	+0	+3		+1 level in an existing spellcasting class
3	+2	+3	+1	+3		+1 level in an existing spellcasting class
4	+3	+4	+1	+4	Energy restoration	+1 level in an existing spellcasting class
5	+3	+4	+1	+4		+1 level in an existing spellcasting class
6	+4	+5	+2	+5		+1 level in an existing spellcasting class
7	+5	+5	+2	+5	Bottle undead	+1 level in an existing spellcasting class
8	+6	+6	+2	+6		+1 level in an existing spellcasting class
9	+6	+6	+3	+6		+1 level in an existing spellcasting class
10	+7	+7	+3	+7	True restoration	+1 level in an existing spellcasting class

Illustration by Phillip James

SOUL COLLECTOR

to the level of the other spellcasting class, and then determines spells per day, spells known, and caster level accordingly.

If a character had more than one spellcasting class before he became a soul catcher, he must decide to which class he adds each level of soul catcher for purposes of determining spells per day when he adds that new level.

Ghost Layer (Ex): A soul catcher is an expert at repelling undead creatures that have no substance. When attempting to turn those undead who are incorporeal or gaseous (affected by any supernatural effect that duplicates a *gaseous form* spell), the soul catcher treats those undead as if they had four less levels and/or Hit Dice than they actually have.

Turn Undead (Su): A soul catcher gains the ability to turn undead as if his class levels were cleric levels and he was able to channel positive energy.

Energy Restoration (Su): Soul catchers learn to retrieve souls that have been stolen from their rightful owners, provided those souls have not been gone too long. Whenever a 4th or higher level soul catcher dispels one or more negative levels with a *restoration* or *greater restoration* spell, any of those negative levels that were the result of a creature's supernatural abilities now afflict the creature that originally bestowed them for one hour per soul catcher class level. If a creature receives more negative levels than it has levels and/or Hit Dice, it is destroyed.

Note that this ability can bestow negative levels upon creatures that are normally immune to energy drain attacks. However, this ability only applies when negative levels are dispelled; it does not cause any creature to gain negative levels when experience levels lost as a result of that creature's supernatural abilities are restored.

Bottle Undead (Sp): Once per day, a soul catcher of at least 7th level may target an undead creature with a spell-like effect that resembles a *binding* spell cast without any assistants. This effect is as per the containment version of that spell, except it is a necromancy effect that targets one undead creature instead of an enchantment compulsion effect that targets one living creature. The soul catcher must provide the container in which the target undead will be bound, but otherwise needs no material components, as normal with a spell-like ability.

True Restoration (Sp): Once per day, a 10th level soul catcher has the spell-like ability to completely restore all ability

scores and levels lost by any creature. This effect duplicates a *greater restoration* spell, except that it restores even levels and Constitution points lost due to death. For every level or Constitution point lost to death that is restored by this ability, the soul catcher must pay an additional cost of 1,000 XP.

The ability of the soul catcher to restore lost levels and Constitution points due to death is limited to 1 day per character level of the soul catcher. Thus, a 7th-level cleric/10th-level soul catcher could remove the loss of levels and Con for creatures that suffered such a loss up to 17 days ago.

SOUL COLLECTOR

Whereas soul catchers work to heal damaged souls and contain incorporeal undead, soul collectors instead strive to draw power from the souls of others and from the servitude of the undead. Known to some as *talamaurs*, soul collectors can both see ghosts and command the undead to do their bidding. They also acquire the ability to draw strength from the departing souls of the living, and are eventually able to send their own souls to feast upon those of the dying.

Only clerics able to channel negative energy can become soul collectors, as negative energy is necessary for bullying undead into submission and doing harm to the souls of others. Clerics coveting the powers of the soul collector must acquire the skills necessary to detect and manipulate souls. They must also have a talent for casting enchantment and necromancy spells.

Soul collectors are usually mean-spirited and domineering, but are also often secretive. Evil soul collectors are frequently plotting to subjugate their hometowns through intermediaries and magical effects that cannot be traced back to them. Neutral soul collectors are often more brazen than their evil fellows, freely announcing their talents to others, though they would rather be well-paid mercenaries than criminal masterminds.

REQUIREMENTS

To qualify to become a soul collector, a character must fulfill the following criteria:

TABLE 1.14: THE SOUL COLLECTOR

Level	Attack Bonus	Fort. Save	Ref. Save	Will Save	Special	Spellcasting
1	+0	+0	+0	+2	Ghost sight, rebuke undead	+1 level in an existing spellcasting class
2	+1	+0	+0	+3	Death knell 3/day	+1 level in an existing spellcasting class
3	+1	+1	+1	+3		+1 level in an existing spellcasting class
4	+2	+1	+1	+4	Death knell (close range)	
5	+2	+1	+1	+4		+1 level in an existing spellcasting class
6	+3	+2	+2	+5	Death knell 4/day	+1 level in an existing spellcasting class
7	+3	+2	+2	+5		+1 level in an existing spellcasting class
8	+4	+2	+2	+6	Death knell (free action)	
9	+4	+3	+3	+6		+1 level in an existing spellcasting class
10	+5	+3	+3	+7	Death knell 5/day, ghost form	+1 level in an existing spellcasting class

PRESTIGE CLASSES

Alignment: Any non-good.
Concentration: 8 ranks
Knowledge (arcana): 8 ranks
Knowledge (religion): 8 ranks
Spot: 4 ranks
Spellcasting: Ability to cast 3rd level divine spells.
Feats: Spell Focus (Enchantment), Spell Focus (Necromancy)
Class Ability: Ability to channel negative energy.

CLASS SKILLS

The soul collector's class skills are Concentration (Con), Diplomacy (Cha), Heal (Wis), Knowledge (arcana, religion) (Int), Spellcraft (Int), Profession (Wis), Spot (Wis).

Skill Points at each Level: 2 + Int modifier
Hit Die: d4

CLASS FEATURES

All of the following are class skills of the soul collector prestige class.

Weapon and Armor Proficiency: A soul collector gets no new weapon or armor proficiency.

Spellcasting: A soul collector continues training in magic. Whenever certain class levels are gained (as determined by the **Table 1.13: The Soul Collector**), the soul collector gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before taking any soul collector levels. He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, and so on). This essentially means that he adds his soul collector class level to the level of the other spellcasting class, and then determines spells per day, spells known, and caster level accordingly.

If a character had more than one spellcasting class before he became a soul collector, he must decide to which class he adds each level of soul collector for purposes of determining spells per day when he adds that new level.

Ghost Sight (Su): A soul collector's vision extends into the Ethereal Plane. The soul collector can see ethereal creatures and objects as if they were translucent creatures and objects that existed in the Material Plane, but does not allow for any further interaction with the inhabitants of the Ethereal Plane.

Rebuke Undead (Su): A soul collector gains the ability to rebuke undead as if his class levels were cleric levels and he was able to channel negative energy.

Death Knell (Sp): Starting at 2nd level, a soul collector may use *death knell* three times per day, as per the spell. The soul collector may use this spell-like ability one additional time per day for every four levels gained thereafter (one additional use per day at 6th level, and another additional use per day at 10th level, etc.) At 4th level, the soul collector's *death knell* spell-like ability improves, as do all *death knell* spells the soul collector casts. Each now has a range of "close (25 ft. + 5 ft./2 caster

levels)" instead of "touch". At 8th level, the soul collector may now either cast one *death knell* spell or use one *death knell* spell-like ability per round as a free action, though either counts against the limit of one quickened spell per round.

Ghost Form (Sp): Once per day as a spell-like ability, a 10th level soul collector may send his soul from his body to observe the living and feed upon the dying. This effect duplicates an *astral projection* spell cast by a 20th level sorcerer except the soul collector's astral body appears upon the same plane as the soul collector's normal body and is ethereal (as if permanently affected by an *ethereal jaunt* spell that cannot be suppressed, dispelled, or dismissed). The soul collector's *ghost form* lasts only as long as the soul collector concentrates upon it (a standard action for the soul collector's astral body), to a maximum duration of 1 minute per level. Note that a soul collector may use his *death knell* class ability while in *ghost form*, as doing so is a free action.

VAMP

Many look at the vampire and see a monster with the ability to manipulate dark forces and devour the very force of life itself. Others instead see a wondrous creature capable of charming with a mere gaze and granting immortality to others. Those belonging to this second group often find the concept of the vampire quite appealing. Vamps are those who exploit this appeal, mimicking vampires as a means of luring victims into their clutches. Such victims are then either manipulated or murdered.

The deceptive nature of the vamp prestige class appeals greatly to rogues, while its theatrical nature appeals to some bards as well. These two classes are the most likely to become vamps, and they each possess the skill set necessarily to rapidly qualify. Illusionists and clerics with the Trickery domain often become particularly deceptive members of this prestige class.

Because evil creatures are more likely than others to seek alliances with vampires, those who pose as vampires are likely to have evil associates. This does not necessitate that a vamp be evil – the vamp may be manipulating or assassinating evil individuals in the name of good! On the other hand, quite a few vamps are even-handed in their outlook, manipulating evil and good alike in order to facilitate their own malicious schemes.

REQUIREMENTS

To qualify to become a vamp, a character must fulfill the following criteria:

Race: Any humanoid or monstrous humanoid.
Bluff: 8 ranks
Disguise: 8 ranks
Sense Motive: 8 ranks

CLASS SKILLS

The vamp's class skills are Bluff (Cha), Diplomacy (Cha),

VAMPIRE SENESCHAL

TABLE 1.15: THE VAMP

Level	Attack Bonus	Fort. Save	Ref. Save	Will Save	Special
1	+0	+0	+2	+2	Bite attack, sneak attack +1d6
2	+1	+0	+3	+3	<i>Charm person</i> 1/day
3	+2	+1	+3	+3	Cling
4	+3	+1	+4	+4	Sneak attack +2d6
5	+3	+1	+4	+4	<i>Charm person</i> 2/day
6	+4	+2	+5	+5	Rapture
7	+5	+2	+5	+5	Sneak attack +3d6
8	+6	+2	+6	+6	<i>Charm person</i> 3/day
9	+6	+3	+6	+6	Blood drain
10	+7	+3	+7	+7	Sneak attack +4d6, timeless body

Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Knowledge (any) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Sense Motive (Wis), Speak Language (Int), Spot (Dex), Use Rope (Dex).

Skill Points at each Level: 4 + Int modifier

Hit Die: d6

CLASS FEATURES

All of the following are class features of the vamp prestige class.

Weapon and Armor Proficiency: A vamp does not get any new weapon or armor proficiency.

Bite Attack (Ex): A vamp has teeth that have been sharpened to wicked points. If a vamp does not already have a bite attack, the vamp gains a bite attack as an additional natural attack form. The bite of a Medium vamp deals 1d6 damage (crit 20/x2). The bite attacks of smaller vamps deal an amount of damage one die size less for each size category they are smaller than Medium and the bite attacks of larger vamps deal an amount of damage one die size larger for each size category they are larger than Medium.

Sneak Attack (Ex): Any time a vamp's target would be denied its Dexterity bonus to AC (whether it actually has a Dexterity bonus or not), the vamp's melee attacks against that target deal an additional 1d6 points of damage which is not multiplied should a critical hit result from the attack. This extra damage increases by 1d6 points every third level beyond the first (to 2d6 total additional damage at 4th level, 3d6 total additional at 5th level, and so on). This bonus damage also applies to ranged attacks made against targets denied their Dexterity bonus to AC, provided the target is within 30 feet.

With a sap or an unarmed strike, the vamp can make a sneak attack that deals nonlethal damage instead of normal damage. Sneak attacks that deal nonlethal damage cannot be made with weapons that normally deal lethal damage, not even with the usual -4 penalty, because the vamp must make optimal use of the weapon in order to execute the sneak attack.

A vamp can only sneak attack living creatures with discernible anatomies – undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Additionally,

any creature immune to critical hits is similarly immune to sneak attacks. Also, the vamp must also be able to see the target well enough to pick out and reach a vital spot. The vamp cannot make a sneak attack while striking at a creature with concealment or by striking the limbs of a creature whose vitals are beyond reach.

If a vamp gets a sneak attack bonus from another source (such as rogue levels), the bonuses to damage stack.

Charm Person (Sp): A 2nd

level vamp may use this ability, which duplicates the spell, as cast by a sorcerer of the vamp's character level, once per day. For every three class levels the vamp advances beyond 2nd level, the vamp may use this ability one additional time per day (twice per day at 5th level, three times per day at 8th level, etc.).

Cling (Ex): If a vamp of at least 3rd level hits an opponent with its bite attack, the vamp may attempt to start a grapple as a free action that does not provoke an attack of opportunity. If the vamp successfully starts a grapple as a result of this class ability, the vamp moves into the grappled opponent's space as normal. Smaller vamps calculate their size modifier to grapple checks as if they were a Medium creature once they gain this ability.

Rapture (Su): Starting at 6th level, a vamp's bite attack produces an euphoric effect in victims. Whenever a creature that has been grappled as a result of the vamp's cling ability attempts to escape from that grapple by any means, that creature suffers a morale penalty equal to the vamp's Charisma bonus (if any) to all grapple checks and Escape Artist checks made while doing so. This ability is a mind-affecting compulsion effect.

Blood Drain (Ex): Every round a 9th or higher level vamp pins a living foe, the vamp may draw out that creature's blood with his fangs, dealing 1d4 points of temporary Constitution damage to the grappled creature. Creatures that have no blood are immune to this special ability.

Timeless Body (Ex): At 10th level, a vamp no longer suffers penalties for aging and cannot be magically aged. (Any age-related penalties he has already suffered still remain in place. Bonuses still accrue, and the vamp still dies of old age when his time is up.)

VAMPIRE SENESCHAL

The vampire seneschal is a vampire's ultimate servant. While other creatures may well have been charmed or compelled into temporarily assisting a vampire, only those who have languished for vast amounts of time without free will – under the yoke of a vampire – are able to become seneschals. These individuals become valuable agents for their vampire masters.

PRESTIGE CLASSES

Vampire seneschals that have served longer than others grant their masters the ability to see through their eyes, and to feed on them from afar.

Only evil creatures can become vampire seneschals. A vampire could never force a non-evil creature to serve it as well as does a vampire seneschal, for there wills are often too strong. Vampire seneschals must also have a history serving as willing servants in some capacity. Most were once professional butlers or valets, though other, similar lines of service can create a mindset that can produce a vampire seneschal. Most vampire seneschals were members of NPC classes before being enslaved by a vampire, with expert being the most common.

Vampire seneschals are the eyes and the ears of a vampire, traveling to places their masters cannot reach and operating while their masters are asleep. More often than not, vampire seneschals are sent on mundane errands, though they might also be employed as spies. Most vampire seneschals avoid prolonged exposure to social situations, for their extended lack of free will has given them a hint of madness that astute observers may be able to detect. (A Sense Motive check can reveal that a vampire seneschal is under the effect of a compulsion, as normal for that skill.)

REQUIREMENTS

To qualify to become a vampire seneschal, a character must fulfill the following criteria:

Alignment: Any evil.

Diplomacy: 4 ranks

Profession (butler, valet, or equivalent): 8 ranks

Special: Must have been selected as a cohort or follower by a vampire with the Leadership feat. Must have been subject to a charm or compulsion effect caused by that vampire at the time of this selection.

CLASS SKILLS

The vampire seneschal's class skills are Bluff (Cha), Craft (Int), Diplomacy (Cha), Forgery (Int), Gather Information (Cha), Knowledge (local, nobility and royalty) (Int), Listen (Wis), Profession (Wis), Search (Int), Sense Motive (Cha), Spot (Wis).

TABLE 1.16: THE VAMPIRE SENESCHAL

Level	Attack Bonus	Fort. Save	Ref. Save	Will Save	Special
1	+0	+0	+0	+2	Dark thoughts, telepathic link
2	+1	+0	+0	+3	Madness
3	+2	+1	+1	+3	Eyes of the vampire
4	+3	+1	+1	+4	<i>Psycho babble</i>
5	+3	+1	+1	+4	Energy sacrifice

Skill Points at each Level: 2 + Int modifier

Hit Die: d6

CLASS FEATURES

All of the following are class features of the vampire seneschal prestige class.

Weapon and Armor Proficiency: A vampire seneschal gains no new weapon and armor proficiency.

Dark Thoughts (Ex): A vampire seneschal is immune to charm and fear effects, except for those produced by its vampire master. Additionally, whenever the vampire seneschal's vampire master targets the vampire seneschal with a charm or compulsion effect, the duration of that charm

or compulsion effect becomes instantaneous. The effect can thus only be ended by a *break enchantment* spell.

Telepathic Link (Su): A vampire seneschal can communicate telepathically with its master, and vice versa, to a distance of up to one mile. The vampire may choose to sever or reestablish this telepathic link as a free action, but the seneschal does not have this option. As a result of this telepathic link, the vampire has the same connection to an item or place that the seneschal has.

Madness (Ex): The thoughts of a 2nd or higher level vampire seneschal cannot be detected by any magical or psionic means and the vampire seneschal is immune to all compulsion effects not created by its vampire master. Whenever a creature tries to read the thoughts of a vampire seneschal

or target him with a compulsion effect, that creature suffers 1d4 points of temporary Wisdom damage (no save).

Eyes of the Vampire (Su): Starting at 3rd level, a vampire seneschal becomes an extra pair of eyes for its vampire master. Each round the master may choose to see through the eyes of its seneschal, so long as the telepathic link is maintained. The



Illustration by Marcio Fiorito

VAMPIRE SLAYER

vampire seneschal is not necessarily aware when his master is looking through his eyes.

Psychobabble (Sp): A 4th level vampire seneschal may use this ability three times per day. It duplicates a *confusion* spell cast by a sorcerer of the vampire seneschal's character level, except that it is a mind-affecting sonic affect that affects all creatures other than the vampire seneschal in a 30 foot spread centered on the vampire seneschal.

Energy Sacrifice (Su): At any time, as a standard action, the seneschal's master may choose to have its seneschal gain any number of negative levels of the vampire's choice, up to a total of one negative level per Hit Die of the vampire seneschal (no save). These negative levels remain until the next sunrise or sunset and then expire with no lasting effect. For every negative level a seneschal gains in this way, its vampire master heals 2d8 hit points, gaining any healing above and beyond the damage he has suffered as temporary hit points. A vampire seneschal's master must be connected to the vampire seneschal by means of the telepathic link in order to use this ability.

VAMPIRE SLAYER

For every type of monster, there exists a slayer, and perhaps some of the best known are the vampire slayers. These warriors are committed to the complete destruction of their hated enemies and are highly trained in the methods necessary to ensure such destruction. A vampire slayer is single-minded and relentless, rarely taking a break between hunting down and eliminating the walking dead, except perhaps to tangle with other, similar evils.

All vampire slayers must have some ability to cast divine spells, as divine magic represents the force best able to confront undead creatures. Interestingly, the source of that divine magic may just as easily be as evil as the creatures the vampire slayer hunts. While most vampire slayers are good-aligned clerics or paladins, some are evil clerics who object to vampires not on moral grounds, but on some other grounds altogether (a personal vendetta, a political rivalry, etc.).

Good-aligned vampire slayers are powerful forces for good, but their single-mindedness often blinds them to many of the world's other important evils. Recruiting a vampire slayer to fight a battle against a living threat can be quite

an endeavor. Recruiting an evil-aligned vampire slayer for anything other than the wholesale slaughter of vampires, associates of vampires, and those who are rumored to be vampires is completely out of the question

REQUIREMENTS

To qualify to become a vampire slayer, a character must fulfill the following criteria:

Base Attack Bonus: +3

Knowledge (religion): 8 ranks

Sense Motive: 4 ranks

Survival: 4 ranks

Feat: Alertness, Power Attack, Track

Special: Must have destroyed a vampire or vampire spawn, either individually or as part of a group comprising no more than six members.

CLASS SKILLS

The vampire slayer's class skills are Bluff (Cha), Climb (Str), Concentration (Con), Escape Artist (Dex), Jump (Str), Knowledge (local, nature, religion) (Int), Listen (Wis), Sense Motive (Wis), Spot (Wis), Survival (Wis), Swim (Str), Use Magic Device (Cha).

Skill Points at each Level: 4 + Int modifier

Hit Die: d10

CLASS FEATURES

All of the following are class features of the vampire slayer prestige class.

Weapon and Armor Proficiency: Vampire slayers are proficient with all simple and martial weapons. They are also proficient with all armor and shields (except tower shields).

Spells per Day: Beginning at 1st level, a vampire slayer gains the ability to cast a small number of divine spells, as determined by **Table 1.16: The Vampire Slayer**. A vampire slayer gains bonus spells based upon his Wisdom score. To cast a spell, the vampire slayer must have a Wisdom of 10 + the spell's level, so a vampire slayer with a Wisdom of 10 or less cannot cast these spells. Vampire slayer spells are based

TABLE 1.17: THE VAMPIRE SLAYER

Level	Attack Bonus	Fort. Save	Ref. Save	Will Save	Special	Spells per Day			
						1 st	2 nd	3 rd	4 th
1	+1	+2	+0	+2	<i>Detect undead</i> , favored enemy (vampires)	0			
2	+2	+3	+0	+3	Garlic blood	1			
3	+3	+3	+1	+3	Bonus feat	1	0		
4	+4	+4	+1	+4	Stubborn resolve	1	1		
5	+5	+4	+1	+4	Bonus feat	1	1	0	
6	+6	+5	+2	+5	Magical reflection	1	1	1	
7	+7	+5	+2	+5	Bonus feat	2	1	1	0
8	+8	+6	+2	+6	Breach fast healing	2	1	1	1
9	+9	+6	+3	+6	Bonus feat	2	2	1	1
10	+10	+7	+3	+7	Energy feedback	2	2	2	1

PRESTIGE CLASSES

TABLE 1.18: THE WATCHER IN SHADOWS

Level	Attack Bonus	Fort. Save	Ref. Save	Will Save	Special	Spellcasting
1	+0	+0	+0	+2	Secret lore	+1 level in an arcane spellcasting class
2	+1	+0	+0	+3		+1 level in an arcane spellcasting class
3	+1	+1	+1	+3	Shadow +1	+1 level in an arcane spellcasting class
4	+2	+1	+1	+4		+1 level in an arcane spellcasting class
5	+2	+1	+1	+4		+1 level in an arcane spellcasting class
6	+3	+2	+2	+5	Shadow +2	+1 level in an arcane spellcasting class
7	+3	+2	+2	+5		+1 level in an arcane spellcasting class
8	+4	+2	+2	+6		+1 level in an arcane spellcasting class
9	+4	+3	+3	+6	Shadow +3	+1 level in an arcane spellcasting class
10	+5	+3	+3	+7	Illuminati	+1 level in an arcane spellcasting class

on Wisdom, and saving throws against these spells have a DC of 10 + spell level + the vampire slayer's Wisdom modifier (if any). The vampire slayer uses the paladin spell list. A vampire slayer prepares and casts spells as does a paladin.

Detect Undead (Sp): The vampire slayer may use this ability at will, duplicating the spell of the same name as cast by a sorcerer of the vampire slayer's character level.

Favored Enemy (vampires): Due to his extensive study of his foes and training with the proper techniques for combating them, the vampire slayer gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against vampires and vampire spawn. This ability also stacks with the ranger favored enemy (undead) ability.

Garlic Blood (Su): At 2nd level, a vampire slayer gains this constant defense. At the end of any creature's turn, if that creature tasted the vampire slayer's blood this round, the creature becomes nauseated for one round (Will negates, DC 17). This ability is only active for as long as the vampire slayer has at least one divine spell of 1st level or higher currently prepared.

Bonus Feats: At 3rd, 5th, 7th, and 9th level, a vampire slayer gains a bonus feat (either general or Extra Turning).

Stubborn Resolve (Su): At 4th level, the vampire slayer becomes especially skilled at resisting mental and spiritual attacks. He receives a +4 competence bonus on saving throws against all compulsions and mind-affecting effects. He also receives a +2 competence bonus on saving throws against energy drain and death effects.

Magical Reflection (Sp): On reaching 6th level, a vampire slayer can "riposte" a supernatural ability. Whenever he succeeds at a saving throw against a supernatural ability, the creature using that ability must immediately make a Will save, using the DC of the original ability. On a failure, the creature is forced to cower for 1 round by a wave of magical feedback.

Breach Fast Healing (Su): In the hands of a vampire slayer who has reached 8th level, his divine blessing and desire enhance a weapon. Each successful melee attack (or ranged attack within 30 feet) against a creature with fast healing temporarily reduces its rate of fast healing by 1, to a minimum of 0. Unless the creature is slain, lost fast healing returns at a rate of 1 point per 12 hours.

Energy Feedback (Su): At 10th level, a vampire slayer can turn a vampire's favored attack against itself. When he is

subjected to an energy drain, the vampire slayer may choose to embrace the negative level(s) bestowed, preventing them from later being removed by any magical means. He can now only be rid of these negative levels by making his saving throw after 24 hours have passed. If he chooses to do this, he sets up an energy feedback attack immediately upon receiving the negative level(s). The energy-draining creature must simultaneously make a Fortitude saving throw against the DC of its own energy drain ability. On a failure, the creature loses all supernatural abilities for 12 hours and is forced to cower for 1 round.

WATCHER IN SHADOWS

The watchers in shadows are the agents of the secretive Watch of Ages. They have been recruited by aging members of that secret society to catalogue and monitor ancient evils that can live for countless human generations. Ideally, a watcher in shadows finds opportunities to eliminate such threats during the course of his lifetime, but even if he cannot, he is sworn to follow and observe such threats, studying their habits and their weaknesses so that future generations may be better able to confront them.

All watchers in shadows must have training in arcane magic, for there are many threats that can be truly monitored only through divination magic. Divine spellcasters are prevented from becoming watchers in shadow not because they lack the capability to monitor ancient evils, but because the Watch of Ages is too demanding to allow dual allegiances to both the organization and a higher power. Divine spellcasters can make excellent allies, but they are meant to be agents of powers other than the Watch of Ages. Of arcane spellcasters, wizards and bards are the most likely to take interest in the Watch of Ages, for they each have access to knowledge and lore to which sorcerers are not as readily exposed.

It is expected that a watcher in shadows exercise patience in the fight against evil. It is the philosophy of the Watch of Ages that no powerful evil should be confronted before the time is right. To do otherwise would lead to widespread destruction and could expose the Watch of Ages to powers capable of destroying it forever.

WATCHER IN SHADOWS

REQUIREMENTS

To qualify to become a watcher in shadows, a character must fulfill the following criteria:

Alignment: Either Lawful Neutral, Lawful Good, or Neutral Good.

Gather Information: 4 ranks

Knowledge (any three): 8 ranks each

Spot: 4 ranks

Survival: 2 ranks

Feats: Alertness

Spellcasting: Ability to cast 3rd level arcane spells, at least one of which must be a Divination spell.

Special: Must belong to the Watch of Ages (see Blood Brotherhoods in Chapter 3).

CLASS SKILLS

The watcher in shadows' class skills are Bluff (Cha), Concentration (Con), Craft (Int), Disguise (Cha), Gather Information (Cha), Hide (Dex), Knowledge (any) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), Spot (Wis), Survival (Wis).

Skill Points at each Level: 4 + Int modifier

Hit Die: d4

CLASS FEATURES

All of the following are class features of the watcher in shadows prestige class.

Weapon and Armor Proficiency: A watcher in shadows is proficient with all simple and martial weapons, but has no proficiency in any form of armor or shield.

Spellcasting: A watcher in shadows continues training in magic. Whenever a new class level is gained, the watcher in shadows gains new spells per day as if he had also gained a level in an arcane spellcasting class he belonged to before taking any watcher in shadows levels. He does not, however, gain any other benefit a character of that class would have gained (metamagic or item creation feats, and so on) unless otherwise stated. This essentially means that he adds his watcher in shadows class level to the level of the other arcane spellcasting class, then determines spells per day, spells known, and caster level accordingly.

If a character had more than one arcane spellcasting class before he became a watcher in shadows, he must decide to which class he adds each level of watcher in shadows for purposes of determining spells per day when he adds that new level.

Secret Lore (Ex): All watchers in shadows are educated in the identities and histories of various ancient evils. Whenever a watcher in shadows encounters a creature or object that he has reason to believe is evil, the watcher in shadows may make a special Intelligence check with a bonus equal to his class level. This check reveals the identity of a creature or object, provided that creature or object is evil and

is no less than a century old. A successful check also reveals stories pertaining to the past of the creature or object in question, though it will not necessarily reveal the powers and vulnerabilities of that creature or object. The DC for this check varies based on the evil being revealed (GM's discretion).

Shadow (Ex): At 3rd level, a watcher in shadows gains a +1 competence bonus to all Hide, Listen, Move Silently, Spot, and Survival checks against any creature whose movements the watcher in shadows is currently following. This increases to a +2 competence bonus at 6th level and a +3 competence bonus at 9th level.

Illuminati (Ex): A 10th level watcher in shadows has a deep understanding of the methods used by the ancient evils he is sworn to monitor. Such a watcher in shadows need not directly observe a creature or object that he has reason to believe is evil in order to use his secret lore ability. He may also use this ability whenever he encounters a magical effect or uncovers a plot that he has reason to believe might have been enacted by an evil creature or object. If the magical effect or uncovered plot was directly caused by an evil creature or object that is no less than a century old and the watcher in shadows rolled a successful check while using

his secret lore ability, information is revealed about the creature or object just as if the watcher had encountered the creature or object itself. It is important to note that the connection between the creature or object and the magical effect or uncovered plot is not necessarily revealed.



Illustration by Phillip James

CHAPTER 2: CREATURES

While the generic, modern-era vampire is a monster that receives a fair amount of treatment in roleplaying games, there are also dozens of other vampire-related monsters found in folklore and fiction, from vampires to bloodsuckers to other types of beasts. This chapter endeavors to bring some of these derelict monstrosities into the light.

THE VAMPIRE SUBTYPE

In addition to the vampire template described in the *MM*, there are several undead creatures that have the special ‘vampire’ subtype. Each of these creatures counts as a vampire for the purpose of spell effects and special abilities unless stated otherwise in its description. Such a creature could be created with a *create greater undead* spell capable of creating a vampire, for example, provided the caster was aware of the existence of that particular type of vampire.

Creatures with the vampire template are distinguished from other undead by a collection of properties that, taken together, define all vampires. Vampires are corporeal undead that feed upon the living. They consume blood, life energy, or both, almost always showing a preference for blood. In addition to being able to consume food as if they were living beings, vampires also sleep, often in their graves. The extent to which a vampire requires sustenance and sleep can vary from individual to individual and campaign to campaign, but most require a little of each in order to maintain their unlife (see Optional Rule: Vampire Metabolism, below).

Despite being corporeal creatures, vampires possess one or more special abilities that transcend the limits of their physical form. Vampires can change shape, become incorporeal, or otherwise travel through solid matter. Each is also able to shrug off or quickly heal all but the most terrible wounds, as its physical form is a mere extension of its will. Destroying a vampire can only be accomplished through a handful of special means.

Fortunately, just as vampire hunters are limited in their options by the resistances of vampires, so too are vampires limited by a special set of weaknesses, a combination of allergens and taboos that greatly restrict a vampire’s behavior. These restrictions often vary from one species of vampire to another.

REPELLING A VAMPIRE

Most vampires are repelled by certain substances, objects, and areas. The very nature and presence of these repellants that can hold a vampire at bay vary depending upon the exact species of vampire in question. Most vampires have the allergen and taboo special qualities described below. They retain these extraordinary abilities even if they change shape.

Allergen (Ex): Certain things hold the vampire at bay in the same way a *magic circle against evil* spell holds nongood summoned creatures at bay. As with that spell, a thing that holds a vampire at bay is not an offensive measure, and if such

a thing is forced upon a vampire, that vampire can ignore the protection provided by that thing for the remainder of the current encounter.

Taboo (Ex): The vampire is unable to enter certain areas of its own free will. If the vampire is somehow forced into such an area against its will, the vampire collapses, paralyzed and helpless, so long as it remains in the area; it cannot leave under its own power.

DESTROYING A VAMPIRE

Most vampires have a rejuvenation special quality that allows them to reform after destruction unless their corpse is exhumed and properly destroyed. In most cases, this involves some combination of staking, decapitation, and cremation. Some vampires also have the sunlight vulnerability and water vulnerability special qualities described below. A vampire retains these extraordinary special qualities even if it changes shape.

Sunlight Vulnerability (Ex): If exposed to direct sunlight, a vampire reacts to that light as if it were a good-aligned cleric that had successfully turned the vampire. Additionally, if the vampire does not escape the light with a single move action during its next turn, the vampire is forever destroyed. The vampire’s rejuvenation special quality does not activate if the vampire is destroyed in this manner.

Water Vulnerability (Ex): If exposed to a body of water, a vampire is burned as if exposed to acid (1d6 damage per round, 10d6 damage instead if submersed). If a vampire ever suffers an amount of damage dealt in this way that exceeds its maximum hit point total, it is forever destroyed. The vampire’s rejuvenation special quality does not activate when the vampire is destroyed in this manner.

It is important to note that vampire species with this vulnerability are not able to transform creatures with natural swim speeds into vampires. The element of water greatly opposes members of these vampire species, and any creature that closely associated with water is safe from their powers after death.

OPTIONAL RULE: VORPAL WEAPONS

As undead, vampires are immune to critical hits. Thus, a vampire is immune to the effects of a vorpal weapon or attack, even though decapitation is one of the traditional methods for defeating (if not forever destroying) a vampire. If this optional rule is used, a vampire’s immunity to critical hits does not apply to vorpal weapons or attacks.

Using this rule makes vampires more vulnerable to attacks by high level characters that might have access to vorpal weapons, but does little to help lower level characters in their battles with vampires, as they are unlikely to have access to relevant weapons.

BLOODSUCKERS

TABLE 2.1: VAMPIRE DAMAGE

Vampire Size	Slam, Bite, Claw, or Tongue Damage
Fine	1 point
Diminutive	1d2 points
Tiny	1d3 points
Small	1d4 points
Medium	1d6 points
Large	1d8 points
Huge	2d6 points
Gargantuan	2d8 points
Colossal	4d6 points

OPTIONAL RULE: VAMPIRE METABOLISM

As undead, vampires are immune to nonlethal damage; a vampire cannot suffer from starvation or thirst. It is often likewise assumed that undead cannot become fatigued. If this optional rule is used, undead with the vampire subtype are vulnerable to starvation, thirst, and fatigue just as if they were living beings unless otherwise noted in their description. If a vampire dies of starvation or thirst, it is permanently destroyed.

Using this optional rule does much to distinguish vampires from other forms of undead, and to give them motivation to interact with others, if only to feed upon the living. Most will also feel it necessary to interact with humanoid society so that they have an opportunity to divert attention from themselves when the locals go looking for the source of the perpetrator of their evil.

Alternate versions of this optional rule might make vampires subject to starvation or thirst at a slower rate than mortals or might limit the amount of damage that a vampire can suffer from starvation or thirst. This second option insures that hungry vampires are weaker and more desperate than well-fed vampires, but are not at risk of total destruction, regardless of how long it has been since they last fed.

Starvation and thirst might also cause a vampire to weaken in ways other than suffering damage. If a vampire goes for a certain amount of time without feeding, for example, it might gain the lesser vampire template if it did not already have it, remaining a lesser vampyr until it consumes a certain amount of blood or life energy.

OPTIONAL RULE: AGING

It is generally assumed that vampires are immortal and unchanging, as are other undead, but this need not be the case. Using this optional rule, vampires become more powerful over time. For every century that passes in which a given vampire did not gain any class levels, that vampire automatically gains a class level in a class of its choice. This level represents the power that the vampire has accrued as a result of its advanced age and has gained regardless of the vampire's access to training. The vampire gains the level even it has spent the

last century buried underground, for example.

Alternate versions of this rule that would be truer to real world folklore could instead assign vampires a limited life span. Once the vampire reaches a certain age, usually forty days or thirty years, it has expended the last of the negative energy that has sustained its existence and its unlife comes to an end. The vampire crumbles to dust or gains the evil reborn template and becomes a living being once more. The vampire might be able to extend its limited unlife through the use of special magical rituals, or by consuming a sufficient amount of blood each night.

VAMPIRE ATTACK FORMS

Almost all vampires are created using monster templates. Many of those templates bestow additional attack forms upon a base creature, and the damage dealt by those additional attack forms is dependent upon the size of the base creature, as determined by **Table 2.1: Vampire Damage**.

Most vampires also have a blood drain attack that deals damage dependent upon the base creature's size. Blood drain attacks are not unique to vampires however, as many other creatures drain blood.

BLOODSUCKERS

Many type of creatures are bloodsuckers, not all of them undead. In fact, quite a few living creatures exist that feed upon blood, from the infamous vampire bat to the elusive and mythical chupacabra. While often not as powerful as vampires, living bloodsuckers can nevertheless prove to be dangerous foes. Not only are they deadly in combat, but also are likely to spread panic wherever they go; it is sometimes difficult to tell whether an attack has resulted from the efforts of a living bloodsucker or those of a vampire.

TABLE 2.2: BLOODSUCKER DAMAGE

Bloodsucker Size	Blood Drain Damage or Constitution Drain*
Fine	1 point
Diminutive	1d2 points
Tiny	1d3 points
Small	1d4 points
Medium	1d4 points
Large	1d4 points
Huge	1d6 points
Gargantuan	1d8 points
Colossal	1d10 points

* Some creatures with the blood drain special attack deal temporary Constitution damage each round while others instead permanently drain points of Constitution. See individual monster descriptions for details.

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BLOOD DRAIN ATTACKS

The blood drain special attack is a trait common to most bloodsuckers, including most vampires. In the case of living bloodsuckers, it allows the attacker to inflict temporary Constitution damage upon its victims by drawing out their blood. In the case of undead bloodsuckers, the methods are the same, but the resulting injury usually results in permanent Constitution drain instead of mere Constitution damage. In either case, victims that have no blood are immune to this attack.

The amount of Constitution damage or drain caused by a creature's blood drain special attack is directly dependent upon the size of the creature, as determined by **Table 2.2: Bloodsucker Damage**.

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The following are several varieties of vampires, living bloodsuckers, and related creatures. Some are also examples of creatures created using new monster templates, in which case the description of the creature is followed by a description of the new template that explains how to create similar monsters. For more details on using monster templates, and for a description of the vampire template, see the *MM*.

ABERRANT VAMPIRE

An aberrant vampire is a monstrosity that shouldn't be able to exist, an aberration that has somehow become infused with negative energy. The only creatures that rise as aberrant vampires on a regular basis are the aberrations known as callicantzaros, and it is thus that most aberrant vampires are also callicantzaros.

SAMPLE ABERRANT VAMPIRE

The creature was vaguely humanoid but also disturbingly beastlike. Though it might have been humanoid, the gray-skinned thing was crawling around on all fours. Feral, red eyes; vicious fangs; tall, pointed ears; and coven back feet added to the monstrous nature of its appearance. Some witnesses later claimed that creature had the unusual property of glowing faintly in the twilight. We were too busy fending off its savage attacks to notice...

This example uses a callicantzaro as the base creature. Note that aberrant vampires do not gain the vampire subtype.

Medium-Size Undead (Augmented Aberration)

Hit Dice: 1d12 (5 hp)

Initiative: +7

Speed: 30 ft. (6 squares)

AC: 21 (+3 Dex, +6 natural), 15 touch, 18 flat-footed

Base Attack/Grapple: +0/+0

Attack: Bite +3 melee (1d8+1 plus cling and energy drain) or javelin +3 ranged (1d6+1)

Full Attack: Bite +3 melee (1d8+1 plus cling and energy drain) or javelin +3 ranged (1d6+1)

Space/Reach: 5 ft./5 ft.

Special Attacks: Blood drain, energy drain, spell-like abilities

Special Qualities: Damage reduction 10/magic and silver, darkvision 60 ft., phase door, regeneration 10, resistance to cold 10 and electricity 10, spider climb, turn resistance +4, undead traits

Saves: Fort +0, Ref +5, Will +3

Abilities: Str 12, Dex 17, Con –, Int 2, Wis 13, Cha 6

Skills: Climb +16*, Hide +20, Intimidate +6, Listen +15, Move Silently +16, Search +4, Spot +11, Wilderness Lore +5

Feats: Alertness^B, Improved Initiative^B, Weapon Finesse (bite)

Environment: Underground

Organization: Solitary

Challenge Rating: 3

Treasure: None

Alignment: Always chaotic evil

Advancement: By character class

Level Adjustment: –

Regardless of the behavior and intelligence they possessed during life, aberrant vampires are all animal-like creatures. They exist to stalk and devour prey, as would any voracious predator, and serve no other purpose. Their existence outside of the nature insures that they have no particular reason to interact with one another except to compete for food.

Aberrant vampires do not speak any languages and do not attempt to communicate with any creature.

COMBAT

When hungry – which is most of the time – aberrant vampires attack anything they believe they can eat without regard for their own well being. Though not particularly intelligent, aberrant vampires are cunning, possessing the same instinctive knowledge of hunting strategies shared by many natural predators.

Having no aversion to sunlight, aberrant vampires are on the prowl both at night and during the day.

Blood Drain (Ex): Every round an aberrant vampire pins a living foe, the aberrant vampire may draw out that creature's blood with its fangs, causing 1d4 points of Constitution drain. Creatures that have no blood are immune to this special attack.

Energy Drain (Su): Any living creature hit by an aberrant vampire's bite attack gains one negative level (Fortitude ne-

ABERRANT VAMPIRE

gates, DC 8). For each negative level bestowed, the aberrant vampire heals 5 points of damage, with healing in excess of the damage it has suffered being gained as temporary hit points. Negative levels bestowed by an aberrant vampire have a maximum duration of 24 hours. If a negative level bestowed by an aberrant vampire is not removed before its duration expires, the level (or Hit Dice) of the creature upon which it was inflicted is reduced by one (Fortitude negates, DC 8).

Spell-like Abilities: At will – enlarge (self only) and reduce (self only). While enlarged, an aberrant vampire gains a 10-foot natural reach but gets a –1 size penalty to AC and attack rolls, each in addition to the spell's normal effects. While reduced, an aberrant vampire gains a +1 size modifier to AC and attack rolls in addition to the spell's normal effects. These abilities are otherwise as the spells cast by a 5th level sorcerer.

Phase Door (Su): As part of a move or double move action, an aberrant vampire may pass through its coffin and/or up to six feet of soil as if each were a wall upon which the aberrant vampire had cast a permanent phase door spell. If a barrier is too thick for an aberrant vampire to pass through with one use of this ability, the aberrant vampire cannot pass through that barrier at all (not even part of the way). Neither can the aberrant vampire pass through materials other than soil unless those materials are part of its own coffin.

Regeneration (Ex): Fire deals normal damage to an aberrant vampire; all other attack forms deal nonlethal damage to an aberrant vampire instead of lethal damage. Regeneration does not restore hit points lost from starvation, thirst, or suffocation. If an aberrant vampire loses a limb or body part, the lost portion regrows in 3d6 minutes. Alternately, the aberrant vampire may instantly reattach the lost portion by holding it to the stump from which it was cut.

Resistance (Ex): An aberrant vampire has resistance to cold 10 and electricity 10.

Spider Climb (Su): An aberrant vampire permanently benefits from the effects of a spider climb spell.

Turn Resistance (Ex): An aberrant vampire has +4 turn resistance.

Undead Traits: An aberrant vampire is immune to mind-influencing effects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects that do not specifically affect undead, and any effect that both requires a Fortitude save and does not affect objects. It is not subject to critical hits, nonlethal damage, ability damage, ability drain, energy drain, or death from massive damage. An aberrant vampire cannot be raised and can only be resurrected if it is willing. It has darkvision (60-foot range). Undead do not breathe, eat, or sleep.

Skills: Aberrant vampires receive a +8 racial bonus to Climb, Hide, Intimidate, Listen, Move Silently, Search, and Spot checks. Aberrant vampires use their Dexterity modifier for Climb checks.

CREATING AN ABERRANT VAMPIRE

Except for the curse placed upon all callicantzaros (q.v.), there is no reliable process that brings aberrant vampires into existence. A create greater undead spell is not able to animate

the corpses of aberrations as aberrant vampires, and no special variants of that spell are currently known to exist.

That said, “aberrant vampire” is a template that can be added to any aberration (hereafter referred to as the “base creature”). An aberrant vampire uses all of the base creature's statistics except as noted below.

Type: The base creature's type changes to “undead (augmented aberration)”. Despite the template's name, the base creature does not gain the vampire subtype. Do not recalculate base attack bonus, saves, or skill points. Size is unchanged.

Hit Dice: Increase all current and future Hit Dice to d12s.

AC: The base creature's natural armor improves by +3 and its AC is modified to reflect its new Dexterity score.

Special Attacks: An aberrant vampire retains the base creature's special attacks and gains energy drain as an additional special attack. If the base creature has one or more bite attacks, it also gains blood drain as an additional special attack.

Blood Drain (Ex): Every round an aberrant vampire pins a living foe with a successful grapple attack, the aberrant vampire may draw out that creature's blood with its fangs, causing Constitution drain dependant upon its size, as per Table 2.2: Bloodsucker Damage. Creatures that have no blood are immune to this special attack.

Energy Drain (Su): A living creature hit by any of an aberrant vampire's natural weapons (excluding unarmed strike attacks) gains one negative level (Fortitude negates, DC 10 + 1/2 aberrant vampire's Hit Dice + aberrant vampire's Charisma modifier). For each negative level bestowed, the aberrant vampire heals 5 points of damage, with healing in excess of the damage it has suffered being gained as temporary hit points. Negative levels bestowed by an aberrant vampire have a maximum duration of 24 hours. If a negative level bestowed by an aberrant vampire is not removed before its duration expires, the level (or Hit Dice) of the creature upon which it was inflicted is reduced by one (Fortitude negates, DC 10 + 1/2 aberrant vampire's Hit Dice + aberrant vampire's Charisma modifier).

Special Qualities: If the base creature had either fire resistance or immunity to fire, the base creature loses that ability. An aberrant vampire otherwise retains the base creature's special qualities and gains those described below.

Phase Door (Su): As part of a move or double move action, an aberrant vampire may pass through its coffin and/or up to six feet of soil as if each were a stone wall upon which the aberrant vampire had cast a permanent phase door spell. If a barrier is too thick for an aberrant vampire to pass through with one use of this ability, the aberrant vampire cannot pass through that barrier at all (not even part of the way). Neither can the aberrant vampire pass through materials other than soil unless those materials are part of its own coffin.

Regeneration (Ex): Fire deals normal damage to an aberrant vampire; all other attack forms deal nonlethal damage to an aberrant vampire instead of lethal damage. Aberrant vampires heal 10 points of nonlethal damage per round. Regeneration does not restore hit points lost from starvation, thirst,

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or suffocation. If an aberrant vampire loses a limb or body part, the lost portion regrows in 3d6 minutes. Alternately, the aberrant vampire may instantly reattach the lost portion by holding it to the stump from which it was cut.

Resistance (Ex): An aberrant vampire has resistance to cold 10 and electricity 10.

Spider Climb (Su): An aberrant vampire permanently benefits from the effects of a spider climb spell.

Turn Resistance (Ex): An aberrant vampire has +4 turn resistance.

Undead Traits: An aberrant vampire is immune to mind-influencing effects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects that do not specifically affect undead, and any effect that both requires a Fortitude save and does not affect objects. It is not subject to critical hits, nonlethal damage, ability damage, ability drain, energy drain, or death from massive damage. An aberrant vampire cannot be raised and can only be resurrected if it is willing. It has darkvision (60-foot range). Undead do not breathe, eat, or sleep.

Abilities: Modify the base creature's scores as follows: Str +2, Dex +2, Int reduced to 2 if not already lower, Wis +2, Cha reduced to 6 if not already lower. Aberrant vampires have no Constitution scores.

Skills: Aberrant vampires receive a +8 racial bonus to Climb, Hide, Intimidate, Listen, Move Silently, Search, and Spot checks. They otherwise have the same skills as the base creature. (An aberrant vampire's total ranks in all skills are not adjusted to reflect its new Intelligence score, though it loses any languages it may have possessed in life.)

Feats: Aberrant vampires gain Alertness and Improved Initiative as bonus feats. They otherwise have the same feats as the base creature.

Organization: Solitary.

Challenge Rating: As base creature +2.

Treasure: None.

Alignment: Always chaotic evil, regardless of the base creature's alignment.

Advancement: By character class.

Level Adjustment: -

REPELLING AN ABERRANT VAMPIRE

There are no special ways to repel an aberrant vampire.

DESTROYING AN ABERRANT VAMPIRE

An aberrant vampire does not have any special vulnerabilities, but an aberrant vampire that is reduced to 0 hit points is forever destroyed. As a result of the aberrant vampire's regeneration ability, this can only be accomplished by the application of fire.

ASTRAL VAMPIRE

Astral vampires feed not on blood, but upon the life energy of their prey. Disturbingly, an astral vampire does not need to be physically present to feed. Instead, astral vampires are notorious for sending their souls forth in incorporeal form

to wreck havoc upon the living while their physical forms remain safely in their coffins.

The physical form of an astral vampire will not decay to the point that only a skeleton remains, but is otherwise very poorly preserved in undeath. The bodies of most astral vampires are little more shrunken husks. On the other hand, an astral vampire's incorporeal form resembles the form the astral vampire had while alive, though it often appears slightly idealized, improved to reflect the astral vampire's high opinion of itself. The astral vampire's incorporeal form can also assume the form of a black cat.

Astral vampires speak the languages they knew in life, and are able to speak while incorporeal so long as they are not in cat form.

SAMPLE ASTRAL VAMPIRE

Huddled within the coffin was the mummified form of some long-dead human, his belongings long-since stripped of any value. The cloth wrappings were brown from age, and the whole crypt smelled of mold and decay. But something wasn't right...

This example uses a 5th-level human sorcerer as the base creature.

Medium Undead (Augmented Humanoid, Vampire)

Hit Dice: 5d12 (32 hp)

Initiative: +5

Speed: 30 ft. (6 squares), fly 30 ft. (perfect)

AC: 17 (+1 Dex, +6 deflection), 17 touch, 16 flat-footed

Base Attack/Grapple: +2/+2

Attack: Dagger +2 melee (1d4/19-20) or incorporeal touch +2 melee (1d4/19-20 plus energy drain) or sling +3 ranged (1d4)

Full Attack: Dagger +2 melee (1d4/19-20) or incorporeal touch +2 melee (1d4/19-20 plus energy drain) or sling +3 ranged (1d4)

Space/Reach: 5 ft./5 ft.

Special Attack: Create spawn, energy drain, fearsome gaze, soul theft, spells

Special Qualities: Alternate form, damage reduction (10/silver and magic), darkvision 60 ft., fast healing 5, incorporeal form, resistance to cold 10 and electricity 10, taboo, turn resistance +4, undead traits

Saves: Fort +1, Ref +2, Will +9

Abilities: Str 10, Dex 13, Con -, Int 18, Wis 16, Cha 22

Skills: Bluff +20*, Concentration +11, Craft (any one) +12, Hide +10*, Knowledge (arcana) +11, Listen +11*, Move Silently +11*, Profession (any one) +12, Search +12*, Sense Motive +11*, Spellcraft +11, Spot +12*

Feats: Alertness^B, Combat Reflexes^B, Dodge^B, Improved Initiative^B, Iron Will^B, Scribe Scroll, Silent Spell, Still Spell

Environment: Any land and underground

Organization: Solitary, pair, or coven (3-5)

Challenge Rating: 7

Treasure: Double standard

Alignment: Any evil

Advancement: By character class

Level Adjustment: +7

COMBAT

Astral vampires almost never send their corporeal forms into combat. In fact, the corporeal form of a typical astral vampire remains buried in the vampire's coffin, as astral vampires are more than willing to conduct their business and fight their battles while incorporeal. Astral vampires know that the destruction of their astral body does little to hamper them, and they thus fight to the death while incorporeal.

Create Spawn (Su): Whenever a humanoid or monstrous humanoid dies as a result of an astral vampire draining its life energy, that creature rises again as an astral vampire in thirty days.

Energy Drain (Su): Any living creature hit by an astral vampire's incorporeal touch attack (see incorporeal form, below) gains two negative levels. For each negative level bestowed, the astral vampire heals 5 points of damage, with healing in excess of the damage it has suffered being gained as temporary hit points. Negative levels bestowed by an astral vampire have a maximum duration of 24 hours. If a negative level bestowed by an astral vampire is not removed before its duration expires, the level (or Hit Dice) of the creature upon which it was inflicted is reduced by one (Fortitude negates, DC 18).

Fearsome Gaze (Su): Any creature within 30 feet of an astral vampire that meets its eyes can be targeted by the astral vampire's gaze attack on the astral vampire's next turn. As a standard action, the astral vampire may glare at any such creature, causing the creature to suffer a -8 morale penalty to attack rolls, damage rolls (both weapon and spell), saving throws, and skill checks for a number of rounds equal to the astral vampire's Hit Dice (Will negates, DC 18).

Soul Theft (Su): When in the form of a black cat (see alternate form, below), an astral vampire can lick the lips of a dying creature as a standard action to duplicate the effects of a *death knell* spell targeting that creature, as cast by a cleric of a level equal to the astral vampire's Hit Dice (Will negates, DC 18). Any creature slain by this ability cannot be restored to life by any means unless the astral vampire that slew it is first destroyed.

Spells: An astral vampire casts spells as a 5th level sorcerer (spells known 6/4/2; spells per day 6/6/4; save DC 16 + spell level).

Alternate Form (Ex): While using its incorporeal form ability, an astral vampire may cause its astral body to assume the form of a black cat as a standard action. This ability duplicates the effects of a *polymorph* spell cast by an 8th level sorcerer except that the astral vampire can only assume the form of a

Illustration by Ed Bourelle



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black cat and can remain in that form indefinitely. An astral vampire's astral body retains the incorporeal subtype even when in cat form, but cannot fly, instead being forced to travel along horizontal surfaces as if it were corporeal.

Fast Healing (Ex): An astral vampire regains lost hit points at a rate of 5 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow for the re-growth or reattachment of lost body parts.

Incorporeal Form (Su): Once per night, an astral vampire may leave its material body behind and assume a non-material form. This ability duplicates the effects of an *astral projection* spell cast by an 18th level sorcerer, except the astral body it creates appears on the same plane that the astral vampire currently occupies and gains the incorporeal subtype. As with the *astral projection* spell, the astral vampire's physical form remains behind in a trance while its astral body exists.

While using this ability, an astral vampire can be harmed only by other incorporeal creatures, +1 or better magic weapons, spells, spell-like abilities, and supernatural effects. It ignores damage dealt by a corporeal source 50% of the time unless that source was a force effect or a ghost touch weapon. The astral body can pass through solid objects, but not force effects and must remain adjacent to the object's exterior, and so cannot pass through an object whose space is larger than it own, but only has cover when it attacks. An incorporeal creature inside an object has total cover. Its attacks ignore natural armor, armor, and shields, but deflection bonuses and force effects still apply against them. An astral body always moves silently and cannot be heard with a Listen check, each unless it deliberately chooses otherwise.

Taboo (Ex): An astral vampire is unable to enter any area enclosed in a circle of salt of its own free will. If an astral vampire is somehow forced into such an area against its will (as when a circle of salt is drawn around it), the vampire collapses, paralyzed and helpless, so long as it remains in the area; it cannot leave under its own power.

Turn Resistance (Ex): An astral vampire has +4 turn resistance.

Undead Traits: An astral vampire is immune to mind-influencing effects, poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects that do not specifically affect undead, and any effect that both requires a Fortitude save and does not affect objects. It is not subject to critical hits, nonlethal damage, ability damage, ability drain, energy drain, or death from massive damage. An undead creature possesses immunity to any effect that requires a Fortitude save and uses its Charisma bonus to Concentration checks. An astral vampire cannot be raised and can only be resurrected if it is willing; it also has darkvision (60-foot range). Undead do not breathe, eat, or sleep.

Skills: Astral vampires receive a +8 racial bonus to Bluff, Hide, Listen, Move Silently, Search, Sense Motive, and Spot checks.

CREATING AN ASTRAL VAMPIRE

"Astral vampire" is a template that can be added to any humanoid or monstrous humanoid (hereafter referred to

as the "base creature"). If the base creature has less than 5 Hit Dice, it also gains the lesser vampire template. An astral vampire uses all of the base creature's statistics except as noted below.

Size and Type: The base creature's type changes to undead (augmented humanoid or monstrous humanoid, vampire). Do not recalculate base attack bonus, saves, or skill points. Size is unchanged.

Hit Dice: Increase all current and future Hit Dice to d12s.

AC: An astral vampire gains a deflection bonus to its AC equal to its Charisma bonus (if any) and its AC is modified to reflect its new Dexterity score. While incorporeal, an astral vampire's natural armor (if any) applies only against other incorporeal creatures. An astral vampire's AC is otherwise the same as the base creature's AC.

Attack: In incorporeal form, an astral vampire gains an incorporeal touch attack as a result of this template.

Damage: Any incorporeal touch attack a creature gains as a result of this template deals 1d4 points of damage.

Special Attack: An astral vampire retains the base creature's special attacks and gains those described below. Saves have a DC of 10 + 1/2 astral vampire's HD + astral vampire's Cha modifier unless noted below.

Create Spawn (Su): Whenever a humanoid or monstrous humanoid dies as a result of an astral vampire draining its life energy, that creature rises again as an astral vampire in thirty days.

Energy Drain (Su): Any living creature hit by an astral vampire's incorporeal touch attack (see incorporeal, below) gains two negative levels. For each negative level bestowed, the astral vampire heals 5 points of damage, with healing in excess of the damage it has suffered being gained as temporary hit points. Negative levels bestowed by an astral vampire have a maximum duration of 24 hours. If a negative level bestowed by an astral vampire is not removed before its duration expires, the level (or Hit Dice) of the creature upon which it was inflicted is reduced by one (Fortitude negates, DC 10 + 1/2 astral vampire's HD + astral vampire's Cha modifier).

Fearsome Gaze (Su): Any creature within 30 feet of an astral vampire that meets its eyes can be targeted by the astral vampire's gaze attack on the astral vampire's next turn. As a standard action, the astral vampire may glare at any such creature, causing the creature to suffer a -8 morale penalty to attack rolls, damage rolls (both weapon and spell), saving throws, and skill checks for a number of rounds equal to the astral vampire's Hit Dice (Will negates, DC 10 + 1/2 astral vampire's HD + the astral vampire's Cha modifier).

Soul Theft (Su): When in the form of a black cat (see alternate form, below), an astral vampire can lick the lips of a dying creature as a standard action to duplicate the effects of a *death knell* spell targeting that creature, as cast by a cleric of a level equal to the astral vampire's Hit Dice (Will negates, DC 10 + 1/2 astral vampire's HD + astral vampire's Cha modifier). Any creature slain by this ability cannot be restored to life by any means unless the astral vampire that slew it is first destroyed.

BARB-TONGUED VAMPIRE (UPIOR)

Special Qualities: An astral vampire retains the base creature's special qualities and gains those described below.

Alternate Form (Ex): While using its incorporeal form ability, an astral vampire may cause its astral body to assume the form of a black cat as a standard action. This ability duplicates the effects of a *polymorph* spell cast by an 8th level sorcerer except that the astral vampire can only assume the form of a black cat and can remain in that form indefinitely. An astral vampire's astral body retains the incorporeal subtype even when in cat form, but cannot fly, instead being forced to travel along horizontal surfaces as if it were corporeal.

Damage Reduction (Su): An astral vampire has damage reduction 10/silver and magic. An astral vampire's natural attacks are treated as magic weapons for the purposes of overcoming damage reduction.

Incorporeal Form (Su): Once per night, an astral vampire may leave its material body behind and assume a non-material form. This ability duplicates the effects of an *astral projection* spell cast by an 18th level sorcerer, except the astral body it creates appears on the same plane that the astral vampire currently occupies and gains the incorporeal subtype. As with the *astral projection* spell, the astral vampire's physical form remains behind in a trance while its astral body exists.

As a creature with the incorporeal subtype, an astral body can be harmed only by other incorporeal creatures, +1 or better magic weapons, spells, spell-like abilities, and supernatural effects. It ignores damage dealt by a corporeal source 50% of the time unless that source was a force effect or a ghost touch weapon. The astral body can pass through solid objects, but not force effects and must remain adjacent to the object's exterior, and so cannot pass through an object whose space is larger than it own, but only has cover when it attacks. An incorporeal creature in side an object has total cover. Its attacks ignore natural armor, armor, and shields, but deflection bonuses and force effects still apply against them. An astral body always moves silently and cannot be heard with a Listen check, each unless it deliberately chooses otherwise.

Fast Healing (Ex): An astral vampire regains lost hit points at a rate of 5 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow for the re-growth or reattachment of lost body parts.

Resistance (Ex): An astral vampire has resistance to cold 10 and electricity 10.

Taboo (Ex): An astral vampire is unable to enter any area enclosed in a circle of salt of its own free will. If an astral vampire is somehow forced into such an area against its will (as when a circle of salt is drawn around it), the vampire collapses, paralyzed and helpless, so long as it remains in the area; it cannot leave under its own power.

Turn Resistance (Ex): An astral vampire has +4 turn resistance.

Undead Traits: An astral vampire is immune to mind-influencing effects, poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects that do not specifically affect undead, and any effect that both requires a Fortitude save and does not affect objects. It is not subject to critical hits, nonlethal damage, ability damage, ability drain, energy drain, or death from massive damage. An undead creature

possesses immunity to any effect that requires a Fortitude save and uses its Charisma bonus to Concentrations checks. An astral vampire cannot be raised and can only be resurrected if it is willing; it also has darkvision (60-foot range). Undead do not breathe, eat, or sleep.

Abilities: Increase the base creature's scores as follows: Str +2, Dex +2, Int +4, Wis +4, Cha +6. Astral vampires have no Constitution scores.

Skills: Astral vampires receive a +8 racial bonus to Bluff, Hide, Listen, Move Silently, Search, Sense Motive, and Spot checks. Otherwise the skills are the same as the base creature.

Feats: Astral vampires gain Alertness, Combat Reflexes, Dodge, Improved Initiative, and Iron Will as bonus feats, provided the base creature meets the prerequisites and does not already have these feats.

Organization: Solitary, pair, or coven (3-5).

Challenge Rating: As base creature +2.

Treasure: Double standard.

Alignment: Any evil.

Advancement: By character class.

Level Adjustment: Same as base creature +7.

REPELLING AN ASTRAL VAMPIRE

An astral vampire suffers from the taboo special quality described below, which it retains even if it changes shape.

Taboo (Ex): An astral vampire is unable to enter any area enclosed in a circle of salt of its own free will. If an astral vampire is somehow forced into such an area against its will (as when a circle of salt is drawn around it), the vampire collapses, paralyzed and helpless, so long as it remains in the area; it cannot leave under its own power.

DESTROYING AN ASTRAL VAMPIRE

An astral vampire has no special vulnerabilities, but an astral vampire that is reduced to 0 hit points is forever destroyed. (Note that reducing an astral vampire's astral body to 0 hit points or less ends the vampire's use of that ability for the day but does not otherwise harm the vampire in any way.)

BARB-TONGUED VAMPIRE (UPIOR)

Particularly voracious, even by the standards of undead bloodsuckers, barb-tongued vampires are infamous for their namesake natural weapon, their love of blood, and their invulnerability to sunlight. In addition to drinking blood, barb-tongued vampires are also known to bathe in blood, sleep in pools of blood, and to explode in a shower of blood when slain.

A barb-tongued vampire appears as it did in life, but is rarely mistaken for a normal living creature. The first indication of its abnormality is its notorious tongue, a member that can be as long as the vampire's arm and cannot be fully retracted into the vampire's mouth. Further, it is fairly obvious to observers that the vampire's exposed tongue ends in a wicked barb. Add to this is the fact that a barb-tongued

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vampire is so swollen with blood that it's body appears unnaturally plump and there is no mistaking the fact that a barb-tongued vampire is some sort of unholy monster.

A vampire of this sort understands all languages it spoke in life, but cannot speak on account of its horribly warped tongue.

SAMPLE BARB-TONGUED VAMPIRE

The plump creature has sunken eyes and a long, barbed tongue that slithers out of its mouth. While it looks to have once been human, it has long since ceased to be anything tied to the world of civilized men and elves.

This example uses a 5th-level human fighter as the base creature.

Medium Undead (Augmented Humanoid, Vampire)

Hit Dice: 5d12 (32 hp)

Initiative: +7

Speed: 20 ft. (4 squares)

AC: 28 (+3 Dex, +8 natural, +5 breastplate, +2 heavy steel shield), 13 touch, 25 flat-footed

Base Attack/Grapple: +5/+11

Attack: Tongue +11 melee (1d6+6) or javelin +9 ranged (1d6+8)

Full Attack: Tongue +11 melee (1d6+6) or javelin +9 ranged (1d6+8)

Space/Reach: 5 ft./5 ft.

Special Attack: Animal allies, blood drain, create spawn, death throes, hypnotic gaze

Special Qualities: Allergen, damage reduction (10/silver and magic), darkvision 60 ft., fast healing 5, phase door, rejuvenation, resistance to cold 10 and electricity 10, taboo, turn resistance +4, undead traits

Saves: Fort +6, Ref +6, Will +3

Abilities: Str 22, Dex 17, Con –, Int 12, Wis 10, Cha 16

Skills: Climb +20*, Hide +11*, Intimidate +17*, Jump +20*, Listen +12*, Move Silently +11*, Spot +12*, Swim +12

Feats: Alertness^B, Blind-Fight, Dodge, Great Fortitude^B, Improved Initiative^B, Improved Unarmed Strike^B, Iron Will, Lightning Reflexes^B, Power Attack, Weapon Focus (javelin), Weapon Specialization (javelin)

Environment: Any land and underground

Organization: Solitary, pair, or nest (3-5)

Challenge Rating: 7

Treasure: Double standard

Alignment: Any evil

Advancement: By character class

Level Adjustment: +8

COMBAT

A barb-tongued vampire loves nothing more than paralyzing a creature with its hypnotic gaze and then draining that creature's blood. When facing multiple opponents, a barb-tongued vampire ignores all but its intended victim unless it has reason to believe that the others in the group are able to hurt it. In this second case, the vampire attempts to scatter or incapacitate it foes so that it may then feed off each in turn without being harassed by the rest.

Animal Allies (Su): At will, as a standard action, a barb-tongued vampire may duplicate the effects of a *charm animal* spell (Will negates, DC 11). Only wild (non-domesticated) rodents and canines can be befriended with this special ability.

Blood Drain (Ex): Every round a barb-tongued vampire pins a living foe, the barb-tongued vampire may draw out that creature's blood with its barbed tongue, causing 1d4 Constitution drain. Creatures that have no blood are immune to this special attack.

Create Spawn (Su): Whenever a humanoid or monstrous humanoid without a swim speed dies as result of a barb-tongued vampire draining its blood, the creature rises again as a barb-tongued vampire in nine days unless it is buried face-down holding a holy symbol.

Death Throes (Ex): When destroyed, a barb-tongued vampire explodes in 5-foot radius burst of blood and gore. Creatures caught within this burst are *nauseated* for 1d4 rounds (Will negates, DC 15) and are exposed to the effects of the barb-tongued vampire's blood (if any, including exposure to any and all diseases the barb-tongued vampire can transmit). If the barb-tongued vampire was draining a creature's blood when it burst, the barb-tongued vampire's tongue remains lodged in that creature. The creature continues to bleed for 1 point of temporary Constitution damage per round until the tongue is removed with a successful Heal check (DC 15).

Hypnotic Gaze (Su): Any creature within 30 feet of a barb-tongued vampire that meets its eyes can be targeted by the barb-tongued vampire's gaze attack on the barb-tongued vampire's next turn. As a standard action, the barb-tongued vampire may glare at any such creature, causing the creature to become paralyzed for 5 rounds (Will negates, DC 15).

Allergen (Ex): Creatures that have tasted the blood of any vampire can hold a barb-tongued vampire at bay in the same way a *magic circle against evil* spell holds nongood summoned creatures at bay. As with that spell, a creature's repelling action is not considered an offensive measure, and if one is forced upon a barb-tongued vampire, that vampire can ignore the protection provided by that creature for the remainder of the current encounter.

Damage Reduction (Su): A barb-tongued vampire has damage reduction 10/silver and magic. A barb-tongued vampire's natural attacks are treated as magic weapons for the purposes of overcoming damage reduction.

Fast Healing (Ex): A barb-tongued vampire regains lost hit points at a rate of 5 per round. Fast healing does not restore hit

BARB-TONGUED VAMPIRE (UPRIOR)

points lost from starvation, thirst, or suffocation, nor does it allow for the re-growth or reattachment of lost body parts.

Phase Door (Su): As part of a move or double move action, a barb-tongued vampire may pass through its blood pool and/or up to six feet of soil as if each were a stone wall upon which the vampire had cast a permanent *phase door* spell. If a barrier is too thick for a barb-tongued vampire to pass through with one use of this ability, the barb-tongued vampire cannot pass through that barrier at all (not even part of the way). Neither can the vampire pass through materials other than soil unless those materials are part of its own blood pool.

Rejuvenation (Su): When a barb-tongued vampire is destroyed, it wastes away into nothing and its corpse reforms, intact, within its blood pool. The corpse rises again as a full-strength barb-tongued vampire after nine days have passed unless it has been both impaled upon a stake and decapitated, or has been destroyed in a more complete manner. Otherwise damaging the corpse merely prevents it from rising as a barb-tongued vampire until nine days have passed since it was last disturbed.

Resistance (Ex): A barb-tongued vampire has resistance to cold 10 and electricity 10.

Taboo (Ex): A barb-tongued vampire is unable to enter any body of water or any area above a body of water of its own free will. If a barb-tongued vampire is somehow forced into such an area against its will, the vampire collapses, paralyzed and helpless, so long as it remains in the area; it cannot leave under its own power.

Turn Resistance (Ex): A barb-tongued vampire has +4 turn resistance.

Undead Traits: A barb-tongued vampire is immune to mind-influencing effects, poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects that do not specifically affect undead, and any effect that both requires a Fortitude save and does not affect objects. It is not subject to critical hits, nonlethal damage, ability damage, ability drain, energy drain, or death from massive damage. An undead creature possesses immunity to any effect that requires a Fortitude save and uses its Charisma bonus to Concentrations checks. A barb-tongued vampire cannot be raised and can only be resurrected if it is willing; it also has darkvision (60-foot range). Undead do not breathe, eat, or sleep.

Water Vulnerability (Ex): If exposed to a body of water, a barb-tongued vampire is burned as if exposed to acid (1d6 damage per round, 10d6 damage instead if submersed). If

a barb-tongued vampire ever suffers an amount of damage dealt in this way that exceeds its maximum hit point total, it is forever destroyed. The barb-tongued vampire's rejuvenation special quality does not activate when the vampire is destroyed in this manner.

Skills: Barb-tongued vampires receive a +8 racial bonus to Climb, Hide, Intimidate, Jump, Listen, Move Silently, and Spot checks.

CREATING A BARB-TONGUED VAMPIRE

"Barb-tongued vampire" is a template that can be added to any humanoid or monstrous humanoid that does not have a natural swim speed (hereafter referred to as the "base creature"). If the base creature has less than 5 Hit Dice, it also gains the lesser vampire template.

A barb-tongued vampire uses all of the base creature's statistics except as noted below.

Size and Type: The base creature's type changes to undead (augmented humanoid or monstrous humanoid, vampire). Do not recalculate base attack bonus, saves, or skill points. Size is unchanged.

Hit Dice: Increase all current and future Hit Dice to d12s.

AC: The base creature's natural armor improves by +8 and its AC is modified to reflect its new Dexterity score.

Attack: If the base creature does not already have a tongue attack, it gains a tongue attack that it can use as its primary natural weapon attack.

Damage: If the base creature gained a tongue attack as a result of this template, that tongue attack deals damage dependent upon the base creature's size, as detailed on **Table 2.1: Vampire Damage** at the beginning of this chapter, or it original tongue attack damage, whichever is better. A tongue attack gained by a Medium creature, for example, deals 1d6 points of damage.

Special Attack: A barb-tongued vampire retains the base creature's special attacks and gains those described below. Saves have a DC of 10 + 1/2 barb-tongued vampire's HD + barb-tongued vampire's Cha modifier unless noted below.

Animal Allies (Su): At will, as a standard action, a barb-tongued vampire may duplicate the effects of a *charm animal* spell (Will negates, DC 11 + barb-tongued vampire's Wis modifier). Only wild (non-domesticated) rodents and canines can be befriended with this special ability.

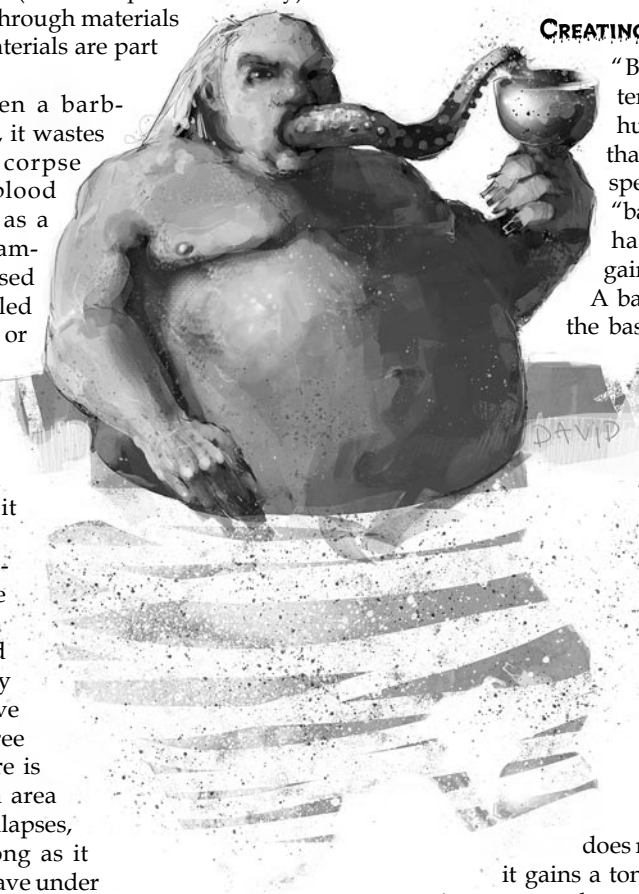


Illustration by David Hendee

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Blood Drain (Ex): Every round a barb-tongued vampire pins a living foe, the barb-tongued vampire may draw out that creature's blood with its barbed tongue, causing Constitution drain dependant upon its size, as per **Table 2.2: Bloodsucker Damage**. Creatures that have no blood are immune to this special attack.

Create Spawn (Su): Whenever a humanoid or monstrous humanoid without a swim speed dies as result of a barb-tongued vampire draining its blood, the creature rises again as a barb-tongued vampire in nine days unless it is buried face-down holding a holy symbol.

Death Throes (Ex): When destroyed, a barb-tongued vampire explodes in 5-foot radius burst of blood and gore. Creatures caught within this burst are nauseated for 1d4 rounds (Will negates, DC 10 + 1/2 barb-tongued vampire's HD + barb-tongued vampire's Cha modifier) and are exposed to the effects of the barb-tongued vampire's blood (if any, including exposure to any and all diseases the barb-tongued vampire can transmit). If the barb-tongued vampire was draining a creature's blood when it burst, the barb-tongued vampire's tongue remains lodged in that creature. The creature continues to bleed for 1 point of temporary Constitution damage per round until the tongue is removed with a successful Heal check (DC 15).

Hypnotic Gaze (Su): Any creature within 30 feet of a barb-tongued vampire that meets its eyes can be targeted by the barb-tongued vampire's gaze attack on the barb-tongued vampire's next turn. As a standard action, the barb-tongued vampire may glare at any such creature, causing the creature to become paralyzed for 5 rounds (Will negates, DC 10 + 1/2 barb-tongued vampire's HD + barb-tongued vampire's Cha modifier).

Special Qualities: A barb-tongued vampire retains the base creature's special qualities and gains those described below.

Damage Reduction (Su): A barb-tongued vampire has damage reduction 10/silver and magic. A barb-tongued vampire's natural attacks are treated as magic weapons for the purposes of overcoming damage reduction.

Fast Healing (Ex): A barb-tongued vampire regains lost hit points at a rate of 5 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow for the re-growth or reattachment of lost body parts.

Phase Door (Su): As part of a move or double move action, a barb-tongued vampire may pass through its blood pool and/or up to six feet of soil as if each were a stone wall upon which the barbed-tongued vampire had cast a permanent *phase door* spell. If a barrier is too thick for a barbed-tongue vampire to pass through with one use of this ability, the barbed-tongue vampire cannot pass through that barrier at all (not even part of the way). Neither can the barbed-tongued vampire pass through materials other than soil unless those materials are part of its own blood pool.

Rejuvenation (Su): When a barb-tongued vampire is destroyed, it wastes away into nothing and its corpse reforms, intact, within its blood pool. The corpse rises again as a full-strength barb-tongued vampire after nine days have passed unless it has been both impaled upon a stake and decapitated,

or has been destroyed in a more complete manner. Otherwise damaging the corpse merely prevents it from rising as a barb-tongued vampire until nine days have passed since it was last disturbed.

Resistance (Ex): A barb-tongued vampire has resistance to cold 10 and electricity 10.

Turn Resistance (Ex): A barb-tongued vampire has +4 turn resistance.

Undead Traits: A barb-tongued vampire is immune to mind-influencing effects, poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects that do not specifically affect undead, and any effect that both requires a Fortitude save and does not affect objects. It is not subject to critical hits, nonlethal damage, ability damage, ability drain, energy drain, or death from massive damage. An undead creature possesses immunity to any effect that requires a Fortitude save and uses its Charisma bonus to Concentrations checks. An barbed-tongue vampire cannot be raised and can only be resurrected if it is willing; it also has darkvision (60-foot range). Undead do not breathe, eat, or sleep.

Abilities: Increase the base creature's scores as follows: Str +6, Dex +4, Int +2, Wis +2, Cha +4. Barb-tongued vampires have no Constitution scores.

Skills: Barb-tongued vampires receive a +8 racial bonus to Climb, Hide, Intimidate, Jump, Listen, Move Silently, and Spot checks. They otherwise have the same skills as the base creature.

Feats: Barb-tongued vampires gain Alertness, Great Fortitude, Improved Initiative, Improved Unarmed Strike, and Lightning Reflexes as bonus feats. They otherwise have the same feats as the base creature.

Organization: Solitary, pair, or nest (3-5).

Challenge Rating: As base creature +2.

Treasure: Double standard.

Alignment: Any evil.

Advancement: By character class.

Level Adjustment: Same as base creature +8.

REPELLING A BARB-TONGUED VAMPIRE

A barb-tongued vampire suffers from the allergen and taboo special qualities described below, which it retains even if it changes shape.

Allergen (Ex): Creatures that have tasted the blood of any vampire can hold a barb-tongued vampire at bay in the same way a *magic circle against evil* spell holds nongood summoned creatures at bay. As with that spell, a creature's repelling action is not considered an offensive measure, and if one is forced upon a barb-tongued vampire, that vampire can ignore the protection provided by that creature for the remainder of the current encounter.

Taboo (Ex): A barb-tongued vampire is unable to enter any body of water or any area above a body of water of its own free will. If a barb-tongued vampire is somehow forced into such an area against its will, the vampire collapses, paralyzed and helpless, so long as it remains in the area; it cannot leave under its own power.

CALLICANTZARO



CALLICANTZARO

Medium Aberration

Hit Dice: 1d8+1 (5 hp)

Initiative: +2

Speed: 30 ft. (6 squares)

AC: 15 (+2 Dex, +3 natural), 12 touch, 13 flat-footed

Base Attack/Grapple: +0/+0

Attack: Bite +2 melee (1d8) or javelin +2 ranged (1d6)

Full Attack: Bite +2 melee (1d8) or javelin +2 ranged (1d6)

Space/Reach: 5 ft./5 ft.

Special Attack: Blood drain, spell-like abilities

Special Qualities: Aberration traits, curse of the vampire, darkvision 60 ft.

Saves: Fort +1, Ref +2, Will +2

Abilities: Str 10, Dex 15, Con 12, Int 9, Wis 11, Cha 10

Skills: Climb +5*, Hide +3, Listen +1, Move Silently +3

Feats: Dodge, Weapon Finesse^B

Environment: Any underground

Organization: Solitary

Challenge Rating: 1/2

Treasure: Standard

Alignment: Any evil

Advancement: By character class

Level Adjustment: +2

The creature stood a little over five feet in height, with gray skin that had a mottled appearance. Wicked fangs protruded from its mouth, and its eyes gleamed crimson at our party as we approached. Long, fur-covered ears stood upright, twitching from time to time as we made our way closer. It was neither man nor beast—some cursed creature whose interest in us was most disturbing...

DESTROYING A BARB-TONGUED VAMPIRE

A barb-tongued vampire's rejuvenation power is thwarted by staking or decapitating its corpse; completely destroying its corpse; or completely destroying its corpse's heart. A barb-tongued vampire also has the water vulnerability special quality, which it retains even if it changes shape.

Water Vulnerability (Ex): If exposed to a body of water, a barb-tongued vampire is burned as if exposed to acid (1d6 damage per round, 10d6 damage instead if submersed). If a barb-tongued vampire ever suffers an amount of damage dealt in this way that exceeds its maximum hit point total, it is forever destroyed. The barb-tongued vampire's rejuvenation special quality does not activate when the vampire is destroyed in this manner.

Born to normal human parents on certain holy days that are celebrated in their home cultures, callicantzaros are horrid mutant creatures whose cursed birth defies the sanctimony of the days upon which they are delivered unto the world. It is commonly believed that callicantzaros are the result of a potent and unholy curse meant to ruin the holy days upon which they are born. Whatever the source of the curse that warped them upon birth, callicantzaros are equally warped upon death, for each is destined to rise again as an aberrant vampire (q.v.).

Most communities are too fearful of what a callicantzaro will become to destroy it upon birth. The pitiful creature is instead abandoned in the wilderness, far from its place of birth. Abandoned callicantzaros instinctively seek out caverns and dungeons in which to lair and hide from the sun, which they detest even though they are not harmed by its rays. Callicantzaros only venture forth from their subterranean lairs at

Illustration by Ed Bourelle

MONSTERS

and around the time of the holy days upon which they were born, at which time they prowl the territory surrounding their caves for humanoid prey.

Regardless of its parents' looks, a callicantzaro is a warped, vaguely-humanoid creature with bestial fangs, glowing red eyes, and mottled skin that demonstrates various shades of the darkest gray. Strangely, callicantzaros sport several donkey-like features, including equine ears, cloven feet, and horse-like tails. In its natural form, a callicantzaro is roughly the same in height and weight as a human male, though it has magical means of adjusting its size, and reports of its size are thus likely to vary.

There are no female callicantzaros, as all are born male. The callicantzaro race thus cannot perpetuate itself in the normal manner. Callicantzaros are also unable to produce offspring through crossbreeding. The callicantzaro population only increases when mutant humans are born that share their fateful date of birth.

Most callicantzaros speak a crude smattering of both Common and Undercommon; a few of their number are literate.

COMBAT

During most times of the year, a callicantzaro is a cowardly creature that skulks in the dark recesses of labyrinthine caverns and flees if confronted. During the month of its birth, however, a callicantzaro is inspired to ruthless acts of what it considers bravery. During this time, it seeks out prey to feed upon, brazenly attacking small groups of intelligent creatures with little regard for its own safety. It typically hurls a javelin or two, then closes with the intent of overpowering and feeding upon its opponents.

Blood Drain (Ex): Every round a callicantzaro pins a living foe with a successful grapple attack, the callicantzaro may draw out that creature's blood with its fangs, causing 1d4 points of Constitution drain. Creatures that have no blood are immune to this special attack.

Spell-like Abilities: At will – *enlarge* (self only) and *reduce* (self only). While *enlarged*, a callicantzaro gains a 10-foot natural reach but gets a –1 size penalty to AC and attack rolls in addition to the spell's normal effects. While *reduced*, a callicantzaro gains a +1 size modifier to AC and attack rolls in addition to the spell's normal effects. These abilities otherwise resemble the spells as cast by a 5th level sorcerer.

Aberration Traits: Callicantzaros have darkvision (60-foot range) and are proficient with natural weapons and simple weapons if generally humanoid in shape. Proficient with armor common to its racial description of that weight class (light, medium, heavy) or lighter. Aberrations eat, sleep, and breathe.

Curse of the Vampire (Su): Whenever a callicantzaro dies, it rises nine days later as an aberrant vampire unless its remains are cremated or otherwise destroyed.

Skills: Callicantzaros receive a +4 racial bonus to Climb checks.

CHUPACABRA

Small Magical Beast

Hit Dice: 1d8+2 (6 hp)

Initiative: +3

Speed: 40 ft. (8 squares)

AC: 15 (+1 size, +3 Dex, +1 natural), 14 touch, 12 flat-footed

Base Attack/Grapple: +1/+3

Attack: Bite +4 melee (1d4+1/19-20)

Full Attack: Bite +4 melee (1d4+1/19-20)

Space/Reach: 5 ft./5 ft.

Special Attack: Blood drain, cling, keen bite

Special Qualities: Darkvision, 60 ft., magical beast traits, pass without trace

Saves: Fort +4, Ref +5, Will +1

Abilities: Str 13, Dex 17, Con 15, Int 2, Wis 12, Cha 6

Skills: Hide +13*, Move Silently +13*

Feats: Weapon Finesse

Environment: Any forest, hill, or plains

Organization: Pack (3-12)

Challenge Rating: 1

Treasure: None

Alignment: Always neutral evil

Advancement: 2-3 HD (Small)

Level Adjustment: –

At first, we thought the creatures to be monkeys, their slim forms bounding around trees as we approached. They chattered to one another as we made our way down to them, only realizing the depth of our misfortune when strangely human eyes peered back upon us. And those eyes were filled with hunger...

Chupacabras are elusive, blood-drinking beasts that lurk on the edge of civilization. These bloodsuckers rarely hunt sentient creatures, but humanoids are often forced to hunt chupacabras in order to protect their cattle. Hunts for chupacabras often lead to the most unusual of locales, if the chupacabras can be found at all.

Chupacabras tend to vary greatly in appearance, as if several different breeds exist. Most seem to resemble small primates, and would be three feet tall if they were not constantly stooped over, walking on their arms as much as their legs. Unlike many primates, chupacabras' hands are poorly developed, less adept at fine manipulation than are those of a monkey or ape. In striking contrast, their faces are disturbingly human-like, differentiated only by their larger eyes and small but razor-sharp teeth. A typical chupacabra weighs about 30 to 40 pounds.

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Despite their primate-like appearance, chupacabras have behavior which closely resembles a cross between vampire bats and piranhas. Chupacabras hunt at night, showing a preference for the blood of cattle. During the day, chupacabras hide away in remote lairs. When choosing lairs, chupacabras seem to be instinctively drawn towards locations that local humanoids would never go, either because they are especially secretive, especially dangerous, or both.

Chupacabras do not speak any language.

COMBAT

Chupacabras tend to be flighty and scatter into the underbrush if faced with serious resistance. They become much more dangerous when they can lure a single, vulnerable creature away from its fellows, as they will happily swarm and devour this lone creature. Despite their low intelligence, groups of chupacabras demonstrate an amazing amount of teamwork while hunting.

Blood Drain (Ex): Every round a chupacabra clings to a living foe, the chupacabra may draw out that creature's blood with its fangs, dealing 1d4 points of temporary Constitution damage to the grappled opponent. Creatures that have no blood are immune to this special attack.

Cling (Ex): If a chupacabra hits an opponent with its bite attack, it may attempt to start a grapple as a free action that does not provoke an attack of opportunity. If the chupacabra successfully starts a grapple as a result of this special ability, it moves into the opponent's space as normal. In any case, a chupacabra calculates its size modifier to grapple checks as if it were a Medium creature.

Keen Bite (Ex): The critical threat range of a chupacabra's bite attack is doubled.

Magical Beast Traits: A chupacabra has darkvision (60-foot range) and is proficient with natural weapons only, but never armor. Magical beasts eat, sleep, and breathe.

Pass without Trace (Su): A chupacabra permanently benefits from an effect that duplicates a *pass without trace* spell. The chupacabra can either dismiss or resume this effect as a free action.

Skills: Chupacabras receive a +8 racial bonus to Hide and Move Silently checks.

CRIMSON MOTHS

Diminutive Vermin

Hit Dice: ¼ d8 (1 hp)

Initiative: +2

Speed: 10 ft. (2 squares), fly 40 ft. (good)

AC: 16 (+4 size, +2 Dex), 16 touch, 14 flat-footed

Base Attack/Grapple: +0/-5

Attack: Bite +6 melee (1d3-5 and cling)

Full Attack: Bite +6 (1d3-5 and cling)

Space/Reach: 5 ft./5 ft.

Special Attacks: Blood drain, cling

Special Qualities: Darkvision 60 ft., drawn to flame, low-light vision, vermin traits

Saves: Fort +2, Ref +2, Will +2

Abilities: Str 1, Dex 15, Con 10, Int -, Wis 14, Cha 11

Skills: Listen +11, Hide +20, Move Silently +6, Spot +11

Feats: Weapon Finesse (bite)

Environment: Warm forest

Organization: Colony (10-20) or swarm (20-50)

Challenge Rating: ½

Treasure: None

Alignment: Always neutral

Advancement: -

DAY 53: Our expedition returned to the area in which we had seen the small, brown caterpillars in the previous year, looking to gather more information for our catalogue. Instead, we found only a swarm of fist-sized moths, each of them the color of freshly spilled blood. The ravenous moths descended upon us in a frenzy of bloodlust, and we were forced to flee.

Named for its distinctive carapace, the crimson moth is an often over-looked jungle hazard. A crimson moth spends most of its life as a harmless grub. Only upon reaching adulthood does a crimson moth become a ravenous bloodsucker.

In its larval stage, a crimson moth survives by scavenging for food. It can be distinguished from the caterpillars of several other, less-dangerous moths only with a successful Knowledge (nature) check (DC 15). This stage of the crimson moth's life lasts for thirteen years. In the autumn of the thirteenth year, the crimson moth quickly develops into its carnivorous adult form, spreads carnage along with its fellows for several days, then dies of old age.

Generations of crimson moths are always born thirteen years apart, and all moths in a generation reach adulthood at about the same time. Areas infested with crimson moths thus face an assault of bloodsucking vermin once every thirteen years, with relative calm in between. Entire jungle expeditions have been destroyed by such unexpected onslaughts.

COMBAT

Crimson moths are mindless combatants. When not being drawn towards flame, they simply swarm any creature or group of creatures that can provide them with nourishment.

Cling (Ex): If a crimson moth hits an opponent with its touch attack, the crimson moth may attempt to start a grapple as a free action that does not provoke an attack of opportunity. If the crimson moth successfully starts a grapple as a result of this special ability, the crimson moth moves into the grappled opponent's space as normal. In any case, a crimson moth calculates its size modifier to grapple checks as if it were a Medium-Size creature.

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Blood Drain (Ex): Every round a crimson moth clings to a living foe, the crimson moth may draw out that creature's blood with its fangs, dealing 1d2 points of temporary Constitution damage to its opponent. Creatures that have no blood are immune to this special attack.

Drawn to Flame (Ex): While in the presence of an open flame, a crimson moth must succeed at a Will save (DC 5) each round or move toward the flame, into it if possible, heedless of danger to itself.

Low-Light Vision (Ex): A crimson moth can see four times as far as a human can in poorly lit conditions.

Vermin Traits: A crimson moth is immune to all mind-affecting effects. It has darkvision (60-foot range). Vermin breathe, eat, and sleep.

DEATHGAZE VAMPIRE (NELAPSI)

As its name might suggest, a deathgaze vampire is a species of vampire set apart by its ability to kill with but a glance. Deathgaze vampires also share the unusual property of each having two hearts. A deathgaze vampire's first heart is that with which it was born, while its second heart formed after its death. It is this second heart that contains the negative energy that fuels a deathgaze vampire's existence.

A deathgaze vampire appears as it did in life, except that its eyes glow with black light. When the deathgaze vampire is angry, this unnatural light surges, sometimes even seeping forth from the vampire's eyes in the same way steam would seep from a kettle containing boiling water.

Of all vampire species, deathgaze vampires seem the least concerned with feeding on mortals. While most suck blood and life energy as a passing fancy, deathgaze vampires do not hunger, as their evil second hearts sustains them. This freedom from hunger allows deathgaze vampires to pursue evil schemes much grander than those colored by a dependence upon a steady supply of blood.

A deathgaze vampire remembers all languages it knew during life.

SAMPLE DEATHGAZE VAMPIRE

Armed with stakes, garlic, and other supplies, we charged into the count's audience chamber. He sat upon his throne, glaring at us as we approached. His black gaze met each of us and he simply smiled as we drew weapons...

This example uses a 5th-level human fighter as the base creature.

Medium Undead (Augmented Humanoid, Vampire)

Hit Dice: 5d12 (32 hp)

Initiative: +7

Speed: 20 ft. (4 squares)

AC: 24 (+3 Dex, +5 breastplate; +6 natural), 13 touch, 21 flat-footed

Base Attack/Grapple: +5/+10

Attack: Slam +10 melee (1d6+5 plus energy drain) or halberd +11 melee (1d10+7/x3) or light crossbow +8 ranged (1d8/19-20)

Full Attack: Slam +10 melee (1d6+5 plus energy drain) or halberd +11 melee (1d10+7/x3) or light crossbow +8 ranged (1d8/19-20)

Space/Reach: 5 ft./5 ft.

Special Attack: Animal allies, blood drain, create spawn, deadly gaze, energy drain

Special Qualities: Allergen, damage reduction (10/silver and magic), darkvision 60 ft., fast healing 5, gaseous form, rejuvenation, resistance to cold 10 and electricity 10, spider climb, sunlight vulnerability, taboo, turn resistance +4, undead traits, water vulnerability

Saves: Fort +4, Ref +6, Will +3

Abilities: Str 20, Dex 17, Con –, Int 10, Wis 14, Cha 16

Skills: Climb +18*, Craft (any one) +2, Handle Animal +5, Hide +11*, Intimidate+16*, Listen +12*, Move Silently +11*, Ride +9, Search +10*, Spot +12*

Feats: Alertness^B, Blind-Fight, Cleave, Combat Reflexes^B, Dodge^B, Improved Initiative^B, Lightning Reflexes^B, Mobility, Power Attack, Weapon Focus (halberd), Weapon Specialization (halberd)

Environment: Any land and underground

Organization: Solitary, pair, or nest (3-5)

Challenge Rating: 7

Treasure: Double standard

Alignment: Any evil

Advancement: By character class

Level Adjustment: +7

COMBAT

Unless it becomes necessary to wear down a powerful foe, a deathgaze vampire doesn't waste time draining blood or life energy in combat, instead relying heavily upon its namesake deadly gaze. A sure way to get a deathgaze vampire's attention is to resist its gaze several times in a row.

Animal Allies (Su): At will, as a standard action, a deathgaze vampire may duplicate the effects of a *charm animal* spell (Will negates, DC 13). Only wild (non-domesticated) rodents and canines can be befriended with this special ability.

Blood Drain (Ex): Every round a deathgaze vampire pins a living foe with a successful grapple attack, the deathgaze vampire may draw out that creature's blood with its fangs, causing 1d4 points of Constitution drain. Creatures that have no blood are immune to this special attack.

Create Spawn (Su): Whenever a humanoid or monstrous humanoid that does not have a natural swim speed dies as a result of a deathgaze vampire draining its life energy, that creature rises again as a deathgaze vampire. This occurs

DEATHGAZE VAMPIRE (NELAPSI)

within nine days unless the individual is buried with a coin, a holy symbol, a mouthful of seeds, or a hatpin driven into its skull. Whenever a humanoid or monstrous humanoid that does have a natural swim speed dies as result of a deathgaze vampire draining its blood, the creature rises again as a lesser deathgaze vampire (a deathgaze vampire to which the lesser vampire template has been applied). This occurs within nine days unless the individual is buried with a coin, a holy symbol, a mouthful of seeds, or a hatpin driven into its skull.

Deadly Gaze (Su): Any living creature within 30 feet of a deathgaze vampire that meets its eyes can be targeted by the deathgaze vampire's gaze attack on the vampire's next turn. As a standard action, the deathgaze vampire may glare at any such creature, killing it instantly (Will negates, DC 15). This attack is a death effect.

Energy Drain (Su): Any living creature hit by a deathgaze vampire's slam attack gains two negative levels (Fortitude negates, DC 15). For each negative level bestowed, the deathgaze vampire heals 5 points of damage, with healing in excess of the damage it has suffered being gained as temporary hit points. Negative levels bestowed by a deathgaze vampire have a maximum duration of 24 hours. If a negative level bestowed by a deathgaze vampire is not removed before its duration expires, the level (or Hit Dice) of the creature upon which it was inflicted is reduced by one (Fortitude negates, DC 15).

Allergen (Ex): Openly displayed holy symbols, openly displayed mirrors, and garlic hold a deathgaze vampire at bay in the same way a *magic circle against evil* spell holds nongood summoned creatures at bay. As with that spell, an item that repels a deathgaze vampire is not considered an offensive measure, and if one is forced upon a deathgaze vampire, that vampire can ignore the protection provided by that item for the remainder of the current encounter.

Damage Reduction (Su): A deathgaze vampire has damage reduction 10/silver and magic. A deathgaze vampire's natural attacks are treated as magic weapons for the purposes of overcoming damage reduction.

Fast Healing (Ex): A deathgaze vampire regains lost hit points at a rate of 5 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow for the re-growth or reattachment of lost body parts.

Gaseous Form (Su): A deathgaze vampire permanently benefits from an effect that duplicates a *gaseous form* spell, except that it grants twice the normal flying movement rate and can be either dismissed or resumed as a standard action.

Rejuvenation (Su): When a deathgaze vampire is destroyed, it disintegrates and its corpse reappears, intact, within its grave. The corpse rises again as a full-strength deathgaze vampire within nine days unless its second heart or its entire body is completely destroyed, usually with fire. It is also prevented from rising again if its corpse is decapitated. Otherwise damaging the corpse merely prevents it from rising again until nine days have passed since it was last disturbed.

Resistance (Ex): A deathgaze vampire has resistance to cold 10 and electricity 10.

Spider Climb (Su): A deathgaze vampire permanently benefits from the effects of a *spider climb* spell.

Sunlight Vulnerability (Ex): If exposed to direct sunlight, a deathgaze vampire reacts as if the light were a good-aligned cleric that had successfully turned the vampire. Additionally, if the deathgaze

vampire does not escape the light with a single move action during its next turn, the vampire is forever destroyed. The deathgaze vampire's rejuvenation special quality does not activate if the vampire is destroyed in this manner.

Taboo (Ex): A deathgaze vampire is unable to enter any body of water, any area above a body of water, or any domicile



Illustration by Marcio Fiorito

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into which it is not invited of its own free will. If a deathgaze vampire is somehow forced into such an area against its will, the vampire collapses, paralyzed and helpless, so long as it remains in the area; it cannot leave under its own power.

Turn Resistance (Ex): A deathgaze vampire has +4 turn resistance.

Undead Traits: A deathgaze vampire is immune to mind-influencing effects, poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects that do not specifically affect undead, and any effect that both requires a Fortitude save and does not affect objects. It is not subject to critical hits, nonlethal damage, ability damage, ability drain, energy drain, or death from massive damage. An undead creature possesses immunity to any effect that requires a Fortitude save and uses its Charisma bonus to Concentrations checks. A deathgaze vampire cannot be raised and can only be resurrected if it is willing; it also has darkvision (60-foot range). Undead do not breathe, eat, or sleep.

Water Vulnerability (Ex): If exposed to a body of water, a deathgaze vampire is burned as if exposed to acid (1d6 damage per round, 10d6 damage instead if submerged). If a deathgaze vampire ever suffers an amount of damage dealt in this way that exceeds its maximum hit point total, it is forever destroyed. The deathgaze vampire's rejuvenation special quality does not activate when the vampire is destroyed in this manner.

Skills: Deathgaze vampires receive a +8 racial bonus to Climb, Hide, Intimidate, Listen, Move Silently, Search, and Spot checks.

CREATING A DEATHGAZE VAMPIRE

"Deathgaze vampire" is a template that can be added to any humanoid or monstrous humanoid that does not have a natural swim speed (hereafter referred to as the "base creature"). If the base creature has less than 5 Hit Dice, it also gains the lesser vampire template. A deathgaze vampire uses all of the base creature's statistics except as noted below.

Size and Type: The base creature's type changes to undead (augmented humanoid or monstrous humanoid, vampire). Do not recalculate base attack bonus, saves, or skill points. Size is unchanged.

Hit Dice: Increase all current and future Hit Dice to d12s.

AC: The base creature's natural armor improves by +6 and its AC is modified to reflect its new Dexterity score.

Attack: If the base creature does not already possess a slam attack, it gains one as a result of this template.

Damage: If the base creature gained a slam attack as a result of this template, that slam attack deals damage dependent upon the base creature's size, as detailed on **Table 2.1: Vampire Damage** at the beginning of this chapter. A slam attack gained by a Medium creature, for example, deals 1d6 points of damage.

Special Attack: A deathgaze vampire retains the base creature's special attacks and gains those described below. Saves have a DC of $10 + 1/2$ deathgaze vampire's HD + deathgaze vampire's Cha modifier unless noted below.

Animal Allies (Su): At will, as a standard action, a deathgaze vampire may duplicate the effects of a *charm animal* spell (Will negates, DC $11 +$ deathgaze vampire's Wis modifier). Only wild (non-domesticated) rodents and canines can be befriended with this special ability.

Blood Drain (Ex): Every round a deathgaze vampire pins a living foe with a successful grapple attack, the deathgaze vampire may draw out that creature's blood with its fangs, causing Constitution drain dependant upon its size, as per **Table 2.2: Bloodsucker Damage**. Creatures that have no blood are immune to this special attack.

Create Spawn (Su): Whenever a humanoid or monstrous humanoid that does not have a natural swim speed dies as a result of a deathgaze vampire draining its life energy, that creature rises again as a deathgaze vampire. This occurs within nine days unless the individual is buried with a coin, a holy symbol, a mouthful of seeds, or a hatpin driven into its skull. Whenever a humanoid or monstrous humanoid that does have a natural swim speed dies as result of a deathgaze vampire draining its blood, the creature rises again as a lesser deathgaze vampire (a deathgaze vampire to which the lesser vampire template has been applied). This occurs within nine days unless the individual is buried with a coin, a holy symbol, a mouthful of seeds, or a hatpin driven into its skull.

Deadly Gaze (Su): Any living creature within 30 feet of a deathgaze vampire that meets its eyes can be targeted by the deathgaze vampire's gaze attack on the vampire's next turn. As a standard action, the deathgaze vampire may glare at any such creature, killing it instantly (Will negates, DC $10 + 1/2$ deathgaze vampire's HD + deathgaze vampire's Cha modifier). This is a death effect.

Energy Drain (Su): Any living creature hit by a deathgaze vampire's slam attack gains two negative levels (Fortitude negates, DC $10 + 1/2$ deathgaze vampire's HD + deathgaze vampire's Cha modifier). For each negative level bestowed, the deathgaze vampire heals 5 points of damage, with healing in excess of the damage it has suffered being gained as temporary hit points. Negative levels bestowed by a deathgaze vampire have a maximum duration of 24 hours. If a negative level bestowed by a deathgaze vampire is not removed before its duration expires, the level (or Hit Dice) of the creature upon which it was inflicted is reduced by one (Fortitude negates, DC $10 + 1/2$ deathgaze vampire's HD + deathgaze vampire's Cha modifier).

Special Qualities: A deathgaze vampire retains the base creature's special qualities and gains those described below.

Damage Reduction (Su): A deathgaze vampire has damage reduction 10/silver and magic. A deathgaze vampire's natural attacks are treated as magic weapons for the purposes of overcoming damage reduction.

Fast Healing (Ex): A deathgaze vampire regains lost hit points at a rate of 5 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow for the re-growth or reattachment of lost body parts.

Gaseous Form (Su): A deathgaze vampire permanently benefits from an effect that duplicates a *gaseous form* spell, except that it grants twice the normal flying movement rate and can be either dismissed or resumed as a standard action.

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Rejuvenation (Su): When a deathgaze vampire is destroyed, it disintegrates and its corpse reappears, intact, within its grave. The corpse rises again as a full-strength deathgaze vampire within nine days unless its second heart or its entire body is completely destroyed, usually with fire. It is also prevented from rising again if its corpse is decapitated. Otherwise damaging the corpse merely prevents it from rising again until nine days have passed since it was last disturbed.

Resistance (Ex): A deathgaze vampire has resistance to cold 10 and electricity 10.

Spider Climb (Su): A deathgaze vampire permanently benefits from the effects of a *spider climb* spell.

Turn Resistance (Ex): A deathgaze vampire has +4 turn resistance.

Undead Traits: A deathgaze vampire is immune to mind-influencing effects, poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects that do not specifically affect undead, and any effect that both requires a Fortitude save and does not affect objects. It is not subject to critical hits, nonlethal damage, ability damage, ability drain, energy drain, or death from massive damage. An undead creature possesses immunity to any effect that requires a Fortitude save and uses its Charisma bonus to Concentrations checks. A deathgaze vampire cannot be raised and can only be resurrected if it is willing; it also has darkvision (60-foot range). Undead do not breathe, eat, or sleep.

Abilities: Increase the base creature's scores as follows: Str +4, Dex +4, Int +2, Wis +2, Cha +6. Deathgaze vampires have no Constitution scores.

Skills: Deathgaze vampires receive a +8 racial bonus to Climb, Hide, Intimidate, Listen, Move Silently, Search, and Spot checks. They otherwise have the same skills as the base creature.

Feats: Deathgaze vampires gain Alertness, Combat Reflexes, Dodge, Improved Initiative, and Lightning Reflexes as bonus feats. They otherwise have the same feats as the base creature.

Organization: Solitary, pair, or nest (3-5).

Challenge Rating: As base creature +2.

Treasure: Double standard.

Alignment: Any evil.

Advancement: By character class.

Level Adjustment: Same as the base creature +7

REPELLING A DEATHGAZE VAMPIRE

A deathgaze vampire suffers from the allergen and taboo special qualities described below, which it retains even if it changes shape.

Allergen (Ex): Openly displayed holy symbols, openly displayed mirrors, and garlic hold a deathgaze vampire at bay in the same way a *magic circle against evil* spell holds nongood summoned creatures at bay. As with that spell, an item that repels a deathgaze vampire is not considered an offensive measure, and if one is forced upon a deathgaze vampire, that vampire can ignore the protection provided by that item for the remainder of the current encounter.

Taboo (Ex): A deathgaze vampire is unable to enter any body of water, any area above a body of water, or any domicile into which it is not invited of its own free will. If a deathgaze vampire is somehow forced into such an area against its will, the vampire collapses, paralyzed and helpless, so long as it remains in the area; it cannot leave under its own power.

DESTROYING A DEATHGAZE VAMPIRE

A deathgaze vampire's rejuvenation special quality is thwarted by completely destroying its second heart, completely destroying its entire corpse, or decapitating its corpse. A deathgaze vampire also has the sunlight vulnerability and water vulnerability special qualities, which it retains even if it changes shape.

Sunlight Vulnerability (Ex): If exposed to direct sunlight, a deathgaze vampire reacts as if the light were a good-aligned cleric that had successfully turned the vampire. Additionally, if the deathgaze vampire does not escape the light with a single move action during its next turn, the vampire is forever destroyed. The deathgaze vampire's rejuvenation special quality does not activate if the vampire is destroyed in this manner.

Water Vulnerability (Ex): If exposed to a body of water, a deathgaze vampire is burned as if exposed to acid (1d6 damage per round, 10d6 damage instead if submersed). If a deathgaze vampire ever suffers an amount of damage dealt in this way that exceeds its maximum hit point total, it is forever destroyed. The deathgaze vampire's rejuvenation special quality does not activate when the vampire is destroyed in this manner.

DEATH RINGER

Death ringers are unusually powerful vampires that are noted for their ability to kill foes in any number of insidious ways, often at a considerable distance. They are capable of transforming their own flesh and even the shadows they cast into frightening weapons.

A death ringer appears as it did a day after its death. This makes it distinct from other vampires that appear as they did in life, and also immediately marks it as an undead creature. A death ringer is also distinguished from many other vampires by the fact that it casts a shadow and has a reflection in mirrors.

As with most other vampires, a death ringer knows the languages it knew in life.

SAMPLE DEATH RINGER

The monk was cloaked and cowed, his slim frame straining against the ropes that sounded the church's bells. Each chime echoed throughout the halls of the ancient church, and we stood wondering what it must have been like to have been here for a fiery sermon ages ago. But as the monk finished his duties and turned to face us, it became obvious that he was no longer among the living. A large chunk of his forehead was missing...

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This example uses a human 4th-level fighter/1st level sorcerer/2nd level dubbelsauger (see Prestige Classes in Chapter 1) as the base creature.

Medium Undead (Augmented Humanoid, Vampire)

Hit Dice: 7d12 (45 hp)

Initiative: +7

Speed: 30 ft. (6 squares)

AC: 19 (+3 Dex, +6 natural), 13 touch, 16 flat-footed

Base Attack/Grapple: +5/+11

Attack: Slam +11 melee (1d6+6 plus energy drain) or shortspear +12 melee (1d8+8/x3) or shortspear +9 ranged (1d8+8/x3)

Full Attack: Slam +11 melee (1d6+6 plus energy drain) or shortspear +12 melee (1d8+8/x3) or shortspear +9 ranged (1d8+8/x3)

Space/Reach: 5 ft./5 ft.

Special Attack: Blood drain, create spawn, death chime, energy drain, manducation, spells, sympathetic link, undead shadow

Special Qualities: Alternate form, damage reduction (10/silver and magic), darkvision 60 ft., fast healing 5, obsessive-compulsive, phase door, rejuvenation, resistance to cold 10 and electricity 10, turn resistance +4, undead traits

Saves: Fort +4, Ref +6, Will +8

Abilities: Str 22, Dex 17, Con –, Int 12, Wis 14, Cha 12

Skills: Climb +14*, Hide +11*, Knowledge (arcana) +11, Listen +12*, Move Silently +11*, Search +9*, Sense Motive +10*, Spellcraft +11, Spot +12*, Use Rope +11

Feats: Alertness^B, Blind-Fight, Cleave, Combat Reflexes^B, Dodge^B, Power Attack, Improved Initiative^B, Lightning Reflexes^B, Power Attack, Weapon Focus (shortspear), Weapon Specialization (shortspear)

Environment: Any land and underground

Organization: Solitary, pair, or nest (3-5)

Challenge Rating: 10

Treasure: Double standard

Alignment: Any evil

Advancement: By character class

Level Adjustment: +8

COMBAT

Death ringers always prefer to fight from a distance. Their primary methods involve getting just close enough to chosen a victim so as to employ their manducation ability. They also enjoy harrying opponents with their shadows and using their death ringer ability while separated from their foes by any manner of assorted obstacles.

Blood Drain (Ex): Every round a death ringer pins a living foe with a successful grapple attack, the death ringer may draw out that creature's blood with its fangs, causing 1d4 points of Constitution drain. Creatures that have no blood are immune to this special attack.

Create Spawn (Su): Whenever a humanoid or monstrous humanoid dies as a result of a death ringer draining its life energy, that creature rises again as a lesser death ringer (a death ringer to which the lesser vampire template has been applied) in thirty days unless it is buried with a coin in its mouth. Whenever a humanoid or monstrous humanoid dies as result of a death ringer draining its blood, the creature rises again as a full-fledged death ringer in thirty days unless it is buried with a coin in its mouth.

Death Chime (Su): If a death ringer spends a full-round action ringing a hand-held bell, one living creature within 30 feet is immediately affected by the death ringer's energy drain special attack, just as if the death ringer had hit the creature with a slam attack. The saving throw against the energy drain still applies, as normal. If the death ringer instead spends a full-round action ringing a church bell in a temple devoted to a good-aligned god, the range of this special attack increases to 300 feet. The death ringer can choose a creature to be affected from among those of whose presence it is aware, or it can have a random living creature within range be affected. In either case, this ability is a sonic death effect.

Energy Drain (Su): A living creature hit by a death ringer's slam attack gains two negative levels. For each negative level bestowed, the death ringer heals 5 points of damage, with healing in excess of the damage it has suffered being gained as temporary hit points. Negative levels bestowed by a death ringer vampire have a maximum duration of 24 hours. If a negative level bestowed by a death ringer is not removed before its duration expires, the level (or Hit Dice) of the creature upon which it was inflicted is reduced by one (Fortitude negates, DC 14).

Manducation (Su): A death ringer may chew upon its own flesh as a full-round action to do harm to a living creature with which the death ringer is linked by its sympathetic link ability. This manducation ability has a range of 30 feet and the linked creature is allowed a Fortitude saving throw (DC 12) to negate its effects. If the linked creature fails its saving throw, it is immediately affected by the death ringer's energy drain attack (see above), just as if the death ringer had hit the creature with a slam attack. The saving throw against the energy drain still applies, as normal.

A death ringer may use this manducation ability at will, but every time that it successfully delivers its energy drain special attack in this manner, it gains one negative level from the stress of the endeavor. This negative level applies despite immunity to energy drain attacks and lasts until the next sunrise or sunset.

Spells: A death ringer casts spells as a 1st level sorcerer (spells known 5/3; spells per day 4/2; save DC 11 + spell level).

Sympathetic Link (Su): As a standard action, a death ringer may attempt to create a sympathetic link with a living creature within 30 feet. The target is allowed a Will saving

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throw to resist this effect (DC 12). If the target fails its saving throw, the death ringer and the target are now mystically linked, regardless of the distance between the two, until one or the other is destroyed.

A link of this sort between an undead creature and a living creature is harmful to the living creature in the link. Every day a death ringer remains linked to a living creature, that creature suffers 1d3 points of temporary Constitution damage (Fortitude negates, DC 12).

A death ringer may use this ability at will, though it cannot target the same creature more than once a night with this ability and it can only have one sympathetic link at a time. It cannot dismiss an existing sympathetic link to create another.

Undead Shadow (Ex): As a free action, a death ringer may cause its own shadow to become an undead creature that cannot be turned or rebuked and cannot create spawn, but that is otherwise identical to the shadow described in the *MM*. The death ringer's shadow can move about and fight independently, leaving the death ringer without a shadow if it strays far enough away. Once transformed into an undead creature, the death ringer's shadow remains so until destroyed, at which point it reappears alongside the death ringer, once again a normal shadow. The death ringer is then free to turn its shadow into an undead creature once more.

Alternate Form (Su): A death ringer may assume the form of a boar as a standard action. This ability duplicates the effects of a *polymorph* spell cast by an 8th level sorcerer except that the death ringer can only assume the form of a boar and can remain in that form indefinitely.

Damage Reduction (Su): A death ringer has damage reduction 10/silver and magic. A death ringer's natural attacks are treated as magic weapons for the purposes of overcoming damage reduction.

Fast Healing (Ex): A death ringer regains lost hit points at a rate of 5 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow for the re-growth or reattachment of lost body parts.

Obsessive-Compulsive (Ex): If a death ringer becomes aware of an unattended rope in its presence in which one or

more knots have been tied, the death ringer cannot willingly do anything to move further away from the rope so long as the knots in the rope remain tied. Neither can it willingly take any action that would relocate or destroy the rope into which the knots have been tied. If the death ringer is aware of two or more such ropes in its presence, it may ignore the restrictions imposed by one of those ropes if moving towards the other with the intent of untying the knots within it.

The death ringer must thus untie the knots in the rope if it wishes to regain its freedom of movement. Untying a knot requires a successful Use Rope check (DC = Use Rope check result that was rolled while tying the knot).

Phase Door (Su): As part of a move or double move action, a death ringer may pass through its coffin and/or up to six feet of soil as if each were a stone wall upon which the death ringer had cast a permanent *phase door* spell. If a barrier is too thick for a death ringer to pass through with one use of this ability, the death ringer cannot pass through that barrier at all (not even part of the way). Neither can the death ringer pass through materials other than soil unless those materials are part of its own coffin.

Rejuvenation (Su): When a death ringer is destroyed, it fades away and its corpse reforms intact within its grave. This corpse rises again as a full-strength death ringer after thirty days have passed unless it has had a net wrapped around it or a coin placed in its mouth. It will also not rise again if it has been decapitated or completely destroyed, usually by fire. Otherwise damaging the corpse merely prevents it from rising as a death ringer until thirty days have passed since it was last disturbed.

Resistance (Ex): A death ringer has resistance to cold 10 and electricity 10.

Turn Resistance (Ex): A death ringer has +4 turn resistance.

Undead Traits: A death ringer is immune to mind-influencing effects, poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects that do not specifically affect undead, and any effect that both requires a Fortitude



Illustration by Ed Bourelle

MONSTERS

save and does not affect objects. It is not subject to critical hits, nonlethal damage, ability damage, ability drain, energy drain, or death from massive damage. An undead creature possesses immunity to any effect that requires a Fortitude save and uses its Charisma bonus to Concentrations checks. A death ringer vampire cannot be raised and can only be resurrected if it is willing; it also has darkvision (60-foot range). Undead do not breathe, eat, or sleep.

Skills: Death ringers receive a +8 racial bonus to Climb, Hide, Listen, Move Silently, Search, Sense Motive, and Spot checks.

CREATING A DEATH RINGER

“Death ringer” is a template that can be added to any humanoid or monstrous humanoid (hereafter referred to as the “base creature”). If the base creature has less than 5 Hit Dice, it also gains the lesser vampire template. A death ringer uses all of the base creature’s statistics except as noted below.

Size and Type: The base creature’s type changes to undead (augmented humanoid or monstrous humanoid, vampire). Do not recalculate base attack bonus, saves, or skill points. Size is unchanged.

Hit Dice: Increase all current and future Hit Dice to d12s.

AC: The base creature’s natural armor improves by +6 and its AC is adjusted to reflect its new Dexterity score.

Attack: If the base creature does not have a slam attack, it gains a slam attack as a result of this template.

Damage: If the base creature gained a slam attack as a result of this template, that slam attack deals damage dependent upon the base creature’s size, as detailed on **Table 2.1: Vampire Damage** at the beginning of this chapter. A slam attack gained by a Medium creature, for example, deals 1d6 points of damage.

Special Attack: A death ringer retains the base creature’s special attacks and gains those described below. Saves have a DC of $10 + 1/2$ death ringer’s HD + death ringer’s Cha modifier unless noted below.

Blood Drain (Ex): Every round a death ringer pins a living foe with a successful grapple attack, the death ringer may draw out that creature’s blood with its fangs, causing Constitution drain dependant upon its size, as per **Table 2.2: Bloodsucker Damage**. Creatures that have no blood are immune to this special attack.

Create Spawn (Su): Whenever a humanoid or monstrous humanoid dies as a result of a death ringer draining its life energy, that creature rises again as a lesser death ringer (a death ringer to which the lesser vampire template has been applied) in thirty days unless it is buried with a coin in its mouth. Whenever a humanoid or monstrous humanoid dies as result of a death ringer draining its blood, the creature rises again as a full-fledged death ringer in thirty days unless it is buried with a coin in its mouth.

Death Chime (Su): If a death ringer spends a full-round action ringing a hand-held bell, one living creature within 30 feet is immediately affected by the death ringer’s energy drain

special attack, just as if the death ringer had hit the creature with a slam attack. The saving throw against the energy drain still applies, as normal. If the death ringer instead spends a full-round action ringing a church bell in a temple devoted to a good-aligned god, the range of this special attack increases to 300 feet. The death ringer can choose a creature to be affected from among those of whose presence it is aware, or it can have a random living creature within range be affected. In either case, this ability is a sonic death effect.

Energy Drain (Su): A living creature hit by a death ringer’s slam attack gains two negative levels. For each negative level bestowed, the death ringer heals 5 points of damage, with healing in excess of the damage it has suffered being gained as temporary hit points. Negative levels bestowed by a death ringer vampire have a maximum duration of 24 hours. If a negative level bestowed by an death ringer is not removed before its duration expires, the level (or Hit Dice) of the creature upon which it was inflicted is reduced by one (Fortitude negates, DC $10 + 1/2$ death ringer’s HD + death ringer’s Cha modifier).

Undead Shadow (Ex): As a free action, a death ringer may cause its own shadow to become an undead creature that cannot be turned or rebuked and cannot create spawn, but that is otherwise identical to the shadow described in the *MM*. The death ringer’s shadow can move about and fight independently, leaving the death ringer without a shadow if it strays far enough away. Once transformed into an undead creature, the death ringer’s shadow remains so until destroyed, at which point it reappears alongside the death ringer, once again a normal shadow. The death ringer is then free to turn its shadow into an undead creature once more.

Special Qualities: A death ringer retains the base creature’s special qualities and gains those described below.

Alternate Form (Su): A death ringer may assume the form of a boar as a standard action. This ability duplicates the effects of a *polymorph* spell cast by an 8th level sorcerer except that the death ringer can only assume the form of a boar and can remain in that form indefinitely.

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Phase Door (Su): As part of a move or double move action, a death ringer may pass through its coffin and/or up to six feet of soil as if each were a stone wall upon which the death ringer had cast a permanent *phase door* spell. If a barrier is too thick for a death ringer to pass through with one use of this ability, the death ringer cannot pass through that barrier at all (not even part of the way). Neither can the death ringer pass through materials other than soil unless those materials are part of its own coffin.

Rejuvenation (Su): When a death ringer is destroyed, it fades away and its corpse reforms intact within its grave. This corpse rises again as a full-strength death ringer after thirty

DHAMPİR

days have passed unless it has had a net wrapped around it or a coin placed in its mouth. It will also not rise again if it has been decapitated or completely destroyed, usually by fire. Otherwise damaging the corpse merely prevents it from rising as a death ringer until thirty days have passed since it was last disturbed.

Resistance (Ex): A death ringer has resistance to cold 10 and electricity 10.

Turn Resistance (Ex): A death ringer has +4 turn resistance.

Undead Traits: A death ringer is immune to mind-influencing effects, poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects that do not specifically affect undead, and any effect that both requires a Fortitude save and does not affect objects. It is not subject to critical hits, nonlethal damage, ability damage, ability drain, energy drain, or death from massive damage. An undead creature possesses immunity to any effect that requires a Fortitude save and uses its Charisma bonus to Concentrations checks. A death ringer vampire cannot be raised and can only be resurrected if it is willing; it also has darkvision (60-foot range). Undead do not breathe, eat, or sleep.

Abilities: Increase the base creature's scores as follows: Str +6, Dex +4, Int +2, Wis +2, Cha +4. Death ringer vampires have no Constitution scores.

Skills: Death ringers receive a +8 racial bonus to Climb, Hide, Listen, Move Silently, Search, Sense Motive, and Spot checks. They otherwise have the same skills as the base creature.

Feats: Death ringers gain Alertness, Combat Reflexes, Dodge, Improved Initiative, and Lightning Reflexes as bonus feats. They otherwise have the same feats as the base creature.

Organization: Solitary, pair, or nest (3-5).

Challenge Rating: As base creature +3.

Treasure: Double standard.

Alignment: Any evil.

Advancement: By character class.

Level Adjustment: Same as the base creature +8

REPELLING A DEATH RINGER

A death ringer cannot be repelled by any means that would not repel another creature of the same type. However, a death ringer suffers from the obsessive-compulsive special quality described below, which it retains even if it changes shape.

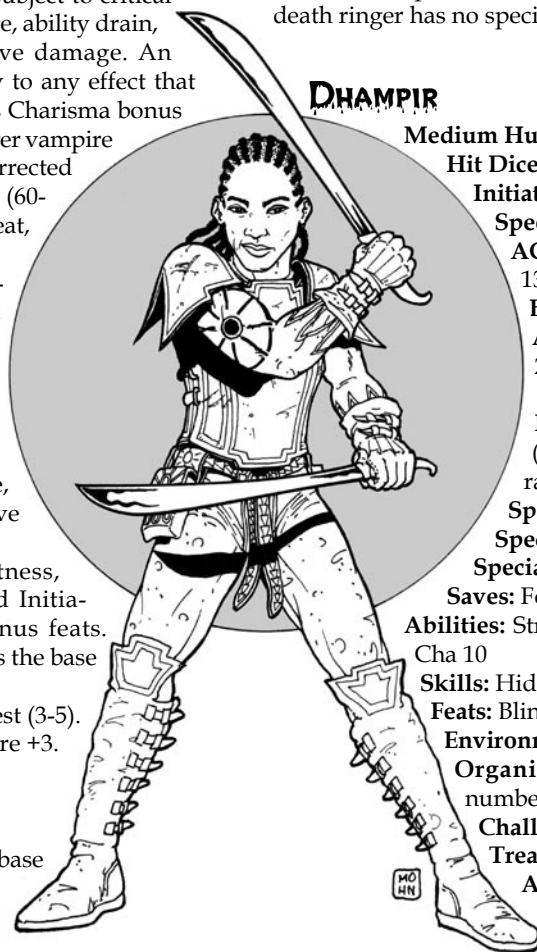
Obsessive-Compulsive (Ex): If a death ringer becomes aware of an unattended rope in its presence in which one or more knots have been tied, the death ringer cannot willingly do anything to move further away from the rope so long as the knots in the rope remain tied. Neither can it willingly take

any action that would relocate or destroy the rope into which the knots have been tied. If the death ringer is aware of two or more such ropes in its presence, it may ignore the restrictions imposed by one of those ropes if moving towards the other with the intent of untying the knots within it.

The death ringer must thus untie the knots in the rope if it wishes to regain its freedom of movement. Untying a knot requires a successful Use Rope check (DC = Use Rope check result that was rolled while tying the knot).

DESTROYING A DEATH RINGER

A death ringer's rejuvenation special quality is thwarted by decapitating or completely destroying its corpse; placing a coin in its corpse's mouth; or wrapping its corpse in a net. A death ringer has no special vulnerabilities.



DHAMPİR

Medium Humanoid (Human)

Hit Dice: 1d8-1 (3 hp)

Initiative: +0

Speed: 30 ft. (6 squares)

AC: 13 (+3 studded leather), 10 touch, 13 flat-footed

Base Attack/Grapple: +0/+0

Attack: Rapier +0 melee (1d6/18-20) or light crossbow +0 ranged (1d8/19-20)

Full Attack: Rapier +0 melee (1d6/18-20) or light crossbow +0 ranged (1d8/19-20)

Space/Reach: 5 ft./5 ft.

Special Attack: -

Special Qualities: Dhampir traits

Saves: Fort +0, Ref +0, Will +3

Abilities: Str 10, Dex 11, Con 8, Int 11, Wis 13, Cha 10

Skills: Hide +4, Listen +4*, Spot +4*

Feats: Blind-Fight, Iron Will

Environment: Any land

Organization: Community (1 plus any number of humans)

Challenge Rating: 1/2

Treasure: Standard

Alignment: Usually lawful good

Advancement: By character class

Level Adjustment: +0

A human by all appearances, Darmos shared a special connection with the undead that aided us greatly in our battles against them. He saw through their cloaking magics and warned of us impending attacks, always the first to strike at unseen foes that drew them out of the darkness.

Born to a mortal human mother and a vampire father (often a living vampire), a dhampir is a human whose unusual heritage has provided him a special connection with the

Illustration by Jesse Mohn

MONSTERS

undead. More often than not, a dhampir uses this connection to hunt down and destroy those undead that would threaten his mortal kin.

Dhampirs are as varied in appearance as the humans that give rise to them, and have few distinguishing characteristics to identify them as the children of a vampire. They are born with especially soft flesh and bones, and the average dhampir has a bit less stamina than the average human, but this does nothing to distinguish his or her features from those of a human. In fact, dhampirs are so physically indistinguishable from ordinary humans that the former is a sub-race of the later.

Dhampirs speak Common.

COMBAT

Used to being pitted against potentially powerful undead, dhampirs like to size up their foes before engaging them in combat, and can be quite clever in finding ways to exploit an opponent's weaknesses. Beyond this, a dhampir's tactics will depend largely upon the culture in which it was raised.

Dhampir Traits (Ex): Dhampirs are considered to be human for the purposes of all special abilities and magic. They can automatically see invisible undead, including astral and ethereal undead, as if they were visible creatures on the Material Plane. A dhampir's natural weapons, as well as any weapons it wields, are treated as force effects when attacking undead creatures.

Skills: Dhampirs are particularly alert, granting them a +2 racial bonus to Listen and Spot checks.

DHAMPIR SOCIETY

Dhampirs share the culture of ordinary humans, for they grow up and live among them all their lives. However, dhampirs often hold celebrated positions in human communities, for the unusual abilities that set them apart can serve as potent weapons with which to defend a community from supernatural dangers. Those dhampirs not protecting human lands from such dangers out of the goodness of their hearts are still likely to be doing so as mercenaries.

DHAMPIR CHARACTERS

A dhampir's favored class is paladin. Dhampir clerics worship various human deities, especially those that abhor the undead.

Dhampir characters possess the following racial traits:

- +2 Wisdom, -2 Constitution: Dhampirs have excellent senses, but they also have brittle bones.
- Medium size.
- A dhampir's base land speed is 30 feet.
- +2 bonus to Listen and Spot checks: Dhampirs are particularly alert.
- Ghost strike: A dhampir's natural weapons, as well as any weapons it wields, are treated as force effects when attacking undead creatures.

- See dead people: Dhampirs automatically see invisible undead, including ethereal or otherwise out-of-phase undead, as if they were visible creatures on the Material Plane.

- Automatic Languages: Common. Bonus Languages: Any (except secret languages, such as Druidic).

- Favored Class: Paladin.

- Level Adjustment: +0."

GRAVE SOIL

Huge Elemental (Earth)

Hit Dice: 16d8+80 (152 hp)

Initiative: +2

Speed: 20 ft. (4 squares)

AC: 18 (-2 size, +2 Dex, +8 natural), 10 touch, 18 flat-footed

Base Attack/Grapple: +12/+26

Attack: Slam +16 melee (2d6+9 plus trip)

Full Attack: Slam +16/+11/+6 melee (2d6+9 plus trip)

Space/Reach: 15 ft./10 ft.

Special Attack: Earth mastery, engulf, suffocate, trip

Special Qualities: Camouflage, darkvision 60 ft., elemental traits, negative energy immunity, shapeable

Saves: Fort +15, Ref +7, Will +5

Abilities: Str 23, Dex 15, Con 20, Int 6, Wis 11, Cha 11

Skills: Listen +10, Spot +9

Feats: Combat Expertise, Combat Reflexes, Dodge, Improved Bull Rush, Improved Trip, Power Attack

Environment: Any land and underground

Organization: Solitary or symbiote (1 plus 1-4 corporeal undead)

Challenge Rating: 11

Treasure: None

Alignment: Usually neutral

Advancement: 17-32 HD (Huge); 33-48 HD (Gargantuan)

Level Adjustment: -

We set up our battle lines and watched a patch of earth slide smoothly toward us. The priests were adamant about protecting the eternal slumber of the graveyard's inhabitants, so we stood our ground as the elemental approached...

A grave soil is a scavenger distantly related to the common earth elemental. In addition to feeding on the corpses of humans and animals, the grave soil is also able to draw sustenance from the aura that surrounds undead without harming these creatures in any way.

A grave soil appears to be a patch of loose topsoil, complete with small stones and clumps of grass upon its surface. Tombstones, partially covered parts of dead bodies, and other

GRAVE SOIL

objects may be seen sticking out of its body. Where the grave soil has engulfed particularly large corpses, lumps may appear upon its surface. All of these features might also be possessed by an ordinary patch of earth; the grave soil's nature only becomes obvious when it begins to move, flowing over the ground like a giant amoeba.

A grave soil is motivated by its considerable appetite, which drives it to unearth and consume corpses, attacking the living if none are available. It is interesting to note that some grave soils are kept as pets by intelligent undead. In exchange for providing the grave soil with food, allied undead will often have the grave soil harmlessly engulf them while they rest, protecting them from sunlight or other irritants.

Grave soils speak Terran in voices that sound very much like earth settling or shifting. When alone, a grave soil has the tendency to mumble to itself, or to chew noisily upon food.

COMBAT

When a grave soil attacks, it moves beneath its victims and attempts to pull them into its amorphous body. To observers, it may look as if the ground itself were attempting to swallow the grave soil's victims. A grave soil that has engulfed one or more corpses will expel them as its assault commences in order to make room for fresher food, adding to the frightening nature of the attack.

Earth Mastery (Ex): The grave soil gains a +1 bonus to attack rolls and weapon damage rolls if both it and the creature it is attacking touch the ground. When attacking a foe that is airborne or waterborne, the grave soil suffers a -4 penalty to attack rolls and weapon damage rolls.

Engulf (Ex): Whenever a grave soil comes to occupy one or more squares that are also occupied by a prone creature (as when the grave soil trips a creature that occupies one or more of its squares), the prone creature is engulfed (Reflex negates, DC 20). On a successful save, the creature is instead ejected out of all squares occupied by the grave soil by the shortest possible route. Engulfed creatures are considered grappled by the grave soil.

The grave soil is not considered grappled while it engulfs an opponent, and still threatens adjacent squares and retains its Dexterity bonus. It can move with engulfed foes provided it can drag the opponents' weight. The grave soil may also move without dragging opponents, but it no longer engulfs a foe if it chooses to vacate all squares occupied by the foe.

Suffocate (Ex): Every round the grave soil grapples an opponent, that opponent is unable to breathe. See the DMG for rules on holding one's breath.

Trip (Ex): Whenever a grave soil hits with a slam attack, it may immediately attempt to trip the struck opponent as a free action that does not provoke an attack of opportunity. The grave soil cannot be tripped in turn, if its trip attempt fails. Note that a grave soil gains a +4 bonus on Strength checks it makes to trip opponents as a result of its Improved Trip feat.

Camouflage (Ex): When not moving, a grave soil is difficult to distinguish from an ordinary patch of recently disturbed earth. Recognizing that the grave soil is actually an animate creature requires a successful Spot check (DC 15, modified for distance) followed by a successful Knowledge (nature) check (DC 20). If an observer hears the grave soil making incoherent noises, the initial Spot check is not needed. If an observer familiar with the Terran language hears the grave soil speak actual words, that observer immediately realizes that the grave soil is an elemental creature (no skill checks required).

Elemental Traits: The grave soil is immune to poison, sleep, paralysis, and stunning. It has darkvision (60-foot range) and is not subject to critical hits or flanking. It can only be restored to life by *limited wish*, *wish*, *miracle*, and *true resurrection*. It is proficient with natural weapons and simple weapons if humanoid in form, and armors noted in its racial description of that type (light, medium, heavy) or lighter. Elementals do not eat, sleep, or breathe, though they can consume if they desire.

Negative Energy Immunity (Ex): A grave soil is immune to ability drain, energy drain, and negative energy damage from any source.

Shapeable (Ex): As a result of its flowing body, a grave soil may move through or occupy spaces containing opponents of any size category smaller than its own. Additionally, whenever a grave soil moves, each of the 5-foot squares that comprises its body move independently of one another. These parts of the grave soil need not retain their position relative to one another, though they cannot end a movement in such a way that the grave soil is split into two or more separate pieces. Note that an opponent with multiple attacks of opportunity is not

able to attack different parts of the grave soil as if each were an independent creature. Such an opponent may only make one attack of opportunity against the grave soil per round as a result of the grave soil's movements.

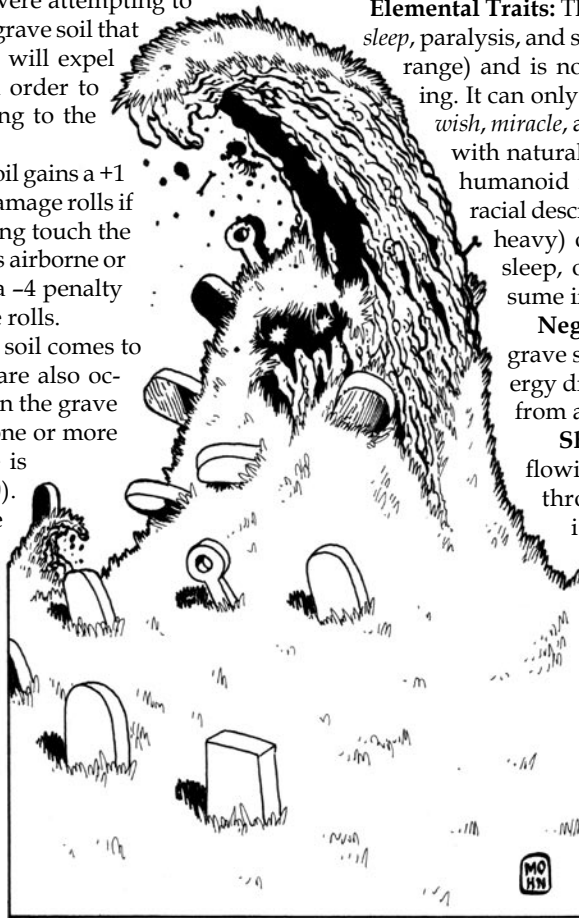


Illustration by Jesse Mohn

IRON MAIDEN

Large Construct

Hit Dice: 18d10+30 (129 hp)

Initiative: +0

Speed: 20 ft. (4 squares)

AC: 24 (-1 size, +15 natural), 9 touch, 24 flat-footed

Base Attack/Grapple: +13/+23

Attack: Slam +18 melee (1d8+6) or grab +18 melee touch (1d3+6, nonlethal)

Full Attack: 2 slams +18 melee (1d8+6) or 2 grabs +18 melee touch (1d3+6, nonlethal)

Space/Reach: 10 ft./10 ft.

Special Attack: Improved grab, spikes

Special Qualities: Construct traits, damage reduction (10/adamantine), low-light vision, SR 24

Saves: Fort +6, Ref +6, Will +6

Abilities: Str 22, Dex 10, Con –, Int –, Wis 11, Cha 1

Skills: –

Feats: –

Environment: Any land or underground

Organization: Solitary

Challenge Rating: 13

Treasure: None

Alignment: Always neutral

Advancement: 16-36 HD (Large); 37-54 HD (Huge)

Level Adjustment: –

Her body towered over mine, a metallic monstrosity whose sole purpose was to inflict pain and suffering. As I stumbled, one of her hands came thundering down, pinning me to the ground. After that, all I remember is my own screaming...

Created by spellcasters to function as horrible objects of torture and terror, animate iron maidens are mechanical creatures capable of crushing and impaling victims.

An animate iron maiden is humanoid in form and constructed of metal, crudely painted to look like an actual maiden. A typical iron maiden stands 9 feet tall and weighs in excess of 8,000 pounds. Each has a jewel-encrusted controlling amulet, whose owner becomes the iron maiden's master.

The iron maiden follows this master's verbal commands to the best of its ability. Iron maidens are used primarily to torture and kill captives in as bloody a spectacle as possible. All have sharp, retractable spikes built into their chests for this very purpose. Many are designed to collect and store any blood shed by their victims.

COMBAT

An iron maiden's most devastating attacks are reserved for those whom it is able to grab and crush in its deadly embrace, so it is usually instructed to grapple foes. When fighting opponents it cannot grapple, an iron maiden can still smash foes with its fists, but these attacks are considerably less effective than the wicked spikes it can bring to bear upon pinned opponents.

Improved Grab (Ex): If an iron maiden hits an opponent smaller than itself with a slam or grab attack, it deals normal damage and may attempt to start a grapple as a free action without provoking an attack of opportunity. No initial touch attack is required. If the iron maiden gets a hold as a result of this special attack, it pulls the grappled opponent into its space. This movement does not provoke attacks of opportunity. The iron maiden has the option to conduct the grapple normally,

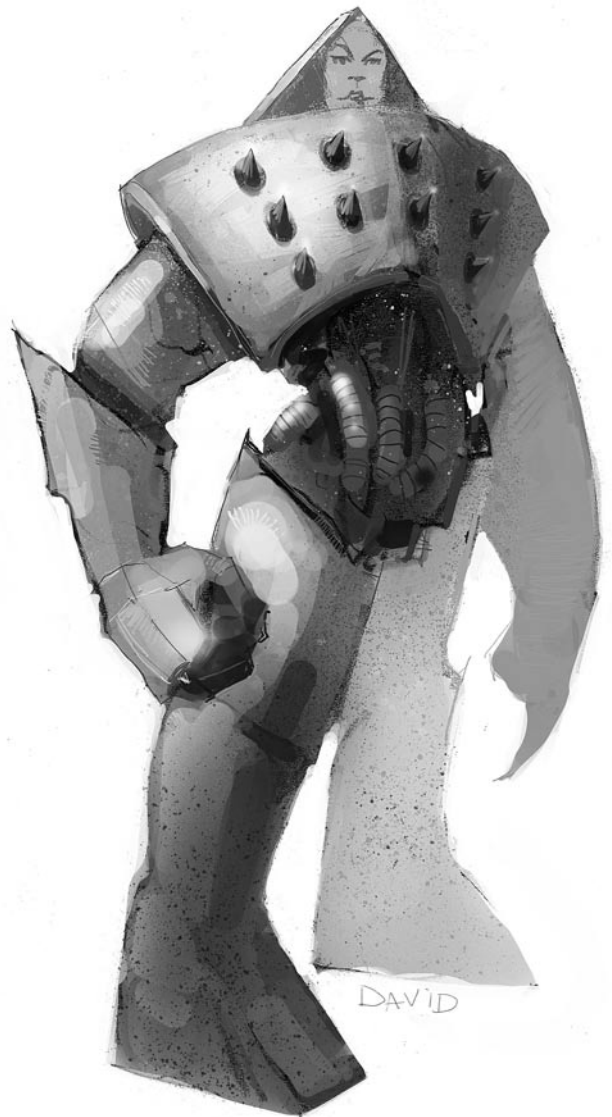


Illustration by David Hendee

IRONTTOOTH VAMPIRE (UPYR)

or simply use its fist to hold the opponent. If it chooses to do the latter, it suffers a -20 penalty to grapple checks, and can use its remaining attacks against other opponents.

Each successful grapple check an iron maiden makes during successive rounds automatically deals slam damage if a slam attack initiated the grapple, or normal grappling damage if a grab attack initiated the grapple.

An iron maiden is not considered grappled while it holds an opponent, so it still threatens adjacent squares and retains its Dexterity bonus. It can even move (possibly carrying away the opponent), provided it can drag the opponent's weight.

Spikes (Ex): Every round an iron maiden pins a foe with a successful grapple attack, the iron maiden may extend the spikes in its chest in order to stab that creature. If the iron maiden does so, 1d6 of the spikes automatically strike the grappled creature. Each spike deals 1d4 points of piercing damage and draws out the victim's blood for an additional 1 point of temporary Constitution damage. Creatures without blood are immune to the temporary Constitution damage, but not to the piercing damage.

Construct Traits: An iron maiden is immune to mind-affecting effects, poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fortitude save unless it also works on objects. It is not subject to critical hits, nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. An iron maiden is not at risk of death from massive damage, but when reduced to 0 or fewer hit points, it is immediately destroyed; since it was never alive, it cannot be raised or resurrected. An iron maiden cannot heal damage on its own, though it can be healed, and can be repaired in the same way an object can. An iron maiden that somehow gains the regeneration and/or fast healing special qualities still benefits from those qualities. It has low-light vision. Constructs do not eat, sleep, or breathe.

Damage Reduction (Ex): An iron maiden has damage reduction 10/adamantine. An iron maiden's natural attacks are treated as magic weapons for the purposes of overcoming damage reduction.

CONSTRUCTION

An iron maiden costs 100,000 gp to create. This cost includes 1,000 gp for the construction of the body, 5,000 gp for the construction of the controlling amulet, 1,000 gp for the workshop in which the iron maiden is animated, and the costs of all spell components used up during the creature's construction.

Creation of the iron maiden begins with the construction of its body, which need not be accomplished by the same individual who will later animate the iron maiden. The body is constructed with the Craft (metalworking) skill (DC 18) and can only be created by an individual with at least 18 ranks in the Knowledge (engineering) skill. Next, the controlling amulet is created, again not necessarily by the same individual who will later animate the iron maiden. The amulet is constructed with the Craft (jeweler) skill (DC 18).

Once the body of an iron maiden and its controlling amulet are constructed, it must be animated through the use of an

arduous magical ritual that costs 2,000 XP and takes a week to complete. Only characters with the Create Wondrous Item feat and 18 or more ranks in Knowledge (engineering) can successfully comprehend and perform this ritual. The character performing the ritual must work in a specially prepared workshop that is quiet, comfortable, and lit enough to make it suitable for preparing spells. The animator must work for 8 hours a day while performing the ritual, and cannot rush the process by working longer. The animator can do nothing else while performing this ritual, and can only engage in light activity during rest periods. If the animator misses a day, spends less than 8 hours working on any given day of the ritual, or performs strenuous activities, the process is ruined. All materials and XP spent during the ritual are wasted, though the body of the iron maiden, the controlling amulet, and the workshop in which the ritual was performed remain.

CL 15th; Craft Construct, caster must be at least 15th level; Price 150,000 gp; Cost 80,000 gp + 5,600 XP. If the creator is using arcane magic, he requires the following spells: *binding*, *geas/quest*, *keen edge*, and *polymorph any object*, if instead he is using divine magic, he substitutes the following spells: *animate objects*, *blade barrier*, *geas/quest*, and *righteous might*.

CONTROLLING AMULET

If the amulet that controls an iron maiden is destroyed or the wearer of the amulet dies, the iron maiden carries out the last instruction that it received, becoming inert if that instruction is completed. In the case of a destroyed amulet, the iron maiden cannot then be reactivated until another amulet is constructed. In the case of a slain controller, control of the iron maiden can be reestablished if another creature takes possession of the controlling amulet.

IRONTTOOTH VAMPIRE (UPYR)

The aptly named irontooth vampire is an undead creature that sports wicked fangs and claws, each of them made of solid iron. The vampire uses these metal growths to burrow through the ground, oddly relying more heavily upon its teeth in this endeavor than upon its claws. For reasons unknown, irontooth vampires are found almost exclusively in colder climes, despite the fact that they are as vulnerable to cold weather as are living beings.

An irontooth vampire appears as it did in life, though its hands have sprouted iron claws and its mouth is now an iron-fanged maw. The vampire's iron claws change the creature's appearance only slightly from that it had while alive, for each looks like little more than a long, sharp fingernail that has somehow become iron. The vampire's fangs, on the other hand, greatly alter the appearance of its face, as each and every one of its teeth is now much larger and sharper than before. The vampire's mouth is often wider than it was in life to accommodate these fangs.

Irntooth vampires know the languages that they knew in life, and their warped mouths do nothing to interfere with their ability to speak.

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SAMPLE IRONTOOTH VAMPIRE

We were expecting yeti, or even polar bears, to attack us. But nothing prepared us for a wild-eyed dwarf with an iron-fanged maw and a thirst for our blood. He burrowed into our camp during the second watch, and some of our group did not awake in time.

This example uses a 5th-level dwarf fighter.

Medium Undead (Augmented Humanoid, Vampire)

Hit Dice: 5d12+3 (35 hp)

Initiative: +5

Speed: 30 ft. (6 squares), burrow 30 ft.

AC: 23 (+1 Dex, +4 masterwork chain shirt; +8 natural), 11 touch, 22 flat-footed

Base Attack/Grapple: +5/+11

Attack: Claw +11 melee (1d6+6 plus energy drain) or greataxe +12 melee (1d12+11/x3) or light crossbow +6 ranged (1d8/19-20)

Full Attack: 2 claws +11 melee (1d6+6 plus energy drain) and bite +9 melee (1d6+3) or greataxe +12 melee (1d12+8/x3) or light crossbow +6 ranged (1d8/19-20)

Space/Reach: 5 ft./5 ft.

Special Attack: Animal allies, blood drain, create spawn, energy drain, hypnotic gaze

Special Qualities: Allergen, alternate form, damage reduction (10/silver and magic), darkvision 60 ft., dwarf traits, fast healing 5, rejuvenation, resistance to electricity 10, taboo, tremorsense, turn resistance +4, undead traits, winter stride

Saves: Fort +6, Ref +2, Will +4

Abilities: Str 22, Dex 12, Con –, Int 10, Wis 17, Cha 14

Skills: Balance +9*, Climb +10, Craft (any one) +8, Hide +9*, Jump +10, Listen +11*, Move Silently +9*, Search +8*, Spot +11*, Survival +11*

Feats: Blind-Fight, Great Fortitude^B, Improved Bull Rush, Improved Initiative^B, Improved Sunder, Multiattack^B, Power Attack, Toughness^B, Weapon Focus (greataxe), Weapon Specialization (greataxe)

Environment: Any cold land and underground

Organization: Solitary, pair, or nest (3-5)

Challenge Rating: 7

Treasure: Double standard

Alignment: Any evil

Advancement: By character class

Level Adjustment: +7

COMBAT

Irontooth vampires enjoy taking advantage of their burrowing speed and their winter stride, both of which they use to create

deadly wilderness ambushes. If its victims are surprised by its ambush, the irontooth vampire inflicts as much damage as it can in a few rounds to a single target and then withdraws to strike again later. If its victims seem unusually prepared for the ambush, the irontooth vampire instead shows caution, attempting to hypnotize its intended targets with its gaze and flee so that it may prepare a better ambush some time in the future.

Animal Allies (Su): At will, as a standard action, an irontooth vampire may duplicate the effects of a *charm animal* spell (Will negates, DC 14). Only wild (non-domesticated) rodents and canines can be befriended with this special ability.

Blood Drain (Ex): Every round an irontooth vampire pins a living foe with a successful grapple attack, the irontooth vampire may draw out that creature's blood with its fangs, causing 1d4 Constitution drain. Creatures that have no blood are immune to this special attack.

Create Spawn (Su): Whenever a humanoid or monstrous humanoid that does not have a natural swim speed dies as a result of an irontooth vampire draining its life energy, that creature rises again as an irontooth vampire on the next night of the winter solstice unless it is first drenched in at least seven vials of holy water. Whenever a humanoid or monstrous humanoid that does not have a natural swim speed dies as result of an irontooth vampire draining its blood, the creature rises again as a lesser irontooth vampire (an irontooth vampire to which the lesser vampire template has been applied) on the next night of the winter solstice unless it is first drenched in at least seven vials of holy water.

Energy Drain (Su): Any living creature hit by an irontooth vampire's claw attack gains one negative level. For each negative level bestowed, the irontooth vampire heals 5 points of damage, with healing in excess of the damage it has suffered being gained as temporary hit points. Negative levels bestowed by an irontooth vampire have a maximum duration of 24 hours. If a negative level bestowed by an irontooth vampire is not removed before its duration expires, the level (or Hit Dice) of the creature upon which it was inflicted is reduced by one (Fortitude negates, DC 14).

Hypnotic Gaze (Su): Any creature within 30 feet of an irontooth vampire that meets its eyes can be targeted by its gaze attack on the irontooth's next turn. As a standard action, the irontooth vampire may glare at any such creature, causing the creature to become paralyzed for 5 rounds (Will negates, DC 14).

Allergen (Ex): Openly displayed holy symbols, openly displayed mirrors, and garlic hold an irontooth vampire at bay in the same way a *magic circle against evil* spell holds nongood summoned creatures at bay. As with that spell, an item that repels an irontooth vampire is not considered an offensive measure, and if one is forced upon an irontooth vampire, that vampire can ignore the protection provided by that item for the remainder of the current encounter.

Alternate Form (Su): An irontooth vampire may assume the form of a wolf as a standard action. This ability duplicates the effects of a *polymorph* spell cast by an 8th level sorcerer except that the irontooth vampire can only assume the form of a wolf and can remain in that form indefinitely.

IRONTOTH VAMPIRE (UPYR)

Damage Reduction (Su): An irontooth vampire has damage reduction 10/silver and magic. An irontooth vampire's natural attacks are treated as magic weapons for the purposes of overcoming damage reduction.

Dwarf Traits: As a dwarf, the irontooth vampire gains a +1 racial bonus to attack rolls against orcs and goblinoids, a +2 racial bonus to Will saves against spells and spell-like abilities, a +2 racial bonus to Fortitude saves against all poisons (to which it is normally immune), and a +4 dodge bonus to AC against giants. It possesses stonecutting, a +2 bonus to checks to notice unusual stonework (including attempts to disguise non-stone materials as stone). A dwarf who merely comes within 10 feet of unusual stonework can make a Search check as though actively searching and can use the Search skill to find stonework traps the way a rogue can. A dwarf can also intuit depth, sensing approximate distance underground as naturally as a human can sense which way is up.

Fast Healing (Ex): An irontooth vampire regains lost hit points at a rate of 5 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow for the re-growth or reattachment of lost body parts.

Rejuvenation (Su): When an irontooth vampire is destroyed, it withers into nothing and its corpse reforms intact in its grave 1d10 days later. This corpse rises again as a full-strength irontooth vampire on the next night of the winter solstice unless it is exhumed and drenched in seven or more vials of holy water. Not even the complete destruction of the body will prevent it from rising again as an irontooth vampire without the application of holy water as prescribed, for it will merely reform time and again.

Resistance (Ex): An irontooth vampire has resistance to electricity 10.

Taboo (Ex): An irontooth vampire is unable to enter any body of water, any area above a body of water, or any domicile into which it is not invited of its own free will. If an irontooth vampire is somehow forced into such an area against its

will, the vampire collapses, paralyzed and helpless, so long as it remains in the area; it cannot leave under its own power.

Tremorsense (Ex): An irontooth vampire automatically senses the location of every creature and item that is touching the ground (60-foot range).

Turn Resistance (Ex): An irontooth vampire has +4 turn resistance.

Undead Traits: An irontooth vampire is immune to mind-influencing effects, poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects that do not specifically affect undead, and any effect that both requires a Fortitude save and does not affect objects. It is not subject to critical hits, non-lethal damage, ability damage, ability drain, energy drain, or death from massive damage. An undead creature possesses immunity to any effect that requires a Fortitude save and uses its Charisma bonus to Concentrations checks. An irontooth vampire cannot be raised and can only be resurrected if it is willing; it also has darkvision (60-foot range). Undead do not breathe, eat, or sleep.

Winter Stride (Ex): An irontooth vampire can travel across ice, snow, and sleet as quickly and easily as it can travel across dry, solid ground.

Skills: Irontooth vampires receive a +8 racial bonus to Balance, Hide, Listen, Move Silently, Search, Spot, and Survival checks.

CREATING AN IRONTOTH VAMPIRE

"Irontooth vampire" is a template that can be added to any humanoid or monstrous humanoid that does not have a natural swim speed (hereafter referred to as the "base



Illustration by Cos Koniotis

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creature”) whose body has been buried in a cold climate. If the base creature has less than 5 Hit Dice, it also gains the lesser vampire template. An irontooth vampire uses all of the base creature’s statistics except as noted below.

Size and Type: The base creature’s type changes to undead (augmented humanoid or monstrous humanoid, vampire). Do not recalculate base attack bonus, saves, or skill points. Size is unchanged.

Hit Dice: Increase all current and future Hit Dice to d12s.

Speed: If the base creature does not have a burrow speed, it gains a burrow speed equal to its normal base speed. Interestingly, an irontooth vampire accomplishes as much of its burrowing with its teeth as it does with its claws.

AC: The base creature’s natural armor improves by +8 and its AC is modified to reflect its new Dexterity score.

Attack: If the base creature does not already have a claw attack, it gains two claw attacks as a result of this template. If it does not already have a bite attack, it gains one as a secondary attack.

Damage: If the base creature gained a bite attack as a result of this template, that bite attack deals damage dependent upon the base creature’s size, as detailed on **Table 2.1: Vampire Damage** at the beginning of this chapter. A bite attack gained by a Medium creature, for example, deals 1d6 points of damage. If the base creature gained a claw attack as a result of this template, that claw attack deals damage dependent upon the base creature’s size, as detailed on **Table 2.1: Vampire Damage** at the beginning of this chapter. A claw attack gained by a Medium creature, for example, deals 1d6 points of damage.

Abilities: Increase the base creature’s scores as follows: Str +6, Dex +2, Int +2, Wis +4, Cha +4. Irontooth vampires have no Constitution scores.

Skills: Irontooth vampires receive a +8 racial bonus to Balance, Hide, Listen, Move Silently, Search, Spot, and Survival checks. They otherwise have the same skills as the base creature.

Feats: Irontooth vampires gain Great Fortitude, Improved Initiative, Improved Sunder, Multiattack, and Toughness as bonus feats. They otherwise have the same feats as the base creature.

Special Attack: An irontooth vampire retains the base creature’s special attacks and gains those described below. Saves have a DC of $10 + 1/2$ irontooth vampire’s HD + irontooth vampire’s Cha modifier unless noted otherwise.

Animal Allies (Su): At will, as a standard action, an irontooth vampire may duplicate the effects of a *charm animal* spell (Will negates, DC $11 +$ irontooth vampire’s Wis modifier). Only wild (non-domesticated) rodents and canines can be befriended with this special ability.

Blood Drain (Ex): Every round an irontooth vampire pins a living foe with a successful grapple attack, the irontooth vampire may draw out that creature’s blood with its fangs, causing Constitution drain dependent upon its size, as per **Table 2.2: Bloodsucker Damage**. Creatures that have no blood are immune to this special attack.

Create Spawn (Su): Whenever a humanoid or monstrous humanoid that does not have a natural swim speed dies as a result of an irontooth vampire draining its life energy, that creature rises again as an irontooth vampire on the next night of the winter solstice unless it is first drenched in at least seven vials of holy water. Whenever a humanoid or monstrous humanoid that does not have a natural swim speed dies as result of an irontooth vampire draining its blood, the creature rises again as a lesser irontooth vampire (an irontooth vampire to which the lesser vampire template has been applied) on the next night of the winter solstice unless it is first drenched in at least seven vials of holy water.

Energy Drain (Su): Any living creature hit by an irontooth vampire’s claw attack gains one negative level. For each negative level bestowed, the irontooth vampire heals 5 points of damage, with healing in excess of the damage it has suffered being gained as temporary hit points. Negative levels bestowed by an irontooth vampire have a maximum duration of 24 hours. If a negative level bestowed by an irontooth vampire is not removed before its duration expires, the level (or Hit Dice) of the creature upon which it was inflicted is reduced by one (Fortitude negates, $10 + 1/2$ irontooth vampire’s HD + irontooth vampire’s Cha modifier).

Hypnotic Gaze (Su): Any creature within 30 feet of an irontooth vampire that meets its eyes can be targeted by its gaze attack on the irontooth’s next turn. As a standard action, the irontooth vampire may glare at any such creature, causing the creature to become paralyzed for 5 rounds (Will negates, DC $10 + 1/2$ irontooth vampire’s HD + irontooth vampire’s Cha modifier).

Special Qualities: An irontooth vampire retains the base creature’s special qualities and gains those described below.

Alternate Form (Su): An irontooth vampire may assume the form of a wolf as a standard action. This ability duplicates the effects of a *polymorph* spell cast by an 8th level sorcerer except that the irontooth vampire can only assume the form of a wolf and can remain in that form indefinitely.

Damage Reduction (Su): An irontooth vampire has damage reduction 10/silver and magic. An irontooth vampire’s natural attacks are treated as magic weapons for the purposes of overcoming damage reduction.

Fast Healing (Ex): An irontooth vampire regains lost hit points at a rate of 5 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow for the re-growth or reattachment of lost body parts.

Rejuvenation (Su): When an irontooth vampire is destroyed, it withers into nothing and its corpse reforms intact in its grave 1d10 days later. This corpse rises again as a full-strength irontooth vampire on the next night of the winter solstice unless it is exhumed and drenched in seven or more vials of holy water. Not even the complete destruction of the body will prevent it from rising again as an irontooth vampire without the application of holy water as prescribed, for it will merely reform time and again.

Resistance (Ex): An irontooth vampire has resistance to electricity 10.

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Tremorsense (Ex): An irontooth vampire automatically senses the location of every creature and item that is touching the ground (60-foot range).

Turn Resistance (Ex): An irontooth vampire has +4 turn resistance.

Undead Traits: An irontooth vampire is immune to mind-influencing effects, poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects that do not specifically affect undead, and any effect that both requires a Fortitude save and does not affect objects. It is not subject to critical hits, nonlethal damage, ability damage, ability drain, energy drain, or death from massive damage. An undead creature possesses immunity to any effect that requires a Fortitude save and uses its Charisma bonus to Concentrations checks. An irontooth vampire cannot be raised and can only be resurrected if it is willing; it also has darkvision (60-foot range). Undead do not breathe, eat, or sleep.

Winter Stride (Ex): An irontooth vampire can travel across ice, snow, and sleet as quickly and easily as it can travel across dry, solid ground.

Environment: Base creature's climate becomes cold only. The creature migrates to colder regions as necessary, never willingly remaining in warmer lands.

Organization: Solitary, pair, or nest (3-5).

Challenge Rating: As base creature +2.

Treasure: Double standard.

Alignment: Any evil.

Advancement: By character class.

Level Adjustment: Same as the base creature +7

REPELLING AN IRNTTOOTH VAMPIRE

An irontooth vampire suffers from the allergen and taboo special qualities described below, which it retains even if it changes shape.

Allergen (Ex): Openly displayed holy symbols, openly displayed mirrors, and garlic hold an irontooth vampire at bay in the same way a *magic circle against evil* spell holds nongood summoned creatures at bay. As with that spell, an item that repels an irontooth vampire is not considered an offensive measure, and if one is forced upon an irontooth vampire, that vampire can ignore the protection provided by that item for the remainder of the current encounter.

Taboo (Ex): An irontooth vampire is unable to enter any body of water, any area above a body of water, or any domicile into which it is not invited of its own free will. If an irontooth vampire is somehow forced into such an area against its will, the vampire collapses, paralyzed and helpless, so long as it remains in the area; it cannot leave under its own power.

DESTROYING AN IRNTTOOTH VAMPIRE

Drenching its corpse in seven or more vials of holy water thwarts an irontooth vampire's rejuvenation special quality. It has no special vulnerabilities.

KUANG-SHI

Rumored to exist far to the east, the kuang-shi is an undead creature whose unnatural life is fueled not by negative energy, but by fiendish possession. The kuang-shi's warped body is that of a once living being, while its mind is that of a fiendish "lower soul", the dark shadow of a departed soul that remains behind when a living being passes on to the afterlife.

Demonic possession of this sort distorts the kuang-shi's body. While it appears similar to the creature it was in the, the kuang-shi now sports fiendish claws, fangs, and sometimes scales. These traits all remain behind after the kuang-shi is slain, scarring the creature that once lived in the possessed body if it is ever restored to life. The kuang-shi's hide is also covered with a thin coating of greenish-white, hair-like strands of ectoplasm, making it perpetually appear as if the kuang-shi had just walked through a spider web. This last kuang-shi trait is a direct result of a lower soul's presence and fades quickly once the kuang-shi is slain.

A kuang-shi knows only the languages that the possessing fiend knows, usually including Common and either Abyssal or Infernal.

SAMPLE KUANG-SHI

Some called her a seductress from the planes, but there was something more to the dark-haired creature. Her hands were twisted into hardened claws, and sharp fangs filled her mouth. By the time we got to her, she was covered in the blood of the town's residents who had strayed to close...

This example uses a 1st-level human commoner and succubus

Medium Undead (Augmented Humanoid, Augmented Outsider, Chaotic, Evil, Native, Vampire)

Hit Dice: 6d12 (39 hp)

Initiative: +8

Speed: 30 ft. (6 squares), fly 40 ft. (good)

AC: 19 (+4 Dex, +5 deflection), 19 touch, 15 flat-footed

Base Attack/Grapple: +6/+11

Attack: Bite +11 melee (1d6+5 plus energy drain)

Full Attack: Bite +11 melee (1d6+5 plus energy drain) and 2 claws +9 melee (1d4+2)

Space/Reach: 5 ft./5 ft.

Special Attacks: Animal allies, blood drain, energy drain, fearsome gaze, spell-like abilities

Special Qualities: Alternate form, damage reduction (10/silver and magic), darkvision 60 ft., fast healing 5, gaseous form, magical flight, natural invisibility, outsider traits, resistance to cold 10 and fire 10, SR 12, turn resistance +4, undead traits

Saves: Fort +5, Ref +9, Will +7

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Abilities: Str 20, Dex 18, Con –, Int 16, Wis 14, Cha 26

Skills: Bluff +19, Concentration +17, Diplomacy +12, Disguise +17, Escape Artist +7, Hide +13, Intimidate +19, Knowledge (any one) +12, Listen +19, Move Silently +10, Search +12, Spot +19, Survival +2 (+4 when following tracks), Use Rope +1 (+3 with bindings)

Feats: Alertness^B, Combat Reflexes^B, Dodge, Improved Unarmed Strike^B, Improved Initiative^B, Mobility, Multitack^B, Persuasive

Environment: Any land and underground

Organization: Solitary

Challenge Rating: 11

Treasure: Double standard

Alignment: Always chaotic evil

Advancement: By character class

Level Adjustment: +10

COMBAT

While a kuang-shi could wreck havoc on most opponents by unleashing every form of attack and defense at its disposal, the typical kuang-shi is deliberate and reserved in combat. They find amusement in strategies that allow opponents to believe the kuang-shi is outmatched until it begins using progressively deadlier special abilities.

Animal Allies (Su): At will, as a standard action, a kuang-shi may duplicate the effects of a *charm animal* spell (Will negates, DC 13). Only wild (non-domesticated) rodents and canines can be befriended with this special ability.

Blood Drain (Ex): Every round a kuang-shi pins a living foe with a successful grapple attack, the kuang-shi may draw out that creature's blood with its fangs, causing 1d4 points of Constitution drain. Creatures that have no blood are immune to this special attack.

Energy Drain (Su): Any living creature hit by a kuang-shi's bite attack gains two negative levels. For each negative level bestowed, the kuang shi heals 5 points of damage, with healing in excess of the damage it has suffered being gained as temporary hit points. Negative levels bestowed by a kuang-shi have a maximum duration of 24 hours. If a negative level bestowed by a kuang-shi is not removed before its duration expires, the level (or Hit Dice) of the creature upon which it was inflicted is reduced by one (Fortitude negates, DC 21).

Fearsome Gaze (Su): Any creature within 30 feet of a kuang-shi that meets its eyes can be targeted by its gaze attack on the kuang-shi's next turn. As a standard action, the kuang-shi may glare at any such creature, causing the creature to suffer a –8 morale penalty to attack rolls, damage rolls (both weapon and spell), saving throws, and skill checks for the next 6 rounds (Will negates, DC 20).

Spell-like Abilities: At will—*charm monster* (DC 22), *detect good*, *detect thoughts* (DC 20), *ethereal jaunt* (self plus 50 pounds of objects only), *polymorph* (self only, humanoid form only, no limit on duration), *suggestion* (DC 21), *greater teleport* (self

plus 50 pounds of objects only). Caster level 12th. The save DCs are Charisma-based.

Allergen (Ex): Copper instruments being played, burning incense, and garlic hold a kuang-shi at bay in the same way a *magic circle against evil* spell holds nongood summoned creatures at bay. As with that spell, an item that repels a kuang-shi is not considered an offensive measure, and if one is forced upon a kuang-shi, that kuang-shi can ignore the protection provided by that item for the remainder of the current encounter.

Alternate Form (Su): A kuang-shi may assume the form of a crimson moth (q.v.) as a standard action. This ability duplicates the effects of a *polymorph* spell cast by an 8th level sorcerer except that the kuang-shi can only assume the form of a crimson moth and can remain in that form indefinitely.

Damage Reduction (Su): A kuang-shi has damage reduction 10/silver and magic. A kuang-shi's natural attacks are treated as magic weapons for the purposes of overcoming damage reduction.

Gaseous Form (Su): A kuang-shi permanently benefits from an effect that duplicates a *gaseous form* spell, except that it grants twice the normal flying movement rate and can be either dismissed or resumed as a standard action.

Magical Flight (Su): A kuang-shi permanently benefits from an effect which duplicates a *fly* spell cast by a 6th level sorcerer, except that it grants a fly speed of 40 feet (good maneuverability) and can be either dismissed or resumed as a free action.

Natural Invisibility (Su): A kuang-shi permanently benefits from an effect which duplicates an *improved invisibility* spell cast by an 8th level sorcerer, except that it can be either dismissed or resumed as a free action.

Outsider Traits: A kuang-shi cannot be raised or resurrected. It has darkvision (60-foot range) and is proficient with all simple and martial weapons, and armor common to its racial description of that weight class (light, medium, or heavy) or lighter. Outsiders breathe, but do not eat or sleep unless they wish to.

Fast Healing (Su): Fast healing does not restore hit points lost from starvation, thirst, or suffocation. If a kuang-shi loses a limb or body part, the lost portion re-grows in 3d6 minutes. Alternately, the kuang-shi may instantly reattach the lost portion by holding it to the stump from which it was cut.

Resistance (Ex): A kuang-shi has resistance to cold 10 and fire 10.

Taboo (Ex): A kuang-shi is unable to enter, of its own free will, any area throughout which iron filings, red peas, or rice have been scattered. If a kuang-shi is somehow forced into such an area against its will (as when iron filings, red peas, or rice are scattered about an area it already occupies), the kuang-shi collapses, paralyzed and helpless, so long as it remains in the area; it cannot leave under its own power.

Turn Resistance (Ex): A kuang-shi has +4 turn resistance.

Undead Traits: A kuang-shi is immune to mind-influencing effects, poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects that do not specifically affect undead, and any effect that both requires a Fortitude

KUANG-SHI

save and does not affect objects. It is not subject to critical hits, nonlethal damage, ability damage, ability drain, energy drain, or death from massive damage. An undead creature possesses immunity to any effect that requires a Fortitude save and uses its Charisma bonus to Concentration checks. A kuang-shi cannot be raised and can only be resurrected if it is willing; it also has darkvision (60-foot range). Undead do not breathe, eat, or sleep.

CREATING A KUANG-SHI

“Kuang-shi” is a template that can be added to any one humanoid or monstrous humanoid (hereafter referred to as the “base humanoid”) and one evil outsider (hereafter referred to as the “base fiend”). The base fiend’s Intelligence, Wisdom, and Charisma scores must all be 10 or higher. A kuang-shi uses all of the base humanoid’s statistics except as noted below.

Size and Type: A kuang-shi’s creature type is undead (augmented humanoid or monstrous humanoid, native, vampire). Do not recalculate base attack bonus, saves, or skill points. Size is unchanged. A kuang-shi also gains all of the base fiend’s alignment subtypes. If the base humanoid had the electricity subtype, the kuang-shi does not retain that subtype.

Hit Dice: A kuang-shi uses either the base humanoid’s Hit Die total or the base fiend’s Hit Die total, whichever is greater. Increase all current and future Hit Dice to d12s.

AC: The kuang-shi uses the base humanoid’s AC, modified for its new Dexterity score, plus a deflection bonus to AC equal to its Cha modifier.

Attack: If the base creature does not already have a bite attack, it gains a bite attack as a result of this template. If it does not already have one or more claw attacks, it gains two claw attacks as secondary attacks.

Damage: If the base creature gained a bite attack as a result of this template, that bite attack deals damage dependent upon the base creature’s size, as detailed on **Table 2.1: Vampire Damage** at the beginning of this chapter. A bite attack gained by a Medium creature, for example, deals 1d6 points of damage.

Abilities: Increase the base humanoid’s scores as follows: Str +4, Dex +4. Replace the base humanoid’s Intelligence, Wisdom, and Charisma scores with those of the base fiend. A kuang-shi has no Constitution score.

Skills: A kuang-shi has none of the base humanoid’s skills and all of the base fiend’s skills.

Feats: A kuang-shi has none of the base humanoid’s feats and all of the base fiend’s feats. It also gains Alertness, Combat Reflexes, Improved Unarmed Strike, Improved Initiative, and Multiattack as bonus feats.

Special Attack: A kuang-shi retains the base humanoid’s special attacks and gains those described below. The kuang-shi also gains all of the base fiend’s spell-like abilities other than those that summon creatures, if any.

Animal Allies (Su): At will, as a standard action, a kuang-shi may duplicate the effects of a *charm animal* spell (Will negates, DC 11 + kuang-shi’s Wis modifier). Only wild (non-domesticated) rodents and canines can be befriended with this special ability.

Blood Drain (Ex): Every round a kuang-shi vampire pins a living foe with a successful grapple attack, the kuang-shi may draw out that creature’s blood with its fangs, causing Constitution drain dependant upon its size, as per **Table 2.2: Bloodsucker Damage**. Creatures that have no

blood are immune to this special attack.

Energy Drain (Su): Any living creature hit by a kuang-shi’s bite attack gains two negative levels. For each negative level bestowed, the kuang shi heals 5 points of damage, with healing in excess of the damage it has suffered being gained as



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temporary hit points. Negative levels bestowed by a kuang-shi have a maximum duration of 24 hours. If a negative level bestowed by a kuang-shi is not removed before its duration expires, the level (or Hit Dice) of the creature upon which it was inflicted is reduced by one (Fortitude negates, DC 10 + 1/2 kuang-shi's HD + kuang-shi's Cha modifier).

Fearsome Gaze (Su): Any creature within 30 feet of a kuang-shi that meets its eyes can be targeted by its gaze attack on the kuang-shi's next turn. As a standard action, the kuang-shi may glare at any such creature, causing the creature to suffer a -8 morale penalty to attack rolls, damage rolls (both weapon and spell), saving throws, and skill checks for the next 6 rounds (Will negates, DC 10 + 1/2 kuang-shi's HD + kuang-shi's Cha modifier).

Spell-like Abilities: At will – *charm monster*, *clairaudience/clairvoyance*, *darkness*, *desecrate*, *detect good*, *detect thoughts*, *doom*, *etherealness* (self plus 50 pounds of objects only), *suggestion*, and *teleport without error* (self plus 50 pounds of objects only); 1/day – *unholy blight*. These abilities are as the spells cast by a 12th level sorcerer (save DC 10 + spell level + kuang-shi's Cha modifier).

Special Qualities: If the base humanoid had either electricity resistance or immunity to electricity, the base creature loses that ability. A kuang-shi otherwise retains the base humanoid's special qualities and gains those described below.

Alternate Form (Su): A kuang-shi may assume the form of a crimson moth (q.v.) as a standard action. This ability duplicates the effects of a *polymorph* spell cast by an 8th level sorcerer except that the kuang-shi can only assume the form of a crimson moth and can remain in that form indefinitely.

Damage Reduction (Su): A kuang-shi has damage reduction 10/silver and magic. A kuang-shi's natural attacks are treated as magic weapons for the purposes of overcoming damage reduction.

Gaseous Form (Su): A kuang-shi permanently benefits from an effect that duplicates a *gaseous form* spell, except that it grants twice the normal flying movement rate and can be either dismissed or resumed as a standard action.

Magical Flight (Su): A kuang-shi permanently benefits from an effect which duplicates a *fly* spell cast by a 6th level sorcerer, except that it grants a fly speed of 40 feet (good maneuverability) and can be either dismissed or resumed as a free action.

Natural Invisibility (Su): A kuang-shi permanently benefits from an effect which duplicates an *improved invisibility* spell cast by an 8th level sorcerer, except that it can be either dismissed or resumed as a free action.

Outsider Traits: A kuang-shi cannot be raised or resurrected. It has darkvision (60-foot range) and is proficient with all simple and martial weapons, and armor common to its racial description of that weight class (light, medium, or heavy) or lighter. Outsiders breathe, but do not eat or sleep unless they wish to.

Fast Healing (Su): Fast Healing does not restore hit points lost from starvation, thirst, or suffocation. If a kuang-shi loses a limb or body part, the lost portion re-grows in 3d6 minutes. Alternately, the kuang-shi may instantly reattach the lost portion by holding it to the stump from which it was cut.

Resistance (Ex): A kuang-shi has resistance to cold 10 and fire 10.

Turn Resistance (Ex): A kuang-shi has +4 turn resistance.

Undead Traits: A kuang-shi is immune to mind-influencing effects, poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects that do not specifically affect undead, and any effect that both requires a Fortitude save and does not affect objects. It is not subject to critical hits, nonlethal damage, ability damage, ability drain, energy drain, or death from massive damage. An undead creature possesses immunity to any effect that requires a Fortitude save and uses its Charisma bonus to Concentration checks. A kuang-shi cannot be raised and can only be resurrected if it is willing; it also has darkvision (60-foot range). Undead do not breathe, eat, or sleep.

Organization: Solitary.

Challenge Rating: As base humanoid +2 or as base fiend +2, whichever is higher.

Treasure: Double standard.

Alignment: Same as base fiend.

Advancement: By character class.

Level Adjustment: As base humanoid +4 or as base fiend +4, whichever is higher.

REPELLING A KUANG-SHI

A kuang-shi suffers from the allergen and taboo special qualities described below, which it retains even if it changes shape.

Allergen (Ex): Copper instruments being played, burning incense, and garlic hold a kuang-shi at bay in the same way a *magic circle against evil* spell holds nongood summoned creatures at bay. As with that spell, an item that repels a kuang-shi is not considered an offensive measure, and if one is forced upon a kuang-shi, that kuang-shi can ignore the protection provided by that item for the remainder of the current encounter.

Taboo (Ex): A kuang-shi is unable to enter, of its own free will, any area throughout which iron filings, red peas, or rice have been scattered. If a kuang-shi is somehow forced into such an area against its will (as when iron filings, red peas, or rice are scattered about an area it already occupies), the kuang-shi collapses, paralyzed and helpless, so long as it remains in the area; it cannot leave under its own power.

DESTROYING A KUANG-SHI

A kuang-shi has no special vulnerabilities, but a kuang-shi that is reduced to 0 hit points is forever destroyed. As a result of the kuang-shi's regenerative powers, this can only be accomplished through the use of electrical attacks. Note that when a kuang-shi is destroyed, the kuang-shi's "lower soul" (the base fiend, as per "Creating a Kuang-Shi", above) still exists, usually on another plane.

LESSER VAMPIRE

When an undead spawned by a vampire lacks the necessary vitality to become a full-fledged vampire in its own right, it

LESSER VAMPIRE

instead rises as a lesser vampire. A vampire is also capable of intentionally creating a lesser vampires, regardless of the transformed victim's vitality. Of all the lesser vampire species, the lesser vampyr is the most representative of the vampire subtype.

Lesser vampyrs appear as they did in life, just as do most creatures with the vampire subtype, and they might not be immediately identified as undead. Careful observation may reveal them for what they are, as they have no shadows and cast no reflections in mirrors, properties that they share with many creatures with the vampire subtype. It is often difficult to distinguish a lesser vampyr from a full-fledged vampires.

Lesser vampyrs speak the languages they knew in life.

SAMPLE LESSER VAMPIRE (LESSER VAMPYR)

The priests of my god had told me that this was only a lesser vampyr, but they were wise enough to also warn my group of the lethal nature of any creature of the night. To one not armed with both magic and faith, even the least of these creatures can prove an insurmountable force...

This example uses a vampyr 1st level human fighter as the base creature.

Medium Undead (Augmented Humanoid, Vampire)

Hit Dice: 4d12 (26 hp)

Initiative: +7

Speed: 30 ft. (6 squares)

AC: 19 (+2 Dex, +3 natural, +4 chain shirt), 12 touch, 17 flat-footed

Base Attack/Grapple: +1/+5

Attack: Slam +5 melee (1d6+4 plus energy drain) or shortspear +5 melee (1d8+4/x3) or shortspear +3 ranged (1d8+3/x3)

Full Attack: Slam +5 melee (1d6+4 plus energy drain) or shortspear +5 melee (1d8+4/x3) or shortspear +3 ranged (1d8+3/x3)

Space/Reach: 5 ft./5 ft.

Special Attack: Blood drain, dominating gaze, energy drain

Special Qualities: Allergen, damage reduction (10/silver), darkvision 60 ft., fast healing 2, phase door, rejuvenation, resistance to cold 10 and electricity 10, spider climb, taboo, turn resistance +2, undead traits

Saves: Fort +2, Ref +4, Will +1

Abilities: Str 19, Dex 15, Con –, Int 11, Wis 13, Cha 10

Skills: Bluff +5*, Climb +5, Craft (any two) +3, Hide +6*, Listen +8*, Move Silently +7*, Search +6*, Sense Motive +6*, Spot +8*

Feats: Alertness^B, Blind-Fight, Combat Expertise, Improved Initiative^B, Lightning Reflexes^B, Power Attack

Environment: Any land and underground

Organization: Solitary, pair, or pack (3-5)

Challenge Rating: 4

Treasure: Standard

Alignment: Any evil

Advancement: –

Level Adjustment: +4

COMBAT

Lesser vampyrs prefer charming enemies with their gaze attack to engaging in combat, though they will not hesitate to make physical attacks against opponents they cannot easily manipulate. When doing so, lesser vampyrs rely heavily on slam attacks that sap their enemies' life energy, generally reserving their blood drain for use against charmed prey in non-combat situations.

Dominating Gaze (Su): Any creature within 30 feet of a lesser vampyr that meets its eyes can be targeted by a gaze attack on the lesser vampyr's next turn. As a standard action, the lesser vampyr may glare at any such creature, affecting the creature as would a 4th level sorcerer casting a *charm person* spell (Will negates, DC 10). A creature affected by the lesser vampyr's gaze is also affected by a suggestion, as per the spell but lasting as long as the charm, that it is beneficial to be subjected to the lesser vampyr's blood drain special attack (see below).

Blood Drain (Ex): Every round a lesser vampyr pins a living foe, the lesser vampyr may draw out that creature's blood with its fangs, causing 1d4 points of Constitution drain. Creatures that have no blood are immune to this special attack.

Energy Drain (Su): A living creature hit by any of a lesser vampyr's slam attack gains one negative level. For each negative level bestowed, the lesser vampyr heals 5 points of damage, with healing in excess of the damage it has suffered being gained as temporary hit points. Negative levels bestowed by a lesser vampyr have a maximum duration of 24 hours. If a negative level bestowed by a lesser vampyr is not removed before its duration expires, the level (or Hit Dice) of the creature upon which it was inflicted is reduced by one (Fortitude negates; DC 10). A lesser vampyr can use its energy drain once per round.

Allergen (Ex): Openly displayed holy symbols, openly displayed mirrors, and garlic hold a lesser vampyr at bay in the same way a *magic circle against evil* spell holds nongood summoned creatures at bay. As with that spell, an item that repels a lesser vampyr is not considered an offensive measure, and if one is forced upon a lesser vampyr, that lesser vampyr can ignore the protection provided by that item for the remainder of the current encounter.

Fast Healing (Ex): A lesser vampyr regains lost hit points at a rate of 2 per round. Fast healing does not restore hit points

lost from starvation, thirst, or suffocation, nor does it allow for the re-growth or reattachment of lost body parts.

Phase Door (Su): As part of a move or double move action, a lesser vampyr may pass through its coffin and/or up to six feet of soil as if each were a stone wall upon which the lesser vampyr had cast a permanent *phase door* spell. If a barrier is too thick for a lesser vampyr to pass through with one use of this ability, the lesser vampyr cannot pass through that barrier at all (not even part of the way). Neither can the lesser vampyr pass through materials other than soil unless those materials are part of its own coffin.

Rejuvenation (Su): When a lesser vampyr is destroyed, it wastes away into nothing and its corpse reforms, intact, within its grave. The corpse rises again as a full-strength lesser vampyr after nine days have passed unless it has been both impaled upon a stake and decapitated, or has been destroyed in a more complete manner. Otherwise damaging the corpse merely prevents it from rising as a lesser vampyr until nine days have passed since it was last disturbed.

Taboo (Ex): A lesser vampyr is unable to enter any body of water, any area above a body of water, or any domicile into which it is not invited of its own free will. If a lesser vampyr is somehow forced into such an area against its will, the lesser vampyr collapses, paralyzed and helpless, so long as it remains in the area; it cannot leave under its own power.

Turn Resistance (Ex): A lesser vampyr has +2 turn resistance.

Undead Traits: A lesser vampyr is immune to mind-influencing effects, poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects that do not specifically affect undead, and any effect that both requires a Fortitude save and does not affect objects. It is not subject to critical hits, nonlethal damage, ability damage, ability drain, energy drain, or death from massive damage. An undead creature possesses immunity to any effect that requires a Fortitude save and uses its Charisma bonus to Concentration checks. A lesser vampyr cannot be raised and can only be resurrected if it is willing; it also has darkvision (60-foot range). Undead do not breathe, eat, or sleep.

Skills: Lesser vampyrs receive a +4 racial bonus to Bluff, Hide, Listen, Move Silently, Search, Sense Motive, and Spot checks.

CREATING A LESSER VAMPIRE

"Lesser vampire" is a template that must be added to any vampire with 4 or less Hit Dice and can also be added to any vampire with more than 4 Hit Dice (hereafter referred to as the "base creature", regardless of the number of Hit Dice it has). A lesser vampire uses all of the base creature's statistics except as noted below.

Hit Dice: Change total to 4d12.

AC: If the base creature gained any natural armor bonus from a vampire template (any template that changes a

creature's type in such a way that the creature now belongs to the vampire subtype), the base creature loses half of that natural armor bonus. The base creature's AC is adjusted to reflect its new Dexterity score, and its Charisma-dependent deflection bonus to AC (if any) is adjusted to reflect its new Charisma score.

Abilities: If the base creature gained an increase to any ability from a vampire template, it loses half of that ability score increase.

Skills: If the base creature gained any racial bonus to a skill check from a vampire template, it loses half of that racial bonus.

Feats: If the base creature gained any bonus feats from a vampire template, it loses half of those feats at its discretion (rounded down).

Special Attack: The base creature loses any of the following special attacks it gained as a result of taking a vampire template: alternate form, animal allies, create spawn, death chime, soul theft, and undead shadow. Special attacks that the base creature would have without any vampire template remain unchanged. The base creature cannot cause a creature to gain more than one negative level per attack through the use of any energy drain ability that it gained as a result of a vampire template. If the base creature gained a gaze attack from a vampire template, that gaze attack is modified as follows:

Evil Eye: Instead of effecting a creature as would a cleric casting a *bestow curse* spell, the lesser vampire's evil eye instead effects the creature as would a 4th level cleric casting a *doom* spell (Will negates, DC 11 + lesser vampyr's Wis modifier).

Dominating Gaze: Instead of effecting the creature as would a sorcerer casting a *dominate person* spell, the lesser vampire's dominating gaze instead effects the creature as would a 4th level sorcerer casting a *charm person* spell (Will negates, DC 11 + lesser vampyr's Cha modifier). A creature successfully affected by the lesser vampire's dominating gaze is also subject to a *suggestion*, as per the spell but lasting as long as the charm, that it is beneficial to be subjected to the lesser vampire's blood drain attack.

Frightening Gaze: Any creature affected by a lesser vampire's frightening gaze gets a -4 morale penalty to all attack rolls, damage rolls (weapon and spell), saving throws, and skill checks for the given duration instead of getting a -8 morale penalty.

Hypnotic Gaze: Any creature affected by a lesser vampire's hypnotic gaze is dazed instead of paralyzed.

Special Qualities: The base creature loses any magical flight or natural invisibility special quality it gained as a result of taking a vampire template. Any damage reduction that it gained from a vampire template is reduced to damage reduction (10/silver). The rate of fast healing or regeneration

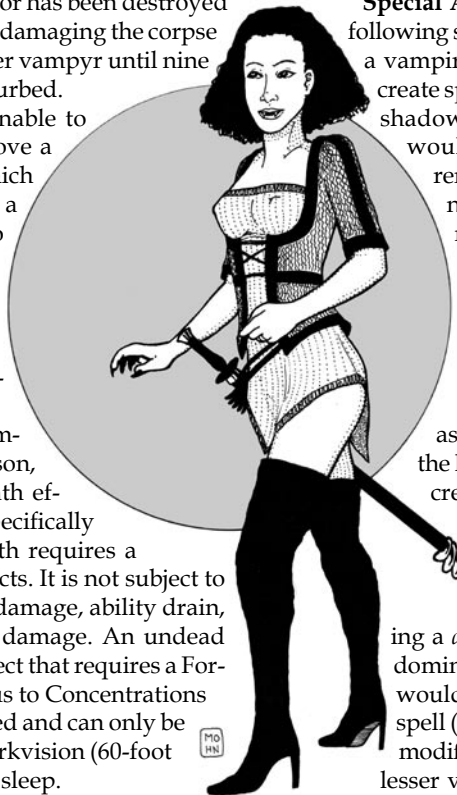


Illustration by Jesse Mohn

Lost Soul

ability that the base creature gained from a vampire template is reduced to one half of its original value, rounded down. All energy resistances it gained from a vampire template are likewise reduced, as is any turn resistance so gained. If the base creature gained the incorporeal form special ability as a result of a vampire template, the vampire may use that ability for a maximum total duration of 1 hour per night. If the lesser vampyr is somehow trapped in energy form or incorporeal form for a longer duration than this in any given night, it is destroyed and cannot rise again as an undead. Special qualities that the base creature would have without any vampire template remain unchanged.

Organization: Solitary, pair, or pack (3-5).

Challenge Rating: As base creature minus any increases resulting from vampire templates (minimum 4).

Alignment: Any evil.

Advancement: –

Level Adjustment: Same as the base creature +4.

REPELLING A LESSER VAMPIR

A lesser vampire suffers from the allergen and taboo special qualities described below, which it retains even if it changes shape. Other lesser vampires instead retain the properties described in the section of the base creature's description related to repelling vampires of its specific kind.

Allergen (Ex): Openly displayed holy symbols, openly displayed mirrors, and garlic hold a lesser vampyr at bay in the same way a *magic circle against evil* spell holds nongood summoned creatures at bay. As with that spell, an item that repels a lesser vampyr is not considered an offensive measure, and if one is forced upon a lesser vampyr, that lesser vampyr can ignore the protection provided by that item for the remainder of the current encounter.

Taboo (Ex): A lesser vampyr is unable to enter any body of water, any area above a body of water, or any domicile into which it is not invited of its own free will. If a lesser vampyr is somehow forced into such an area against its will, the lesser vampyr collapses, paralyzed and helpless, so long as it remains in the area; it cannot leave under its own power.

DESTROYING A LESSER VAMPIR

The lesser vampyr's rejuvenation special quality is thwarted by both staking and decapitating its corpse, or by destroying its corpse in a more complete manner. A lesser vampyr also has the sunlight vulnerability and water vulnerability special qualities, which it retains even if it changes shape.

Sunlight Vulnerability (Ex): If exposed to direct sunlight, a lesser vampyr reacts to that light as if the light were a good-aligned cleric that had successfully turned the lesser vampyr. Additionally, if the lesser vampyr does not escape the light with a single move action during its next turn, the lesser vampyr is forever destroyed. The lesser vampyr's rejuvenation special quality does not activate if the lesser vampyr is destroyed in this manner.

Water Vulnerability (Ex): If exposed to a body of water, a lesser vampyr is burned as if exposed to acid (1d6 damage per

round, 10d6 damage instead if submersed). If a lesser vampyr ever suffers an amount of damage in this way that exceeds its maximum hit point total, it is forever destroyed. The lesser vampyr's rejuvenation special quality does not activate when the lesser vampyr is destroyed in this manner.

Lost Soul

Medium Undead (Incorporeal)

Hit Dice: 2d12 (13 hp)

Initiative: +8

Speed: Fly 90 ft. (18 squares) (perfect)

AC: 14 (+4 Dex), 14 touch, 10 flat-footed

Base Attack/Grapple: +1/+1

Attack: Incorporeal touch +5 melee (1d4 fire plus energy drain)

Full Attack: Incorporeal touch +5 melee (1d4 fire plus energy drain)

Space/Reach: 5 ft./5 ft.

Special Attack: Energy drain, spell-like abilities

Special Qualities: Darkvision 60 ft., turning immunity, undead traits

Saves: Fort +0, Ref +4, Will +3

Abilities: Str –, Dex 18, Con –, Int 4, Wis 11, Cha 11

Skills: Hide +10, Intimidate +5, Listen +5, Spot +5

Feats: Improved Initiative

Environment: Any land and underground

Organization: Solitary

Challenge Rating: 3

Treasure: None

Alignment: Always chaotic neutral

Advancement: –

Level Adjustment: –

At first it appeared as a will-o-wisp, a collection of glowing lights that we lost sight of from time to time. As we drew closer, our priest recognized it for what it was and we took heart in the task of releasing another soul from its accursed existence.

Sometimes, when a creature is destined to rise again as a vampire but its corpse has not yet reanimated, its spirit wanders the earth in the form of a lost soul.

Appearing as an amorphous cloud of sparks and shadows, a lost soul has no identifying characteristics to associate it with the living creature it once was. Neither does the lost soul have any memory of its life or the abilities it possessed while living. In many ways, a lost soul has been reduced into a primordial – almost infantile – state. Having forgotten its cares and sensibilities, the lost soul lives on as a ghostly



prankster, content to do nothing more than haunt a locale it once frequented in life.

It is said that, should a lost soul be destroyed, it departs into the afterlife, its corpse no longer destined to rise as a vampire. Many lost souls are hunted and destroyed for this very reason.

As creatures with no memories, lost souls have no languages and are incapable of engaging in meaningful communication.

COMBAT

Like mischievous children, lost souls are more interested in performing pranks than engaging in combat. A lost soul uses its spell-like abilities to harass the living and resorts to its smoldering, life-sapping touch attack only if threatened.

Energy Drain (Su): Any living creature hit by a lost soul's incorporeal touch attack gains one negative level. For each negative level bestowed, the lost soul heals 5 points of damage, with healing in excess of the damage it has suffered being gained as temporary hit points. Negative levels bestowed by a lost soul have a maximum duration of 24 hours. If a negative level bestowed by a lost soul is not removed before its duration expires, the level (or Hit Dice) of the creature upon which it was inflicted is reduced by one (Fortitude negates, DC 11).

Spell-like Abilities: At will – *ghost sound*, *prestidigitation*, *fear*, *telekinesis*. These are as the spells cast by a 10th level sorcerer (save DC = 11 + spell level).

Incorporeal: As a creature with the incorporeal subtype, a lost soul can be harmed only by other incorporeal creatures, +1 or better magic weapons, spells, spell-like abilities, and supernatural effects. It ignores damage dealt by a corporeal source 50% of the time unless that source was a force effect or a ghost touch weapon. The lost soul can pass through solid objects, but not force effects and must remain adjacent to the object's exterior, and so cannot pass through an object whose space is larger than it own, but only has cover when it attacks. An incorporeal creature inside an object has total cover. Its attacks ignore natural armor, armor, and shields, but deflection bonuses and force effects still apply against them. An incorporeal body always moves silently and cannot be heard with a Listen check, each unless it deliberately chooses otherwise.

Turning Immunity (Ex): Despite being undead, a lost soul cannot be turned, destroyed, rebuked, or commanded by clerics or characters with similar power over undead.

Undead Traits: A lost soul is immune to mind-influencing effects, poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects that do not specifically affect undead, and any effect that both requires a Fortitude save and does not affect objects. It is not subject to critical hits, nonlethal damage, ability damage, ability drain, energy drain, or death from massive damage. An undead creature possesses immunity to any effect that requires a Fortitude save and uses its Charisma bonus to Concentration checks. A lost soul cannot be raised and can only be resurrected if it is willing; it also has darkvision (60-foot range). Undead do not breathe, eat, or sleep.

Skills: Lost souls receive a +4 racial bonus to Hide, Intimidate, Listen, and Spot.

NOSFERATU

Nosferatus are vampires that drain not only their victims' blood, but also their inhibitions and good judgment as well. Many return from the grave to haunt lovers they knew in life, while others devote themselves to grander hedonistic pursuits.

A nosferatu is recognizable as the person it was in life, though its appearance has undergone a few changes. In death, a nosferatu has gained a plump, almost cherubic visage. Its original skin has shed, leaving behind a new skin that is both soft and resistant to damage. Fair-skinned nosferatus have a faint pinkish tinge, while those with darker skin are brown

Illustration by Ed Bourelle

NOSFERATU

like chocolate. The most common nosferatu garb is a white burial shroud that the creature wears like a toga.

Nosferatus speak the languages they knew in life.

SAMPLE NOSFERATU

The senator had lived a good life, and all of his close friends and associates were still mourning his passing. Imagine their shock when he walked into his offices a few days after his death...

This example uses a 5th-level human rogue

Medium Undead (Augmented Humanoid, Vampire)

Hit Dice: 5d12 (32 hp)

Initiative: +9

Speed: 30 ft. (6 squares)

AC: 21 (+5 Dex, +6 natural), 15 touch, 16 flat-footed

Base Attack/Grapple: +3/+4

Attack: Touch +8 melee (1d4 permanent Wisdom drain) or shortsword +4 melee (1d6+1/19-20) or shortbow +8 ranged (1d6/x3)

Full Attack: Touch +8 melee (1d4 permanent Wisdom drain) or shortsword +4 melee (1d6+1/19-20) or shortbow +8 ranged (1d6/x3)

Space/Reach: 5 ft./5 ft.

Special Attack: Animal allies, blood drain, create spawn, dominating gaze, sneak attack +3d6, slobber

Special Qualities: Allergen, alternate form, damage reduction (10/silver and magic), darkvision 60 ft., evasion, fast healing 5, phase door, rejuvenation, resistance to cold 10 and electricity 10, sunlight vulnerability, taboo, trap sense +1, trapfinding, turn resistance +4, uncanny dodge, undead traits, water vulnerability

Saves: Fort +1, Ref +9, Will +4

Abilities: Str 12, Dex 20, Con –, Int 16, Wis 12, Cha 21

Skills: Bluff +21*, Climb +10, Diplomacy +14, Disable Device +14, Hide +21*, Listen +19*, Move Silently +21*, Open Lock +14, Search +19*, Sense Motive +21*, Spot +19*

Feats: Alertness^B, Blind-Fight, Combat Expertise, Dodge^B, Improved Initiative^B, Improved Trip, Iron Will^B, Weapon Finesse^B

Environment: Any land and underground

Organization: Solitary or pair

Challenge Rating: 7

Treasure: Double standard

Alignment: Any evil

Advancement: By character class

Level Adjustment: +8

COMBAT

A nosferatu prefers self-indulgence to combat. Unfortunately, self-indulgence for a nosferatu happens to involve drinking the blood of dominated victims and reducing others to laughable playthings by stealing their wisdom. A nosferatu relies heavily on these forms of attack and it reserves attacks with weapons for foes that are immune to its special abilities.

Animal Allies (Su): At will, as a standard action, a nosferatu may duplicate the effects of a *charm animal* spell (Will negates, DC 12). Only wild (non-domesticated) rodents and canines can be befriended with this special ability.

Blood Drain (Ex): Every round a nosferatu pins a living foe with a successful grapple attack, the nosferatu may draw out that creature's blood with its fangs, causing 1d4 points of Constitution drain. Creatures that have no blood are immune to this special attack.

Create Spawn (Su): Whenever a humanoid or monstrous humanoid that does not have a natural swim speed dies as a result of a nosferatu draining its blood, that creature rises again as a nosferatu in thirty days unless its corpse is first stabbed through the heart.

Dominating Gaze (Su): Any creature within 30 feet of a nosferatu that meets its eyes can be targeted by its gaze attack on the nosferatu's next turn. As a standard action, the nosferatu may glare at any such creature, effecting the creature as would a 10th level sorcerer casting a *dominate person* spell (Will negates, DC 18).

Slobber (Su): In certain circumstances, a nosferatu's saliva transmits the vampire's Wisdom-draining touch. Whenever a nosferatu damages a creature with its blood drain attack, that creature suffers 1d4 points of permanent Wisdom drain in addition to any Constitution drain resulting from the blood drain special attack.

Additionally, as a standard action, a nosferatu may drool on the cutting edge of a weapon that deals piercing and/or slashing damage (including a single arrow or bolt). For the next three rounds, this weapon (or ammunition) deals 1d4 points of temporary Wisdom damage to any creature it hits in addition to its normal damage.

Sneak Attack (Ex): When attacking an opponent that is flat-footed or flanked, a nosferatu's attacks each deal an additional 3d6 damage.

Allergen (Ex): Openly displayed holy symbols, openly displayed mirrors, and garlic hold a nosferatu at bay in the same way a *magic circle against evil* spell holds nongood summoned creatures at bay. As with that spell, an item that repels a nosferatu is not considered an offensive measure, and if one is forced upon a nosferatu, that nosferatu can ignore the protection provided by that item for the remainder of the current encounter.

Alternate Form (Ex): A nosferatu may assume the form of a bat, dire bat, wolf, or dire wolf as a standard action. This ability duplicates the effects of a *polymorph* spell cast by an 8th level sorcerer except that the nosferatu can only assume the form of a bat, dire bat, wolf, or dire wolf and can remain in that form indefinitely.

MONSTERS

Damage Reduction (Su): A nosferatu has damage reduction 10/silver and magic. A nosferatu's natural attacks are treated as magic weapons for the purposes of overcoming damage reduction.

Evasion (Ex): If a nosferatu is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage on a successful saving throw.

Fast Healing (Ex): A nosferatu regains lost hit points at a rate of 5 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow for the re-growth or reattachment of lost body parts.

Phase Door (Su): As part of a move or double move action, a nosferatu may pass through its coffin and/or up to six feet of soil as if each were a wall upon which the nosferatu had cast a permanent *phase door* spell. If a barrier is too thick for a nosferatu to pass through with one use of this ability, the nosferatu cannot pass through that barrier at all (not even part of the way). Neither can the nosferatu pass through materials other than soil unless those materials are part of its own coffin.

Rejuvenation (Su): When a nosferatu is destroyed, it fades away and its corpse reforms, intact, within its grave. The corpse rises again as a full-strength nosferatu after nine days have passed unless it has first been stabbed in the heart or decapitated. Otherwise damaging or destroying the corpse merely prevents it from rising as a nosferatu until nine days have passed since it was last disturbed.

Resistance (Ex): A nosferatu has resistance to cold 10 and electricity 10.

Sunlight Vulnerability (Ex): If exposed to direct sunlight, a nosferatu reacts to that light as if the light were a good-aligned cleric that had successfully turned the nosferatu. Additionally, if the nosferatu does not escape the light with a single move action during its next turn, the nosferatu is forever destroyed. The nosferatu's rejuvenation special quality does not activate if the nosferatu is destroyed in this manner.

Taboo (Ex): A nosferatu is unable to enter any body of water, any area above a body of water, or any domicile into

which it is not invited of its own free will. If a nosferatu is somehow forced into such an area against its will, the nosferatu collapses, paralyzed and helpless, so long as it remains in the area; it cannot leave under its own power.

Trap Sense: A nosferatu gains a +1 bonus to Reflex saves caused by traps and a +1 dodge bonus to AC against attacks made by traps.

Trapfinding: A nosferatu can locate traps with a Search check provided the DC in excess of 20. Mundane and magical traps can be disarmed using the Disable Device skill. If the skill check to disarm is surpassed by 10 or more, the nosferatu can bypass the trap instead of disarming it.

Turn Resistance (Ex): A nosferatu has +4 turn resistance.

Uncanny Dodge (Ex): A nosferatu retains its Dexterity bonus to AC even when flat-footed.

Undead Traits: A nosferatu is immune to mind-influencing effects, poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects that do not specifically affect undead, and any effect that both requires a Fortitude save and does not affect objects. It is not subject to critical hits, nonlethal damage, ability damage, ability drain, energy drain, or death from massive damage. An undead creature possesses immunity to any effect that requires a Fortitude save and uses its Charisma bonus to Concentration checks. A nosferatu cannot be raised and can only be resurrected if it is willing; it also has darkvision (60-foot range). Undead do not breathe, eat, or sleep.

Water Vulnerability (Ex): If exposed to a body of water, a nosferatu is burned as if exposed to acid (1d6 damage per round, 10d6 damage instead if submersed). If a nosferatu ever suffers an amount of damage dealt in this way that exceeds its maximum hit point total, it is forever destroyed. The nosferatu's rejuvenation special quality does not activate when the nosferatu is destroyed in this manner.



Illustration by Ed Bourelle

NOSFERATU

Skills: Nosferatus receive a +8 racial bonus to Bluff, Hide, Listen, Move Silently, Search, Sense Motive, and Spot checks.

CREATING A NOSFERATU

“Nosferatu” is a template that can be added to any humanoid or monstrous humanoid that does not have a natural swim speed (hereafter referred to as the “base creature”). If the base creature has less than 5 Hit Dice, it also gains the lesser vampire template. A nosferatu uses all of the base creature’s statistics except as noted below.

Size and Type: The base creature’s type changes to undead (augmented humanoid or monstrous humanoid, vampire). Do not recalculate base attack bonus, saves, or skill points. Size is unchanged.

Hit Dice: Increase all current and future Hit Dice to 12s.

AC: The base creature’s natural armor improves by +6 and its AC is modified to reflect its new Dexterity score.

Attack: The base creature gains a touch attack as a result of this template. If it already has a touch attack, it may alternate between that touch attack and the one that it gained as a result of this template as a free action every time it attacks.

Damage: The touch attack that the base creature gained as a result of this template causes 1d4 points of permanent Wisdom drain.

Abilities: Increase the base creature’s scores as follows: Str +2, Dex +4, Int +2, Wis +4, Cha +6. Nosferatus have no Constitution scores.

Skills: Nosferatus receive a +8 racial bonus to Bluff, Hide, Listen, Move Silently, Search, Sense Motive, and Spot checks. They otherwise have the same skills as the base creature.

Feats: Nosferatus gain Alertness, Dodge, Improved Initiative, Iron Will, and Weapon Finesse as bonus feats. They otherwise have the same feats as the base creature.

Special Attack: A nosferatu retains the base creature’s special attacks and gains those described below. Saves have a DC of 10 + 1/2 nosferatu’s HD + nosferatu’s Cha modifier unless noted otherwise.

Animal Allies (Su): At will, as a standard action, a nosferatu may duplicate the effects of a *charm animal* spell (Will negates, DC 11 + nosferatu’s Wis modifier). Only wild (non-domesticated) rodents and canines can be befriended with this special ability.

Blood Drain (Ex): Every round a nosferatu pins a living foe with a successful grapple attack, the nosferatu may draw out that creature’s blood with its fangs, causing Constitution drain dependant upon its size, as per **Table 2.2: Bloodsucker Damage**. Creatures that have no blood are immune to this special attack.

Create Spawn (Su): Whenever a humanoid or monstrous humanoid that does not have a natural swim speed dies as a result of a nosferatu draining its blood, that creature rises again as a nosferatu in thirty days unless its corpse is first stabbed through the heart.

Dominating Gaze (Su): Any creature within 30 feet of a nosferatu that meets its eyes can be targeted by its gaze at-

tack on the nosferatu’s next turn. As a standard action, the nosferatu may glare at any such creature, effecting the creature as would a 10th level sorcerer casting a *dominate person* spell (Will negates, DC 14 + nosferatu’s Cha modifier).

Slobber (Su): In certain circumstances, a nosferatu’s saliva transmits the vampire’s Wisdom-draining touch. Whenever a nosferatu damages a creature with its blood drain attack, that creature suffers 1d4 points of permanent Wisdom drain in addition to any Constitution drain resulting from the blood drain special attack.

Additionally, as a standard action, a nosferatu may drool on the cutting edge of a weapon that deals piercing and/or slashing damage (including a single arrow or bolt). For the next three rounds, this weapon (or ammunition) deals 1d4 points of temporary Wisdom damage to any creature it hits in addition to its normal damage.

Special Qualities: A nosferatu retains the base creature’s special qualities and gains those described below.

Alternate Form (Ex): A nosferatu may assume the form of a bat, dire bat, wolf, or dire wolf as a standard action. This ability duplicates the effects of a *polymorph* spell cast by an 8th level sorcerer except that the nosferatu can only assume the form of a bat, dire bat, wolf, or dire wolf and can remain in that form indefinitely.

Damage Reduction (Su): A nosferatu has damage reduction 10/silver and magic. A nosferatu’s natural attacks are treated as magic weapons for the purposes of overcoming damage reduction.

Fast Healing (Ex): A nosferatu regains lost hit points at a rate of 5 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow for the re-growth or reattachment of lost body parts.

Phase Door (Su): As part of a move or double move action, a nosferatu may pass through its coffin and/or up to six feet of soil as if each were a wall upon which the nosferatu had cast a permanent *phase door* spell. If a barrier is too thick for a nosferatu to pass through with one use of this ability, the nosferatu cannot pass through that barrier at all (not even part of the way). Neither can the nosferatu pass through materials other than soil unless those materials are part of its own coffin.

Rejuvenation (Su): When a nosferatu is destroyed, it fades away and its corpse reforms, intact, within its grave. The corpse rises again as a full-strength nosferatu after nine days have passed unless it has first been stabbed in the heart or decapitated. Otherwise damaging or destroying the corpse merely prevents it from rising as a nosferatu until nine days have passed since it was last disturbed.

Resistance (Ex): A nosferatu has resistance to cold 10 and electricity 10.

Turn Resistance (Ex): A nosferatu has +4 turn resistance.

Undead Traits: A nosferatu is immune to mind-influencing effects, poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects that do not specifically affect undead, and any effect that both requires a Fortitude save and does not affect objects. It is not subject to critical hits, nonlethal damage, ability damage, ability drain, energy drain, or death from massive damage. An undead creature possesses immunity to

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any effect that requires a Fortitude save and uses its Charisma bonus to Concentrations checks. A nosferatu cannot be raised and can only be resurrected if it is willing; it also has darkvision (60-foot range). Undead do not breathe, eat, or sleep.

Organization: Solitary or pair.

Challenge Rating: As base creature +2.

Treasure: Double standard.

Alignment: Any evil.

Advancement: By character class.

Level Adjustment: Same as the base creature +8

REPELLING A NOSFERATU

A nosferatu suffers from the allergen and taboo special qualities described below, which it retains even if it changes shape.

Allergen (Ex): Openly displayed holy symbols, openly displayed mirrors, and garlic hold a nosferatu at bay in the same way a *magic circle against evil* spell holds nongood summoned creatures at bay. As with that spell, an item that repels a nosferatu is not considered an offensive measure, and if one is forced upon a nosferatu, that nosferatu can ignore the protection provided by that item for the remainder of the current encounter.

Taboo (Ex): A nosferatu is unable to enter any body of water, any area above a body of water, or any domicile into which it is not invited of its own free will. If a nosferatu is somehow forced into such an area against its will, the nosferatu collapses, paralyzed and helpless, so long as it remains in the area; it cannot leave under its own power.

DESTROYING A NOSFERATU

Decapitating or stabbing a nosferatu in the heart thwarts its rejuvenation special quality. A nosferatu also has the sunlight vulnerability and water vulnerability special qualities, which it retains even if it changes shape.

Sunlight Vulnerability (Ex): If exposed to direct sunlight, a nosferatu reacts to that light as if the light were a good-aligned cleric that had successfully turned the nosferatu. Additionally, if the nosferatu does not escape the light with a single move action during its next turn, the nosferatu is forever destroyed. The nosferatu's rejuvenation special quality does not activate if the nosferatu is destroyed in this manner.

Water Vulnerability (Ex): If exposed to a body of water, a nosferatu is burned as if exposed to acid (1d6 damage per round, 10d6 damage instead if submersed). If a nosferatu ever suffers an amount of damage dealt in this way that exceeds its maximum hit point total, it is forever destroyed. The nosferatu's rejuvenation special quality does not activate when the nosferatu is destroyed in this manner.

PLAGUE VAMPIRE (NINE-KILLER)

Plague vampires are a particularly infectious strain of vampire that can decimate entire communities if not promptly hunted and destroyed. They are sometimes called nine-killers, as their victims rise from the dead nine days after their fate is

sealed.

While a plague vampire's former identity is obvious to any who knew it in life, by the time it has died and risen as an undead creature, its features have taken on a decidedly sickly taint. Plague vampires are swollen, pale, and bald but for an occasional wisp of hair. Their hide tends to be cracked and leathery, often sporting boils, rashes, or other unpleasant skin conditions. Their teeth are all sharp and crooked fangs, and the canines are not necessarily the longest among them. Most have breath that reeks of blood and rotten flesh.

Plague vampires speak the languages they knew in life, but their voices always sound like noisy whispers.

SAMPLE PLAGUE VAMPIRE

The beggar sat at the entrance to an alley, and the cold winds descended upon the town with a vengeance. A few coppers clattered around in the tin cup as he cried for alms. I walked over with a few silver and knelt down to place them in the cup. As he looked into my eyes and thanked me for my donation, I knew instantly that it wasn't the silvers he was thankful for...

This example uses a 5th-level human fighter

Medium Undead (Augmented Humanoid, Vampire)

Hit Dice: 5d12 (32 hp)

Initiative: +7

Speed: 30 ft. (6 squares)

AC: 21 (+5 Dex, +6 natural), 15 touch, 16 flat-footed

Base Attack/Grapple: +5/+10

Attack: Slam +10 melee (1d6+5 plus energy drain) or claw +10 melee (1d6+5) or light crossbow +10 ranged (1d8/19-20)

Full Attack: Slam +10 melee (1d6+5 plus energy drain) or claw +10 melee (1d6+5) or light crossbow +10 ranged (1d8/19-20)

Space/Reach: 5 ft./5 ft.

Special Attack: Animal allies, blood drain, create spawn, energy drain, hypnotic gaze, miasma, plague

Special Qualities: Allergen, alternate form, damage reduction (10/silver and magic), darkvision 60 ft., gaseous form, regeneration 5, resistance to cold 10 and electricity 10, spider climb, taboo, turn resistance +4, undead traits

Saves: Fort +6, Ref +6, Will +1

Abilities: Str 20, Dex 20, Con –, Int 12, Wis 10, Cha 16

Skills: Bluff +12*, Climb +9, Handle Animal +6, Hide +14*, Jump +9, Listen +9*, Move Silently +14*, Ride +8, Search +10*, Sense Motive +9*, Spot +9*

Feats: Alertness^B, Blind-Fight, Cleave, Combat Reflexes^B, Dodge^B, Great Cleave, Great Fortitude^B, Improved Initiative^B, Improved Sunder, Iron Will, Power Attack

Environment: Any land and underground

PLAGUE VAMPIRE (NINE-KILLER)

Organization: Solitary, pair, or nest (3-5)

Challenge Rating: 7

Treasure: Double standard

Alignment: Any evil

Advancement: By character class

Level Adjustment: +7

COMBAT

Plague vampires would rather spread disease than engage in prolonged combat. They often strike quickly, looking only to inflict a few infectious injuries before retreating into the shadows once more. When using such hit and run tactics, a plague vampire will use its claw attack instead to its slam attack to avoid slaying any targets with its energy draining ability before it can infect them with its plague.

Animal Allies (Su): At will, as a standard action, a plague vampire may duplicate the effects of a *charm animal* spell (Will negates, DC 11). Only wild (non-domesticated) rodents can be befriended with this special ability.

Blood Drain (Ex): Every round a plague vampire pins a living foe with a successful grapple attack, the plague vampire may draw out that creature's blood with its fangs, causing 1d4 points of Constitution drain. Creatures that have no blood are immune to this special attack.

Create Spawn (Su): Whenever a humanoid or monstrous humanoid dies as a result of a plague vampire draining its blood or its life energy, that creature rises again as a plague vampire in nine days unless a slice of citrus fruit is placed in its mouth. Whenever a humanoid or monstrous humanoid dies as result of a disease it received from a plague vampire, the creature rises again as a lesser plague vampire (a plague vampire to which the lesser vampire template has been applied) on the ninth night after first becoming infected. If the ninth night has already passed when the creature finally dies, the creature rises immediately.

Energy Drain (Su): Any living creature hit by a plague vampire's slam attack gains two negative levels. For each negative level bestowed, the plague vampire heals 5 points of damage, with healing in excess of the damage it has suffered being gained as temporary hit points. Negative levels bestowed by a plague vampire have a maximum duration of 24 hours. If a negative level bestowed by a plague vampire is not removed before its duration expires, the level (or Hit Dice) of the creature upon which it was inflicted is reduced by one (Fortitude negates, DC 15).

Hypnotic Gaze (Su): Any creature within 30 feet of a plague vampire that meets its eyes can be targeted by its gaze attack on the plague vampire's next turn. As a standard action, the plague vampire may glare at any such creature, paralyzing the creature for 5 rounds (Will negates, DC 15).

Miasma (Ex): A plague vampire exudes a sickening stench. Every creature within 10 feet of a plague vampire suffers 1d3 points of Strength damage each round (Fortitude negates, DC 15). A creature that successfully saves against a plague vampire's miasma is immune to that vampire's miasma for 24

hours. A creature damaged by a plague vampire's miasma is also affected by that creature's plague ability (see below). A plague vampire retains its miasma special quality even when it is in gaseous form.

Plague (Ex): Whenever a creature suffers damage from any of a plague vampire's attacks (including ability score damage or drain from any special attack), that creature contracts the disease known as consumption (Fortitude negates, DC 15). The incubation period is 1d3 days and the disease deals 1d3 points of Strength damage and 1d3 points of Constitution damage each day. The saving throw to resist the disease has a DC of 15. (See Disease in the *DMG* for more details on diseases.)

Allergen (Ex): Flowers, burning incense, and clean bodies of water hold a plague vampire at bay in the same way a *magic circle against evil* spell holds nongood summoned creatures at bay. As with that spell, an item that repels a plague vampire is not considered an offensive measure, and if one is forced upon a plague vampire, that vampire can ignore the protection provided by that item for the remainder of the current encounter.

Alternate Form (Ex): A plague vampire may assume the form of any rodent with the animal creature type as a standard action. This ability duplicates the effects of a *polymorph* spell cast by an 8th level sorcerer except that the plague vampire can only assume the form of a rodent with the animal creature type and can remain in that form indefinitely.

Damage Reduction (Su): A plague vampire has damage reduction 10/silver and magic. A plague vampire's natural attacks are treated as magic weapons for the purposes of overcoming damage reduction.

Gaseous Form (Su): A plague vampire permanently benefits from an effect that duplicates a *gaseous form* spell, except that it grants twice the normal flying movement rate, and can be either dismissed or resumed as a standard action. Note that a plague vampire retains its miasma special attack while gaseous.

Regeneration (Ex): Fire deals normal damage to a plague vampire; all other attack forms deal nonlethal damage to a plague vampire instead of lethal damage. Regeneration does not restore hit points lost from starvation, thirst, or suffocation. A plague vampire cannot re-grow or reattach lost limbs. A plague vampire loses its ability to regenerate if a slice from a citrus fruit is placed in its mouth. The ability is restored if the slice of fruit is removed, however.

Spider Climb (Su): A plague vampire permanently benefits from the effects of a *spider climb* spell.

Taboo (Ex): A plague vampire is unable to enter any domicile into which it is not invited of its own free will unless one or more inhabitants of that household are currently suffering from the effects of any disease. If a plague vampire is somehow forced into such an area against its will, the vampire collapses, paralyzed and helpless, so long as it remains in the area; it cannot leave under its own power.

Turn Resistance (Ex): A plague vampire has +4 turn resistance.

Undead Traits: A plague vampire is immune to mind-influencing effects, poison, *sleep*, paralysis, stunning, disease,

death effects, necromantic effects that do not specifically affect undead, and any effect that both requires a Fortitude save and does not affect objects. It is not subject to critical hits, nonlethal damage, ability damage, ability drain, energy drain, or death from massive damage. An undead creature possesses immunity to any effect that requires a Fortitude save and uses its Charisma bonus to Co.

A plague vampire cannot be only be resurrected if it is will darkvision (60-foot range). Unbreathe, eat, or sleep.

Skills: Plague vampires r racial bonus to Bluff, Hide, Li Silently, Search, Sense Motive checks.

CREATING A PLAGUE VAMPIRE

“Plague vampire” is a template can be added to any humanoid monstrous humanoid (here referred to as the “base creature”). If the base creature has 1 than 5 Hit Dice, it also g the lesser vampire template. A plague vampire uses all of base creature’s statistics except noted below.

Size and Type: The base creature’s type changes to undead (augmented humanoid monstrous humanoid, vampire). Do not recalculate base attack bonus, saves, or skill points. Size is unchanged. If the base creature had the fire subtype, the plague vampire does not retain the subtype.

Hit Dice: Increase all current and future Hit Dice to d12s.

AC: The base creature’s natural armor improves by + and its AC is modified to reflect its new Dexterity score.

Attack: If the base creature does not have one or more slam attacks, it gains a slam attack as a result of this template. If the base creature does not have one or more claw attacks, it gains a claw attack as a result of this template.

Damage: If the base creature gained a slam attack as a result of this template, that slam attack deals damage dependent upon the base creature’s size, as detailed on **Table 2.1: Vampire Damage** at the beginning of this chapter. If the base creature gained a claw attack as a result of this template, that claw attack deals damage dependent upon the base creature’s size, as detailed on **Table 2.1: Vampire Damage** at the begin-

ning of this chapter. For example, a claw attack gained by a Medium creature deals 1d6 points of damage.

Abilities: Increase the base creature’s scores as follows: Str +4, Dex +6, Int +2, Wis +2, Cha +4. Plague vampires have no Constitution scores.

Skills: Plague vampires receive a +8 racial bonus to Bluff, Intimidate, Search, Sense Motive, and Stealth. Plague vampires otherwise have the same skills as the base creature.

Plague vampires gain Alertness, Dodge, Great Fortitude, Improved Initiative as bonus feats. Plague vampires otherwise have the same feats as the base creature.

Special Attack: A plague vampire retains the base creature’s special attacks and gains those described below. Saves have a DC 10 + 1/2 plague vampire’s HD + plague vampire’s Cha modifier unless noted otherwise.

Animal Allies (Su): At will, as a standard action, a plague vampire may duplicate the effects of the *charm animal* spell (Will negates, DC 11 + plague vampire’s Wis modifier). Only wild (non-domesticated) rodents can be befriended with this special ability.

Blood Drain (Ex): Every round a plague vampire pins a living foe, a plague vampire may draw out the creature’s blood with its fangs, causing Constitution drain dependent upon its size, as per **Table 2.2: Blood Drain Damage**. Creatures that have no blood are immune to this special attack.

Create Spawn (Su): Whenever a humanoid or monstrous humanoid dies as a result of a plague vampire draining its blood or life energy, that creature rises again as a plague vampire in nine days unless a slice of citrus fruit is placed in its mouth. Whenever a humanoid or monstrous humanoid

dies as result of a disease it received from a plague vampire, the creature rises again as a lesser plague vampire (a plague vampire to which the lesser vampire template has been applied) on the ninth night after first becoming infected. If the ninth night has already passed when the creature finally dies, the creature rises immediately.

Energy Drain (Su): Any living creature hit by a plague vampire’s slam attack gains two negative levels. For each negative level bestowed, the plague vampire heals 5 points of damage, with healing in excess of the damage it has suffered being gained as temporary hit points. Negative levels



Illustration by Ed Bourelle

VAMPYR

bestowed by a plague vampire have a maximum duration of 24 hours. If a negative level bestowed by a plague vampire is not removed before its duration expires, the level (or Hit Dice) of the creature upon which it was inflicted is reduced by one (Fortitude negates, DC 10 + 1/2 plague vampire's HD + plague vampire's Cha modifier).

Hypnotic Gaze (Su): Any creature within 30 feet of a plague vampire that meets its eyes can be targeted by its gaze attack on the plague vampire's next turn. As a standard action, the plague vampire may glare at any such creature, paralyzing the creature for 5 rounds (Will negates, DC 10 + 1/2 plague vampire HD + plague vampire's Cha modifier).

Miasma (Ex): A plague vampire exudes a sickening stench. Every creature within 10 feet of a plague vampire suffers 1d3 points of Strength damage each round (Fortitude negates, DC 10 + 1/2 plague vampire's HD + plague vampire's Cha modifier). A creature that successfully saves against a plague vampire's miasma is immune to that vampire's miasma for 24 hours. A creature damaged by a plague vampire's miasma is also affected by that creature's plague ability (see below). A plague vampire retains its miasma special quality even when it is in gaseous form.

Plague (Ex): Whenever a creature suffers damage from any of a plague vampire's attacks (including ability score damage or drain from any special attack), that creature contracts the disease known as consumption (Fortitude negates, DC 10 + 1/2 plague vampire's HD + plague vampire's Cha modifier). The incubation period is 1d3 days and the disease deals 1d3 points of Strength damage and 1d3 points of Constitution damage each day. The saving throw to resist the disease has a DC of 15. (See Disease in the DMG for more details on diseases.)

Special Qualities: If the base creature has fire resistance or immunity to fire, the base creature loses this ability. A plague vampire otherwise retains the base creature's special qualities and gains those described below.

Alternate Form (Ex): A plague vampire may assume the form of any rodent with the animal creature type as a standard action. This ability duplicates the effects of a *polymorph* spell cast by an 8th level sorcerer except that the plague vampire can only assume the form of a rodent with the animal creature type and can remain in that form indefinitely.

Damage Reduction (Su): A plague vampire has damage reduction 10/silver and magic. A plague vampire's natural attacks are treated as magic weapons for the purposes of overcoming damage reduction.

Gaseous Form (Su): A plague vampire permanently benefits from an effect that duplicates a *gaseous form* spell, except that it grants twice the normal flying movement rate, and can be either dismissed or resumed as a standard action. Note that a plague vampire retains its miasma special attack while gaseous.

Regeneration (Ex): Fire deals normal damage to a plague vampire; all other attack forms deal nonlethal damage to a plague vampire instead of lethal damage. Regeneration does not restore hit points lost from starvation, thirst, or suffocation. A plague vampire cannot re-grow or reattach lost limbs. A plague vampire loses its ability to regenerate if a slice from

a citrus fruit is placed in its mouth. The ability is restored if the slice of fruit is removed, however.

Spider Climb (Su): A plague vampire permanently benefits from the effects of a *spider climb* spell.

Turn Resistance (Ex): A plague vampire has +4 turn resistance.

Undead Traits: A plague vampire is immune to mind-influencing effects, poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects that do not specifically affect undead, and any effect that both requires a Fortitude save and does not affect objects. It is not subject to critical hits, nonlethal damage, ability damage, ability drain, energy drain, or death from massive damage. An undead creature possesses immunity to any effect that requires a Fortitude save and uses its Charisma bonus to Concentration checks. A plague vampire cannot be raised and can only be resurrected if it is willing; it also has darkvision (60-foot range). Undead do not breathe, eat, or sleep.

Organization: Solitary, pair, or nest (3-5).

Challenge Rating: As base creature +2.

Treasure: Double standard.

Alignment: Any evil.

Advancement: By character class.

Level Adjustment: Same as the base creature +7

REPELLING A PLAGUE VAMPIRE

A plague vampire suffers from the allergen and taboo special qualities described below, which it retains even if it changes shape.

Allergen (Ex): Flowers, burning incense, and clean bodies of water hold a plague vampire at bay in the same way a *magic circle against evil* spell holds nongood summoned creatures at bay. As with that spell, an item that repels a plague vampire is not considered an offensive measure, and if one is forced upon a plague vampire, that vampire can ignore the protection provided by that item for the remainder of the current encounter.

Taboo (Ex): A plague vampire is unable to enter any domicile into which it is not invited of its own free will unless one or more inhabitants of that household are currently suffering from the effects of any disease. If a plague vampire is somehow forced into such an area against its will, the vampire collapses, paralyzed and helpless, so long as it remains in the area; it cannot leave under its own power.

DESTROYING A PLAGUE VAMPIRE

A plague vampire does not have any special vulnerabilities, but a plague vampire that is reduced to 0 hit points is forever destroyed. As a result of the plague vampire's regeneration ability, fire attacks must be used in this endeavor unless a slice of citrus fruit is first placed in the vampire's mouth.

VAMPYR

Vampyr are a fairly common species of vampire found in many cultures and regions. Of all the vampire species, they

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are most representative of the subtype.

Vampyrs appear as they did in life, just as do most creatures with the vampire subtype, and they might not be immediately identified as undead. Careful observation may reveal them for what they are, as they have no shadows and cast no reflections in mirrors, properties that they share with many creatures with the vampire subtype.

Vampyrs speak the languages they knew in life.

SAMPLE VAMPYR

The duke was a respected man in the kingdom, long favored by the king to replace him on the throne when the day came. The duke's son, however, was a wild, mean-spirited partier who skipped out on all of the daily affairs of state. He'd wander the halls of the keep in the dark hours, always disappearing when daylight claimed the world. We watched and chatted with the servants until we could confirm our suspicions.

This example uses a human 5th-level fighter

Medium Undead (Augmented Humanoid, Vampire)

Hit Dice: 5d12 (32 hp)

Initiative: +7

Speed: 30 ft. (6 squares)

AC: 19 (+3 Dex, +6 natural), 13 touch, 16 flat-footed

Base Attack/Grapple: +5/+11

Attack: Slam +11 melee (1d6+6 plus energy drain) or shortspear +12 melee (1d8+8/x3) or shortspear +9 ranged (1d8+8/x3)

Full Attack: Slam +11 melee (1d6+6 plus energy drain) or shortspear +12 melee (1d8+8/x3) or shortspear +9 ranged (1d8+8/x3)

Space/Reach: 5 ft./5 ft.

Special Attack: Animal allies, blood drain, create spawn, energy drain, greater dominating gaze

Special Qualities: Allergen, Alternate form, damage reduction (10/silver and magic), darkvision 60 ft., fast healing 5, phase door, rejuvenation, resistance to cold 10 and electricity 10, spider climb, sunlight vulnerability, taboo, turn resistance +4, undead traits, water vulnerability

Saves: Fort +4, Ref +6, Will +5

Abilities: Str 22, Dex 17, Con –, Int 12, Wis 14, Cha 12

Skills: Bluff +10*, Climb +11, Craft (any two) +3, Hide +12*, Jump +11, Listen +13*, Move Silently +12*, Search +10*, Sense Motive +11*, Spot +13*

Feats: Alertness^B, Blind-Fight, Cleave, Combat Reflexes^B, Dodge, Improved Initiative^B, Iron Will, Lightning Reflexes^B, Power Attack, Weapon Focus (shortspear), Weapon Specialization (shortspear)

Environment: Any land and underground

Organization: Solitary, pair, or nest (3-5)

Challenge Rating: 7

Treasure: Double standard

Alignment: Any evil

Advancement: By character class

Level Adjustment: +8

COMBAT

Vampyrs prefer dominating enemies with their gaze attack to engaging in combat, though they will not hesitate to make physical attacks against opponents they cannot easily enslave. When doing so, vampyrs rely heavily on slam attacks that also sap their enemies' life energy, generally reserving their blood drain for use against dominated prey in non-combat situations.

Allergen (Ex): Openly displayed holy symbols, openly displayed mirrors, and garlic hold a vampyr at bay in the same way a *magic circle against evil* spell holds nongood summoned creatures at bay. As with that spell, an item that repels a vampyr is not considered an offensive measure, and if one is forced upon a vampyr, that vampyr can ignore the protection provided by that item for the remainder of the current encounter.

Animal Allies (Su): At will, as a standard action, a vampyr may duplicate the effects of a *charm animal* spell (Will negates, DC 13). Only wild (non-domesticated) rodents and canines can be befriended with this special ability.

Blood Drain (Ex): Every round a vampyr pins a living foe with a successful grapple attack, the vampyr may draw out that creature's blood with its fangs, causing 1d4 points of Constitution drain. Creatures that have no blood are immune to this special attack.

Create Spawn (Su): Whenever a humanoid or monstrous humanoid that does not have a natural swim speed dies as a result of a vampyr draining its life energy, that creature rises again as a vampyr unless it has been both staked and decapitated, or has been destroyed in a more complete manner. Whenever a humanoid or monstrous humanoid that does not have a natural swim speed dies as result of a vampyr draining its blood, the creature rises again as a lesser vampyr (a vampyr to which the lesser vampire template has been applied) unless it has been both staked and decapitated, or has been destroyed in a more complete manner.

Energy Drain (Su): A living creature hit by any of a vampyr's slam attack gains two negative levels. For each negative level bestowed, the vampyr heals 5 points of damage, with healing in excess of the damage it has suffered being gained as temporary hit points. Negative levels bestowed by a vampyr have a maximum duration of 24 hours. If a negative level bestowed by a vampyr is not removed before its duration expires, the level (or Hit Dice) of the creature upon which it was inflicted is reduced by one (Fortitude negates, DC 13).

Dominating Gaze (Su): Any creature within 30 feet of a vampyr that meets its eyes can be targeted by the vampyr's gaze attack on the vampyr's next turn. As a standard action, the vampyr may glare at any such creature, effecting the crea-

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ture as would a 10th level sorcerer casting a *dominate person* spell (Will negates, DC 15).

Alternate Form (Su): A vampyr may assume the form of any canine or rodent with the animal creature type as a standard action. This ability duplicates the effects of a *polymorph* spell cast by an 8th level sorcerer except that the vampyr can only assume the form of a canine or rodent with the animal creature type and can remain in that form indefinitely.

Damage Reduction (Su): A vampyr has damage reduction 10/silver and magic. A vampyr's natural attacks are treated as magic weapons for the purposes of overcoming damage reduction.

Fast Healing (Ex): A vampyr regains lost hit points at a rate of 5 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow for the re-growth or reattachment of lost body parts.

Phase Door (Su): As part of a move or double move action, a vampyr may pass through its coffin and/or up to six feet of soil as if each were a stone wall upon which the vampyr had cast a permanent *phase door* spell. If a barrier is too thick for a vampyr to pass through with one use of this ability, the vampyr cannot pass through that barrier at all (not even part of the way). Neither can the vampyr pass through materials other than soil unless those materials are part of its own coffin.

Rejuvenation (Su): When a vampyr is destroyed, it wastes away into nothing and its corpse reforms intact within its grave. The corpse rises again as a full-strength vampyr after nine days have passed unless it has been both impaled upon a stake and decapitated, or has been destroyed in a more complete manner. Otherwise damaging the corpse merely prevents it from rising as a vampyr until nine days have passed since it was last disturbed.

Resistance (Ex): A vampyr has resistance to cold 10 and electricity 10.

Spider Climb (Su): A vampyr permanently benefits from the effects of a *spider climb* spell.

Sunlight Vulnerability (Ex): If exposed to direct sunlight, a vampyr reacts to that light as if the light were a good-aligned cleric that had successfully turned the vampyr. Additionally, if the vampyr does not escape the light with a single move action during its next turn, the vampyr is forever destroyed. The vampyr's rejuvenation special quality does not activate if the vampyr is destroyed in this manner.

Taboo (Ex): A vampyr is unable to enter any body of water, any area above a body of water, or any domicile into which it is not invited of its own free will. If a vampyr is somehow forced into such an area against its will, the vampyr collapses, paralyzed and helpless, so long as it remains in the area; it cannot leave under its own power.

Turn Resistance (Ex): A vampyr has +4 turn resistance.

Undead Traits: A vampyr is immune to mind-influencing effects, poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects that do not specifically affect undead, and any effect that both requires a Fortitude save and does not affect objects. It is not subject to critical hits, nonlethal damage, ability damage, ability drain, energy drain, or death from massive damage. An undead creature possesses immunity to any effect that requires a Fortitude save and uses its Charisma bonus to Concentrations checks. A vampyr cannot be raised and can only be resurrected if it is willing; it also has darkvision (60-foot range). Undead do not breathe, eat, or sleep.

Water Vulnerability (Ex): If exposed to a body of water, a vampyr is burned as if exposed to acid (1d6 damage per round, 10d6 damage instead if submersed). If a vampyr ever suffers an amount of damage dealt in this way that exceeds its maximum hit point total, it is forever destroyed. The lesser vampyr's rejuvenation special quality does not activate when the vampyr is destroyed in this manner.

Skills: Vampyrs receive a +8 racial bonus to Bluff, Hide, Listen, Move Silently, Search, Sense Motive, and Spot checks.

CREATING A VAMPIR

"Vampyr" is a template that can be added to any humanoid or monstrous humanoid that does not have a natural swim speed (hereafter referred to as the "base creature"). If the base creature has less than 5 Hit Dice, it also gains the lesser vampire template. A vampyr uses all of the base creature's statistics except as noted below.

Size and Type: The base creature's type changes to undead (augmented humanoid or monstrous humanoid, vampire). Do not recalculate base attack bonus, saves, or skill points. Size is unchanged.

Hit Dice: Increase all current and future Hit Dice to d12s.

AC: The base creature's natural armor improves by +6 and its AC is adjusted to reflect its new Dexterity score.

Attack: If the base creature does not have a slam attack, it gains a slam attack as a result of this template.

Damage: If the base creature gained a slam attack as a result of this template, that slam attack deals damage dependent upon the base creature's size, as detailed on **Table 2.1: Vampire Damage** at the beginning of this chapter. A slam attack gained by a Medium creature, for example, deals 1d6 points of damage.

Abilities: Increase the base creature's scores as follows: Str +6, Dex +4, Int +2, Wis +2, Cha +4. Vampyrs have no Constitution scores.

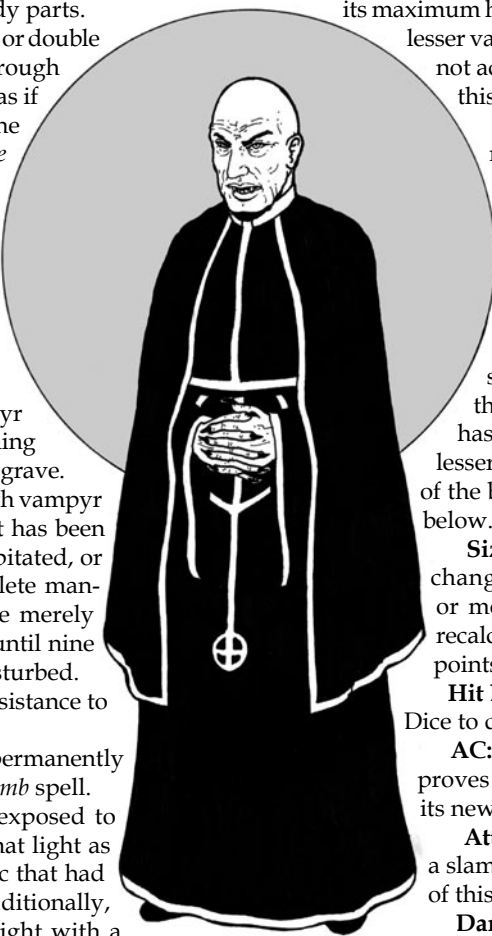


Illustration by Jesse Mohn

MONSTERS

Skills: Vampyrs receive a +8 racial bonus to Bluff, Hide, Listen, Move Silently, Search, Sense Motive, and Spot checks. They otherwise have the same skills as the base creature.

Feats: Vampyrs gain Alertness, Combat Reflexes, Dodge, Improved Initiative, and Lightning Reflexes as bonus feats. They otherwise have the same feats as the base creature.

Special Attack: A vampyr retains the base creature's special attacks and gains those described below. Saves have a DC of $10 + 1/2$ vampyr's HD + vampyr's Cha modifier unless noted below.

Animal Allies (Su): At will, as a standard action, a vampyr may duplicate the effects of a *charm animal* spell (Will negates, DC $11 +$ vampyr's Wis modifier). Only wild (non-domesticated) rodents and canines can be befriended with this special ability.

Blood Drain (Ex): Every round a vampyr pins a living foe with a successful grapple attack, the vampyr may draw out that creature's blood with its fangs, causing Constitution drain dependant upon its size, as per **Table 2.2: Bloodsucker Damage**. Creatures that have no blood are immune to this special attack.

Create Spawn (Su): Whenever a humanoid or monstrous humanoid that does not have a natural swim speed dies as a result of a vampyr draining its life energy, that creature rises again as a vampyr unless it has been both staked and decapitated, or has been destroyed in a more complete manner. Whenever a humanoid or monstrous humanoid that does not have a natural swim speed dies as result of a vampyr draining its blood, the creature rises again as a lesser vampyr (a vampyr to which the lesser vampire template has been applied) unless it has been both staked and decapitated, or has been destroyed in a more complete manner.

Energy Drain (Su): A living creature hit by any of an vampyr's slam attack gains two negative levels. For each negative level bestowed, the vampyr heals 5 points of damage, with healing in excess of the damage it has suffered being gained as temporary hit points. Negative levels bestowed by an vampyr have a maximum duration of 24 hours. If a negative level bestowed by a vampyr is not removed before its duration expires, the level (or Hit Dice) of the creature upon which it

was inflicted is reduced by one (Fortitude negates, DC $10 + 1/2$ vampyr's HD + vampyr's Cha modifier).

Dominating Gaze (Su): Any creature within 30 feet of a vampyr that meets its eyes can be targeted by the vampyr's gaze attack on the vampyr's next turn. As a standard action, the vampyr may glare at any such creature, effecting the creature as would a sorcerer with a caster level equal to the vampyr's Hit Dice (minimum 10th) casting a *dominate person* spell (Will negates, DC $14 +$ vampyr's Cha modifier).

Special Qualities: A vampyr retains the base creature's special qualities and gains those described below.

Alternate Form (Su): A vampyr may assume the form of any canine or rodent with the animal creature type as a standard action. This ability duplicates the effects of a *polymorph* spell cast by an 8th level sorcerer except that the vampyr can only assume the form of a canine or rodent with the animal creature type and can remain in that form indefinitely.

Damage Reduction (Su): A vampyr has damage reduction 10/silver and magic. A vampyr's natural attacks are treated as magic weapons for the purposes of overcoming damage reduction.

Fast Healing (Ex): A vampyr regains lost hit points at a rate of 5 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow for the re-growth or reattachment of lost body parts.

Phase Door (Su): As part of a move or double move action, a vampyr may pass through its coffin and/or up to six feet of soil as if each were a stone wall upon which the vampyr had cast a permanent *phase door* spell. If a barrier is too thick for

a vampyr to pass through with one use of this ability, the vampyr cannot pass through that barrier at all (not even part of the way). Neither can the vampyr pass through materials other than soil unless those materials are part of its own coffin.

Rejuvenation (Su): When a vampyr is destroyed, it wastes away into nothing and its corpse reforms intact within its grave. The corpse rises again as a full-strength vampyr after nine days have passed unless it has been both impaled upon a stake and decapitated, or has been destroyed in a more complete manner. Otherwise damaging the corpse merely



Illustration by Ed Bourelle

VOLKADLAK (UNDEAD LYCANTHROPE)

prevents it from rising as a vampyr until nine days have passed since it was last disturbed.

Resistance (Ex): A vampyr has resistance to cold 10 and electricity 10.

Spider Climb (Su): A vampyr permanently benefits from the effects of a *spider climb* spell.

Turn Resistance (Ex): A vampyr has +4 turn resistance.

Undead Traits: A vampyr is immune to mind-influencing effects, poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects that do not specifically affect undead, and any effect that both requires a Fortitude save and does not affect objects. It is not subject to critical hits, nonlethal damage, ability damage, ability drain, energy drain, or death from massive damage. An undead creature possesses immunity to any effect that requires a Fortitude save and uses its Charisma bonus to Concentrations checks. A vampyr cannot be raised and can only be resurrected if it is willing; it also has darkvision (60-foot range). Undead do not breathe, eat, or sleep.

Organization: Solitary, pair, or nest (3-5).

Challenge Rating: As base creature +2.

Treasure: Double standard.

Alignment: Any evil.

Advancement: By character class.

Level Adjustment: Same as the base creature +8

REPELLING A VAMPYR

A vampyr suffers from the allergen and taboo special qualities described below, which it retains even if it changes shape.

Allergen (Ex): Openly displayed holy symbols, openly displayed mirrors, and garlic hold a vampyr at bay in the same way a *magic circle against evil* spell holds nongood summoned creatures at bay. As with that spell, an item that repels a vampyr is not considered an offensive measure, and if one is forced upon a vampyr, that vampyr can ignore the protection provided by that item for the remainder of the current encounter.

Taboo (Ex): A vampyr is unable to enter any body of water, any area above a body of water, or any domicile into which it is not invited of its own free will. If a vampyr is somehow forced into such an area against its will, the vampyr collapses, paralyzed and helpless, so long as it remains in the area; it cannot leave under its own power.

DESTROYING A VAMPYR

A vampyr's rejuvenation special quality is thwarted if its corpse is both staked and decapitated. A vampyr also has the sunlight vulnerability and water vulnerability special qualities, which it retains even if it changes shape.

Sunlight Vulnerability (Ex): If exposed to direct sunlight, a vampyr reacts to that light as if the light were a good-aligned cleric that had successfully turned the vampyr. Additionally, if the vampyr does not escape the light with a single move action during its next turn, the vampyr is forever destroyed. The vampyr's rejuvenation special quality does not activate if the vampyr is destroyed in this manner.

Water Vulnerability (Ex): If exposed to a body of water, a vampyr is burned as if exposed to acid (1d6 damage per round, 10d6 damage instead if submersed). If a vampyr ever suffers an amount of damage dealt in this way that exceeds its maximum hit point total, it is forever destroyed. The vampyr's rejuvenation special quality does not activate when the vampyr is destroyed in this manner.

VOLKADLAK (UNDEAD LYCANTHROPE)

Some infected lycanthropes are cursed with more than just lycanthropy, returning from the grave upon death as vampires known as volkadlak. Frighteningly, these undead lycanthropes not only gain full control over their shape-shifting abilities, but also gain many common vampire abilities.

An undead lycanthrope is distinguished from its former living self by its powers, not by its appearance or languages. It appears as it did in life and recalls the languages from its past. The only time it is obvious that an undead lycanthrope is not a normal humanoid is during nights of the full moon. On such nights, the sharp teeth of the undead lycanthrope grow more pronounced, to the point where they cannot be hidden from view.

While most undead lycanthropes occur spontaneously upon the death of certain living lycanthrope, some sages claim that lycanthrope slain by vampires might also rise as an undead lycanthrope. These rumors have yet to be substantiated.

SAMPLE VOLKADLAK

Our group's ranger was bewildered about why a wolf would make a lair so deep into the mountains. They typically preferred a cave with quick and easy access, he explained. Deep into the mountain, we at last found the lair of the wolf, a place littered with the skeletal remains of humans and reeking of death. We found our answer.

This example uses a human 5th-level commoner werewolf in human form

Medium Undead (Augmented Humanoid, Shapeshifter, Vampire)

Hit Dice: 5d12 (32 hp)

Initiative: +6

Speed: 30 ft. (6 squares)

AC: 18 (+2 Dex, +6 natural), 12 touch, 16 flat-footed

Base Attack/Grapple: +2/+6

Attack: Slam +6 melee (1d6+4 plus energy drain)

Full Attack: Slam +6 melee (1d6+4 plus energy drain)

Space/Reach: 5 ft./5 ft.

Special Attack: Animal allies, blood drain, curse of lycanthropy, curse of vampirism, energy drain, hypnotic gaze

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Special Qualities: Alternate form, damage reduction (10/silver), darkvision 60 ft., fast healing 5, phase door, rejuvenation, resistance to cold 10 and electricity 10, spider climb, turn resistance +4, undead traits, wolf empathy

Saves: Fort +3, Ref +3, Will +4

Abilities: Str 18, Dex 15, Con –, Int 12, Wis 12, Cha 14

Skills: Craft (any one) +11, Hide +10*, Intimidate +10*, Jump +12*, Listen +9* (+13 animal or hybrid form), Move Silently +12*, Profession (any one) +11, Search +9* (+13 animal or hybrid form), Spot +7* (+11 animal or hybrid form), Survival +9*

Feats: Alertness^B, Blind-Fight (animal or hybrid form), Great Fortitude^B, Improved Control Shape^B, Improved Initiative (animal or hybrid form), Iron Will, Run^B, Skill Focus (any Craft), Skill Focus (any Profession), Weapon Finesse (animal or hybrid form only)

Environment: Any land and underground

Organization: Solitary, pair, or pack (6-10)

Challenge Rating: 8

Treasure: Double standard

Alignment: Always chaotic evil

Advancement: By character class

Level Adjustment: +10

COMBAT

Undead lycanthropes begin combat in humanoid form, shifting into animal or hybrid form when moving in for the kill or when faced with unusually powerful foes. Undead lycanthropes prefer to kill opponents outright, for those they infect with lycanthropy and let live can become competition in the hunt for humanoid blood.

Animal Allies (Su): At will, as a standard action, an undead werewolf may duplicate the effects of a *charm animal* spell (Will negates, DC 11). Only wild (non-domesticated) canines can be befriended with this special ability.

Blood Drain (Ex): Every round an undead lycanthrope pins a living foe with a successful grapple attack, the undead lycanthrope may draw out that creature's blood with its sharp teeth, causing 1d4 points of Constitution drain. Creatures that have no blood are immune to this special attack.

Curse of Lycanthropy (Su): Any humanoid damaged by an undead lycanthrope's bite attack in animal or hybrid form contracts lycanthropy (Fortitude negates, DC 15).

Curse of Vampirism (Su): Whenever an undead lycanthrope infects a creature with lycanthropy, that creature gains the curse of the vampire special quality for as long as it remains infected. Whenever a creature with the curse of the vampire dies, it rises again nine days later (in this case as an undead lycanthrope of the same subtype) unless its body is buried facedown holding a holy symbol.

Energy Drain (Su): Any living creature hit by an undead lycanthrope's slam attack gains two negative levels. For each negative level bestowed, the undead lycanthrope heals 5

points of damage, with healing in excess of the damage it has suffered being gained as temporary hit points. Negative levels bestowed by an undead lycanthrope have a maximum duration of 24 hours. If a negative level bestowed by an undead lycanthrope is not removed before its duration expires, the level (or Hit Dice) of the creature upon which it was inflicted is reduced by one (Fortitude negates, DC 14).

Hypnotic Gaze (Su): Any creature within 30 feet of an undead lycanthrope that meets its eyes can be targeted by its gaze attack on the undead lycanthrope's next turn. As a standard action, the undead lycanthrope may glare at any such creature, causing the creature to become paralyzed for 5 rounds (Will negates, DC 15).

Allergen (Ex): Creatures that have tasted the blood of any vampire hold an undead lycanthrope at bay in the same way a *magic circle against evil* spell holds nongood summoned creatures at bay. As with that spell, a creature that repels an undead lycanthrope is not considered an offensive measure, and if one is forced upon an undead lycanthrope, that undead lycanthrope can ignore the protection provided by that creature for the remainder of the current encounter.

Alternate Form (Su): An undead werewolf may assume the form of a wolf or a hybrid that appears as a humanoid wolf. This ability duplicates the effects of a *polymorph* spell cast by an 8th level sorcerer except that the undead werewolf can only assume the form of a wolf or a hybrid and can remain in that form indefinitely. An undead lycanthrope's gear does not change when it assumes an alternate form.

While in hybrid form, an undead lycanthrope's ability scores are adjusted as follows: Str +2, Dex +4. An undead lycanthrope in hybrid form gains the bite attack, natural armor, skills, and scent special quality of a normal wolf.

Damage Reduction (Su): An undead lycanthrope has damage reduction 10/silver.

Fast Healing (Ex): An undead lycanthrope regains lost hit points at a rate of 5 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow for the re-growth or reattachment of lost body parts.

Phase Door (Su): As part of a move or double move action, an undead lycanthrope may pass through its coffin and/or up to six feet of soil as if each were a wall upon which the undead lycanthrope had cast a permanent *phase door* spell. If a barrier is too thick for a undead lycanthrope to pass through with one use of this ability, the undead lycanthrope cannot pass through that barrier at all (not even part of the way). Neither can the undead lycanthrope pass through materials other than soil unless those materials are part of its own coffin.

Rejuvenation (Su): When an undead lycanthrope is destroyed, it disintegrates and its corpse reappears, intact, within its grave. This corpse rises again as a full-strength undead lycanthrope within nine days unless it is completely destroyed, usually with fire. Otherwise damaging the corpse merely prevents it from rising again until nine days have passed since it was last disturbed.

Resistance (Ex): An undead lycanthrope has resistance to cold 10 and electricity 10.

Spider Climb (Su): An undead lycanthrope permanently benefits from the effects of a *spider climb* spell.

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Turn Resistance (Ex): An undead lycanthrope has +4 turn resistance.

Undead Traits: An undead lycanthrope is immune to mind-influencing effects, poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects that do not specifically affect undead, and any effect that both requires a Fortitude save and does not affect objects. It is not subject to critical hits, nonlethal damage, ability damage, ability drain, energy drain, or death from massive damage. An undead creature possesses immunity to any effect that requires a Fortitude save and uses its Charisma bonus to Concentrations checks. An undead lycanthrope cannot be raised and can only be resurrected if it is willing; it also has darkvision (60-foot range). Undead do not breathe, eat, or sleep.

Wolf Empathy (Ex): An undead werewolf can communicate and empathize with normal and dire wolves. An undead werewolf gains a +4 racial bonus to checks when influencing the attitudes of wolves and can communicate simple concepts with such animals.

Skills: Undead werewolves receive a +8 racial bonus to Hide, Intimidate, Jump, Move Silently, and Survival checks. *An undead lycanthrope gets a +4 racial bonus to Search, Spot, and Listen checks while in human form (already included in the undead lycanthrope's statistics). While in hybrid or animal form, this bonus increases to a +8 racial bonus.

Feats: While in hybrid or wolf form, an undead lycanthrope gains Blind-Fight, Improved Initiative, and Weapon Finesse as bonus feats.

CREATING A UNDEAD LYCANTHROPE

"Undead lycanthrope" is a template that can be added to any lycanthrope (hereafter referred to as the "base creature"). If the base creature has less than 5 Hit Dice, it also gains the lesser vampire template. An undead lycanthrope uses all of the base creature's statistics except as noted below.

Size and Type: The base creature's type changes to undead (augmented humanoid, shapeshifter, vampire). Do not recalculate base attack bonus, saves, or skill points. Size is unchanged.

Hit Dice: Increase all current and future Hit Dice to d12s.

AC: The base creature's natural armor improves by +4 and its AC is modified to reflect its new Dexterity score.

Abilities: Increase the base creature's scores as follows: Str +6, Dex +4, Int +2, Wis +2, Cha +4. Undead lycanthropes have no Constitution scores.

Attack: If the base creature does not have a slam attack, it gains a slam attack as a result of this template.

Damage: If the base creature gained a slam attack as a result of this template, that slam attack deals damage dependent upon the base creature's size, as detailed on **Table 2.1: Vampire Damage** at the beginning of this chapter. A slam attack gained by a Medium creature, for example, deals 1d6 points of damage.

Skills: Undead lycanthropes receive a +8 racial bonus to Hide, Intimidate, Jump, Move Silently, and Survival checks. They otherwise have the same skills as the base creature.

Feats: Undead lycanthropes gain Alertness, Great Fortitude, Improved Control Shape, Improved Initiative, and Run as bonus feats. They otherwise have the same feats as the base creature.

Special Attack: An undead lycanthrope retains the base creature's special attacks and gains those described below. Saves have a DC of 10 + 1/2 undead lycanthrope's HD + undead lycanthrope's Cha modifier unless noted below.

Animal Allies (Su): At will, as a standard action, an undead lycanthrope may duplicate the effects of a *charm animal* spell (Will negates, DC 11 + undead lycanthrope's Wis modifier). Only wild (non-domesticated) animals of the lycanthropes animal type can be befriended with this special ability.

Blood Drain (Ex): Every round a undead lycanthrope pins a living foe with a successful grapple attack, the undead lycanthrope may draw out that creature's blood with its fangs, causing Constitution drain dependant upon its size, as per **Table 2.2: Bloodsucker Damage**. Creatures that have no blood are immune to this special attack.

Curse of Vampirism (Su): Whenever an undead lycanthrope infects a creature with lycanthropy, that creature gains the curse of the vampire special quality for as long as it remains infected. Whenever a creature with the curse of the vampire dies, it rises again nine days later (in this case as an undead lycanthrope) unless its body is buried facedown holding a holy symbol.

Energy Drain (Su): Any living creature hit by an undead lycanthrope's slam attack gains two negative levels. For each negative level bestowed, the undead lycanthrope heals 5 points of damage, with healing in excess of the damage it has suffered being gained as temporary hit points. Negative levels bestowed by an undead lycanthrope have a maximum duration of 24 hours. If a negative level bestowed by an undead lycanthrope is not removed before its duration expires, the level (or Hit Dice) of the creature upon which it was inflicted is reduced by one (Fortitude negates, DC 10 + 1/2 undead lycanthrope's HD + undead lycanthrope's Cha modifier).

Hypnotic Gaze (Su): Any creature within 30 feet of an undead lycanthrope that meets its eyes can be targeted by its gaze attack on the undead lycanthrope's next turn. As a standard action, the undead lycanthrope may glare at any such creature, causing the creature to become paralyzed for 5 rounds (Will negates, DC 10 + 1/2 undead lycanthrope's HD + undead lycanthrope's Cha modifier).

Special Qualities: A undead lycanthrope retains the base creature's special qualities and gains those described below.

Fast Healing (Ex): An undead lycanthrope regains lost hit points at a rate of 5 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow for the re-growth or reattachment of lost body parts.

Phase Door (Su): As part of a move or double move action, an undead lycanthrope may pass through its coffin and/or up to six feet of soil as if each were a wall upon which the undead lycanthrope had cast a permanent *phase door* spell. If a barrier is too thick for a undead lycanthrope to pass through with one use of this ability, the undead lycanthrope cannot pass through that barrier at all (not even part of the way). Neither

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can the undead lycanthrope pass through materials other than soil unless those materials are part of its own coffin.

Rejuvenation (Su): When an undead lycanthrope is destroyed, it disintegrates and its corpse reappears, intact, within its grave. This corpse rises again as a full-strength undead lycanthrope within nine days unless it is completely destroyed, usually with fire. Otherwise damaging the corpse merely prevents it from rising again until nine days have passed since it was last disturbed.

Resistance (Ex): An undead lycanthrope has resistance to cold 10 and electricity 10.

Spider Climb (Su): An undead lycanthrope permanently benefits from the effects of a *spider climb* spell.

Turn Resistance (Ex): An undead lycanthrope has +4 turn resistance.

Undead Traits: An undead lycanthrope is immune to mind-influencing effects, poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects that do not specifically affect undead, and any effect that both requires a Fortitude save and does not affect objects. It is not subject to critical hits, nonlethal damage, ability damage, ability drain, energy drain, or death from massive damage. An undead creature possesses immunity to any effect that requires a Fortitude save and uses its Charisma bonus to Concentrations checks. An undead lycanthrope cannot be raised and can only be resurrected if it is willing; it also has darkvision (60-foot range). Undead do not breathe, eat, or sleep.

Organization: Solitary, pair, or pack (6-10).

Challenge Rating: As base creature +2.

Treasure: Double standard.

Alignment: Any evil.

Advancement: By character class.

Level Adjustment: Same as the base creature +7

REPELLING A UNDEAD LYCANTHROPE

An undead lycanthrope suffers from the allergen special quality described below, which it retains even if it changes shape.

Allergen (Ex): Creatures that have tasted the blood of any vampire hold an undead lycanthrope at bay in the same way a *magic circle against evil* spell holds nongood summoned creatures at bay. As with that spell, a creature that repels an undead lycanthrope is not considered an offensive measure, and if one is forced upon an undead lycanthrope, that undead lycanthrope can ignore the protection provided by that creature for the remainder of the current encounter.

DESTROYING A UNDEAD LYCANTHROPE

An undead lycanthrope's rejuvenation special quality is thwarted only by completely destroying its corpse. An undead lycanthrope has no special vulnerabilities.

OPTIONAL RULE: VIRULENT LYCANTHROPY

According to some legends, eating the flesh of a lycanthrope or an animal slain by the natural weapons of a lycanthrope

are both ways a person can contract lycanthropy. If this optional rule is used, whenever a giant or humanoid eats a meal including meat taken from an animal, giant, or humanoid slain by the natural attacks of a lycanthrope, it contracts lycanthropy (Fortitude negates, DC 25). The same is true if a giant or humanoid eats a lycanthrope, true or infected.

WHITE WOLF

Far more than just a wolf with white fur, a white wolf is a canine that has become infused with positive energy, allowing it to protect its wilderness home from vampires and other undead.

There is not a trace of color anywhere upon the white wolf's entire body: its fur is like unblemished, new-fallen snow, its eyes are like pearls, its claws like ivory. This subtle lack of coloration can sometimes be missed (Spot DC 5 at a 10-foot range), but every observer feels that there is something odd about a white wolf's appearance, even if they cannot immediately notice what it is that makes the white wolf so strange.

As beasts, white wolves do not speak, but they are more intelligent than normal animals, so magical means of communication might allow for productive conversation with their kind.

SAMPLE WHITE BEAST

At first I thought we were going to have to fight a two-front battle, with the vampire and his minions on one side and a great white wolf on the other. But the white beast leaped past us and engaged the vampire directly.

This example uses a wolf as the base creature.

Medium Magical Beast (Augmented Animal)

Hit Dice: 2d10+4 (15 hp)

Initiative: +2

Speed: 50 ft. (10 squares)

AC: 18 (+2 Dex, +6 natural), 12 touch, 16 flat-footed

Base Attack/Grapple: +2/+3

Attack: Bite +4 melee (1d6+2 plus disruption and trip)

Full Attack: Bite +4 melee (1d6+2 plus disruption and trip)

Space/Reach: 5 ft./5 ft.

Special Attack: Disruption, spell-like abilities, trip

Special Qualities: Darkvision 60 ft., magical beast traits, scent

Saves: Fort +5, Ref +5, Will +3

Abilities: Str 13, Dex 15, Con 15, Int 8, Wis 16, Cha 10

Skills: Hide +2, Listen +5, Move Silently +3, Spot +6, Survival +3* (+7 tracking by scent)

WHITE WOLF

Feats: Weapon Finesse

Environment: Any forest, plains, and mountains

Organization: Solitary, pair, or pack (7-16)

Challenge Rating: 2

Treasure: None

Alignment: Always neutral good

Advancement: 3 HD (Medium); 4-5 HD (Large)

Level Adjustment: +3 (cohort)

COMBAT

White wolves are intelligent opponents, and are fond of using various tactics that involve the flanking of opponents. White wolves particularly hate undead, which they target in preference. When not actively confronted by opponents, white wolves make a hobby of finding and digging up the graves of vampires.

Disruption (Su): A white beast's attacks are treated as if they were +1 *disruption* weapons, even if they do not deal bludgeoning damage. Any undead creature struck by a *disruption* weapon is destroyed unless it succeeds at a Fortitude saving throw (DC 14). This ability does not stack with any other disruption ability.

Spell-like Abilities: At will – *detect undead* and *negative energy protection*. These abilities are as the spells cast by a 7th level cleric (save DC = 13 + spell's level).

Trip (Ex): Whenever a white wolf hits with a bite attack, it may immediately attempt to trip the opponent it hit as a free action that does not provoke an attack of opportunity and does not require an initial touch attack. If this trip attempt fails, the opponent cannot then attempt to trip the wolf as a result of this failure.

Magical Beast Traits: A white wolf has darkvision (60-foot range) and it is proficient with natural weapons only, but never armor. Magical beasts eat, sleep, and breathe.

Scent (Ex): A white wolves can detect and track creatures by sense of smell, generally within 30 feet. If the creature is upwind, the range is 60 feet. If it is downwind, the range is 15 feet. The exact location of the creature is not revealed unless it is within 5 feet, though the white wolf may discern the direction towards the creature as a standard action. A white wolf can identify familiar odors just as humans do familiar sights.

The white wolf can track a creature by following its scent, making a Wisdom check to find or follow such a trail (DC 10 + 2 for each hour that has passed since the wounded creature passed). While finding or following a creature's scent, a white wolf ignores surface conditions and poor visibility, but otherwise follows the rules for the Track feat. Water, particularly running water, ruins a trail for a white wolf. False, powerful odors can easily mask other scents. The presence of such an odor completely spoils the ability to properly detect or identify creatures, and the base Wisdom check DC to track becomes 20 rather than 10.

Skills: White wolves receive a +4 racial bonus to Survival checks when tracking by scent.

CREATING A WHITE BEAST

There are many varieties of magical beasts similar to the white wolf, but all are infused with positive energy and completely devoid of color. A small number, especially horses, are black instead of white. Known as black beasts, they are likewise infused with positive energy, but are utterly black in hue. Black beasts are identical in power to white beasts except for their coloration, making both effective combatants against the undead.

"White Beast" is a template that can be added to any animal (hereafter referred to as the "base creature"). Both templates modify an animal in the same way except for their effect upon the animal's appearance. A white or black beast uses all of the base creature's statistics except as noted below.

Size and Type: The base creature's type changes to magical beast. Do not recalculate, base attack bonus, saves, or skill points. Size is unchanged.



Illustration by Jesse Mohn

MONSTERS

Hit Dice: Increase all current and future Hit Dice to d10s.

AC: The base creature's natural armor improves by +4 and its AC is modified to reflect its new Dexterity score.

Attack: The base creature's base attack bonus now equals its Hit Dice instead of 3/4 of its Hit Dice. Additionally, the creature's attacks are treated as if they were +1 *disruption* weapons, even if they do not deal bludgeoning damage.

Damage: As noted, the creature's attacks gain a +1 magical enhancement bonus to damage.

Abilities: Increase the base creature's scores as follows: Int +4, Wis +4, Cha +4.

Special Attack: A white beast retains the base creature's special attacks and gains those described below.

Disruption (Su): A white beast's attacks are treated as if they were +1 *disruption* weapons, even if they do not deal bludgeoning damage. Any undead creature struck by a *disruption* weapon is destroyed unless it succeeds at a Fortitude saving throw (DC 14). This ability does not stack with any other disruption ability.

Spell-like Abilities: At will – *detect undead* and *negative energy protection*. These abilities are as the spells cast by a 7th level cleric (save DC = 10 + spell's level + white beast's Wis modifier).

Special Qualities: A white beast retains the base creature's special qualities and gains those described below.

Magical Beast Traits: A white beast has darkvision (60-foot range) and it is proficient with natural weapons only, but never armor. Magical beasts eat, sleep, and breathe.

Challenge Rating: As base creature +1.

Alignment: Always neutral good.

Level Adjustment: Same as base creature +2 (cohort)

TABLE 2.3: MONSTERS BY CR

Creatures marked with an asterisk (*) are creatures created through the use of monster templates. Of these, only the example creatures that appear in this chapter are listed on this table; other, similar creatures created through the use of monster templates may have radically different challenge ratings.

Creature Name	CR	# Encountered
callicantzaro	1/2	1
dhampir	1/2	1**
chupacabra	1	3-12
white beast*	2	1-16
lost soul	3	1
lesser vampyr*	4	1-5
astral vampire*	7	1-5
barb-tongued vampire*	7	1-5
deathgaze vampire*	7	1-5
irontooth vampire*	7	1-5
nosferatu	7	1-2
plague vampire*	7	1-5
vampyr*	7	1-5
undead lycanthrope*	8	1-10
death ringer*	10	1-5
grave soil	11	1***
kuang-shi*	11	1
iron maiden	13	1

** Plus any number of humans

*** or 1 plus 1-4 corporeal undead

CHAPTER 3: CAMPAIGNS

Now that the tools of great roleplaying and story-telling – scores of vampire-related character options and monsters – are at your disposal, the task of creating these grand opportunities falls to you. If you plan on running a campaign that features even but a handful of these characters and creatures, it soon becomes necessary to look at creative ways to involve this new material in an ongoing storyline. In this chapter, we provide these ways through unique brotherhoods, secret societies, plot hooks and much more – all ready for adaptation and incorporation into any campaign.

BLOOD BROTHERHOODS

An easy way to encourage players to take an interest in the activities of vampires and vampire hunters is to get them involved in secret societies and other organizations that might ultimately become embroiled in such affairs. Most organizations of this nature have a broad range of goals and activities, maximizing the likelihood that at least one member of a given adventuring party will be able to take an interest such a group upon learning of its existence.

The following are several examples of secret societies that might be present in a given campaign. Each could be used to steer players towards a confrontation with a vampire, or could be used for other reasons altogether. Of the organizations described here, only the Shadow Kingdom requires the presence of vampires to remain true to its nature. The remaining brotherhoods could easily be adapted for settings where vampires are fairly rare (or absent altogether).

THE BROTHERHOOD OF THE PHOENIX

The last remnant of a lost civilization, the Brotherhood of the Phoenix is a band of knights that shines on as a beacon of hope in a world that can sometimes seem rife with darkness. Its Brothers and Sisters, held by tradition to be the reincarnations of ancient warriors of light, can be found far and wide, struggling to protect the citizens of the world from the worst forces of darkness.

HISTORY

The civilization that gave rise to the Brotherhood of the Phoenix fell to the forces of darkness so long ago that few outside the Brotherhood can even recall its name. Nevertheless, the oral traditions practiced by the Knights of the Phoenix preserve a fair amount of their history.

The Brotherhood of the Phoenix was but one of several knightly orders sworn to protect its native land. Together, these various orders served as an elite military force that worked not only to defend, but also to teach, through example, how any upstanding citizen should behave. When the land was at peace, it was expected that at least one of the knightly orders would be questing abroad, seeking to spread their noble ideals to other, less enlightened peoples.



As it so happened, it was the Brotherhood of the Phoenix that had sent its members on such a quest mere days before the legions of various dark powers lead a surprise attack upon their homeland. Before word could spread to the Knights of the Phoenix, it was too late - their home had been destroyed.

Since that time, the Brotherhood of the Phoenix has wandered the earth, still seeking to spread its noble ideals and protect the innocent from evil. Now, however, the Brotherhood operates in secret. It is believed by many of their number that remnants of the army that destroyed their homeland still lurk in shadows, plotting to finish their conquest by finding and destroying the Brotherhood of the Phoenix.

ORGANIZATION

While a council of the seven eldest Knights of the Phoenix

Illustration by Phillip James

convenes irregularly to discuss matters of the gravest importance, there is little real administration within the organization. The Knights of the Phoenix trust their Brothers and Sisters to take the appropriate actions against the forces of evil, and all coordination between members is largely informal. Despite this, such coordination occurs frequently, for individual Knights of the Phoenix often find themselves driven to confront the same foes.

Headquarters: It is said that their once existed a Hall of the Phoenix. This brilliant, white marble palace was the home of a cathedral featuring stained-glass windows of unparalleled beauty, gardens that made the hearts of druids weep, and no less than three bronze-capped lighthouses, each kept lit at all hours of the day and night. Like everything else associated with the civilization that gave rise to the Brotherhood of the Phoenix, this fabled hall was long ago obliterated.

Nowadays, the Knights of the Phoenix usually meet in lonely roadside inns, a small gathering of cloaked figures being the only tie back to a day when the breathtaking Hall of the Phoenix existed. The Brothers and Sisters try to keep their meetings quiet, usually renting private rooms for such gatherings. They are equally intent upon keeping their funeral rites to themselves, constructing funeral pyres deep in the wilderness when it comes time to say farewell to one of their own. Only members and prospective members are expected to witness such events.

Members: The numbers of the Brotherhood of Phoenix are always exactly one hundred and forty-four members. Whenever a Knight of the Phoenix dies, tradition holds that his soul is transferred to a worthy individual that witnessed his cremation. The Knights of the Phoenix believe that these departed souls can neither be created nor destroyed, so the number of Knights of the Phoenix can never change.

Hierarchy: Loose. Individual knights often arrange to meet one another on a regular basis to discuss important matters, as do the seven eldest knights, but there are no Brotherhood-wide rules governing such meetings. The only event that a Knight of the Phoenix is ever expected to attend is the funeral of another nearby knight, for it is at such an event that the local Knights of the Phoenix must find the candidate who will become the reincarnation of the fallen knight's ancient soul.

Religion: Various. The Brotherhood of the Phoenix does not require its members to worship any given deity, nor does it discourage the worship of any good-aligned power.

Alignment: Usually lawful good. Individual Knights of the Phoenix may be non-lawful, but the majority of said knights are rigorously traditional. Those members who are non-lawful are still expected to maintain the secrecy of the Order, especially with regards to funeral rites.

Secrecy: Highly secretive. The fall of the Brotherhood would literally mean the end of a civilization, so extra care is taken to insure its continuation, care including the total secrecy of the organization. While individual Knights of the Phoenix will often recognize other members through informal meetings and introductions, few outside of the Brotherhood know that it still exists.

Symbol: A stylized red phoenix curled into a ball.

LEADERSHIP

Presently, the most prominent member of the Brotherhood's ruling council is Sister Vall, known to outsiders as Cornelia. Sister Vall, like many other council members past and present, travels far and wide, making it her mission to personally meet each of her one hundred and forty-three Brothers and Sisters on a regular basis.

As a result of this commitment, Cornelia is very knowledgeable of the many threats facing the Brotherhood, and is able to advise her fellows upon where their talents are most needed.

Cornelia Vall (LG female human paladin 10/ Knight of the Phoenix 10), also known as Sister Vall, is a woman of thirty-some-odd years. She stands a surprising six feet tall and has a sturdy, robust frame. Her jet-black hair is kept short but nevertheless manages to look ever untidy. This, combined with

the layered trail dirt of a road-weary traveler, gives Cornelia a disheveled appearance that betrays her well-polished armaments. Cornelia is as famous for her wanderlust as she is for her commitment to the eradication of evil. Her knowledge of many diverse cultures provides her with an uncanny ability to instantly find common ground with other good-aligned individuals. When encountered by fellow travelers, Cornelia usually invites these folk to share her campfire before parting ways so that they may share tales of their journeys.



Illustration by Phillip James

ORDER OF THE DRAGON

RECRUITING

The two most important requirements for entry into the Brotherhood of the Phoenix are that a prospective member be driven to battle evil and be able to symbolically receive the soul of a fallen Knight of the Phoenix. The first of these requirements is fairly straightforward, mandating that a prospective member be decidedly good-aligned. The second such requirement can lead to interesting circumstances.

A worthy prospective member is said to have received the soul of a fallen knight upon witnessing that knight's funeral pyre. Such a pyre will contain any remains of the fallen knight that could be gathered by his brethren, if possible, but may also be symbolic in nature if no remains are available. If more than one worthy individual witnesses any such pyre, only the prospective member identified by the majority of members on hand is said to have received the fallen knight's soul. Interestingly, a worthy individual who is held by the Brotherhood to have received the soul belonging to a Knight of the Phoenix need not actually be aware of that fact at the time, nor even be aware of the Brotherhood's existence. Thus, many heroic individuals have been indoctrinated into the order by accident or complete surprise.

Those who wish to intentionally join the Brotherhood of the Phoenix must prove to existing members that they are worthy, usually by assisting Knights of the Phoenix in their battle against evil. The more valiant and pure-hearted an individual, the more likely it is that a Knight of the Phoenix will invite that prospective member to a funeral pyre and the more likely it is that said prospective member will be chosen from among all witnesses to that event. A prospective member can also join by conducting a funeral pyre for a fallen Knight of the Phoenix when no other knights are on hand, though the knights do not advertise this method of entry.

The Knights of the Phoenix value righteousness, but they also value the martial prowess necessary to protect the innocent. With all else being equal, a warrior will be chosen over a spellcaster. Even in those cases where a spellcaster is admitted into the Brotherhood of the Phoenix, that individual will be encouraged – some would say pressured – to take up physical arms. Ideally, all Knights of the Phoenix eventually take levels in the prestige class of the same name (see Prestige Classes in **Chapter 1**), but even those members who do not advance in this prestige class are still referred to by their brethren as Knights of the Phoenix.

MEMBERSHIP

Membership in the Brotherhood of the Phoenix is ultimately a thankless endeavor, though those with the crusader mindset necessary to be deemed worthy are usually selfless enough to care little about such things. The Brotherhood of the Phoenix lacks the funds necessary to provide its members with equipment or lodging. Furthermore, its members are usually scattered so far and wide that a Knight of the Phoenix can expect to have only a handful of his brethren on hand in any given region to give him any other form of support.

That said – the Brotherhood of the Phoenix is not entirely devoid of benefits. Perhaps the greatest of these is the Brotherhood's ancient oral tradition, through which its knights are exposed to many secrets that have otherwise been lost to the ravages of time. Also, while the Brotherhood of the Phoenix as a whole is not well equipped to support any particular battle against evil, individual knights that a member encounters can be expected to react in a friendly manner towards their fellow.

There is also the fact that the Brotherhood must insure the continuation of its existence through its unusual funeral rites, which provides several incidental benefits to members. Knights of the Phoenix will always struggle to break magical compulsions that corrupt the minds of their brethren; as such compulsions can repress the knight's inherited soul. They will also do their best to insure that no Knight of the Phoenix ever has his soul stolen or imprisoned, as this would prevent his replacement, should he die while such a condition persists.

ENCOUNTERS

When not going at it alone, Knights of the Phoenix travel in small bands, each of which resembles a small adventuring party. Such bands are notably nondescript. But for an occasional holy symbol, their armor and weapons are not adorned with any outwardly obvious identifying marks. Unless the knights present themselves as members of their brotherhood, only those who get uncomfortably close will notice any of the unobtrusive phoenix markings that are hidden upon their persons. As for the casual observer, the band may just as easily appear as a nobleman and a pair of bodyguards, a squad of mercenaries, or group of well-armed pilgrims.

Typical Band of Knights (EL 10): 1 leader (paladin 5/ Knight of the Phoenix 3), 2 fellows (fighter 5/ Knight of the Phoenix 1). Knights of the Phoenix try not to attract unwanted attention, though they will frequently intervene in conflicts to prevent violence or to insure that a guilty party is caught and dealt with appropriately. Such a band, if encountered while on a mission, will strive to make sure that outsiders do not meddle in their affairs. They will assist other would-be heroes only if their immediate goals happen to exactly coincide.

THE ORDER OF THE DRAGON

Named for the titanic and monstrous creature they once fought, the Order of the Dragon was founded to defend the church of a lawful good deity from the forces of evil. The Order still enthusiastically protects that church, but has long since lost touch with the tenants of the god they once held so dear. Now, the Knights of the Dragon have degraded in to little more than a collection of warlords and butchers so vile that the gods have placed a curse of undeath upon the ranking members of their Order.

HISTORY

The Order of the Dragon was once a band of noble warriors who joined forces in the name of their god to strike down a wicked serpent which had been terrorizing the lands around a particularly sacred temple. When the knights eventually vanquished the fell beast, the survivors of the titanic battle were given the blessing of the church to defend its interests upon the savage frontier. The Knights of the Dragon accepted this blessing and did indeed travel to the edge of civilization, where they forged several border kingdoms.

But the frontier upon which they were built was a particularly cruel one. The Knights of the Dragon were soon tempted to employ the same cruel methods that their enemies used against them. It was not long before the Order of the Dragon became synonymous with ruthless oppression and outright war. When citizens of the border kingdoms questioned whether the goals of the church could be achieved through such harsh means, the Order of the Dragon turned its malign tactics against the very people it claimed to protect.

While the Order of the Dragon has only grown more ruthless over the generations, its wicked knights nevertheless fight to protect the church whose ideals they have long forgotten and even offer lip service at its temples. This fact has blinded many of the church authorities to the atrocities of the Order, and the Order still receives the blessing of church leaders, even as various gods have laid curses upon the more heinous Knights of the Dragon. Rightly or wrongly, the Order of the Dragon enjoys the status of a necessary evil.

ORGANIZATION

Ironically, despite its evil ways, the Order of the Dragon still recognizes the church under which it was founded as its ultimate superior, and its members follow any orders they receive from their high priest. Of course, said high priest is very far removed from the frontier, so the Order of the Dragon is free to use its own methods when implementing such orders. When not defending or capturing territory at the request of their church, the Knights of the Dragon instead engage in all manners of plots and alliances intended to amass

more power for their Order.

Headquarters: Officially, the Order of the Dragon operates out of the temple that it originally protected, but its knights have long since moved to the frontier, visiting that temple only occasionally. In reality, each Knight of the Dragon either owns his own keep or resides in the keep of another knight to whom he has sworn fealty. Such fortresses are usually bleak and foreboding, designed to withstand years of siege. Each is also guaranteed to feature a vast dungeon or tower in which prisoners can be endlessly held and tortured. Most are near towns where dissenters are executed and then put on display. Some such displays line the road between these towns and their accompanying knight's keep.

Most Knights of the Dragon communicate with members in other keeps through couriers whom they run letters across the frontier. When it becomes necessary for distant knights to meet face to face – as when they are hatching an especially secretive plot – they will agree to meet at the keep of one or the other. Such gatherings are often celebrated with especially bloody public executions in honor of the visiting knight.

Members: Several dozen. As a gang of power-hungry dictators and enforcers, the Order of the Dragon does not look to recruit many others, as this would limit the power held by any given knight. Enough members are accepted to ensure that the Order is able to sufficiently intimidate



Illustration by Marcio Fiortino

ORDER OF THE DRAGON

all opposition, no more, no less. Almost all members are chosen from the aristocracy of the border kingdoms founded by the Order.

Hierarchy: Loose feudal system. All Knights of the Dragon not ruling their own keep are expected to owe allegiance to another, wealthier knight. Each, in turn, is expected to control other individuals, from other knights to the peasants of the various border kingdoms. This control over others is not something a Knight of the Dragon gains through membership in the Order. The knight must acquire such underlings through his own efforts.

Religion: All Knights of the Dragon worship a particular lawful good deity, whose church they are sworn to defend. None either recognize or are willing to accept the fact the evil deeds they commit in the name of this just god go against everything for which this god stands.

Alignment: Any evil. The Knights of the Dragon view vices such as cruelty and ruthlessness as admirable traits necessary for the defense of all that is lawful and good.

Secrecy: The Knights of the Dragon hold little secrecy about their existence, but intense secrecy about their undead elders. The founding of the Order of the Dragon is a fabled event, as are its deeds and misdeeds. The church still lauds the Order as its protector and the Knights of the Dragon all take pride in their membership. Needless to say, various forces, both inside the Order and out, have taken pains to insure that none know that the eldest members of the Order have been cursed with undeath. Common knowledge holds that each such ruler passed away long ago.

Symbol: A stylized red dragon, with the symbol of the Order's patron god appearing in the background.

LEADERSHIP

The living members of the Order and their undead elders tend to pursue different agendas. The undead, like Lord Vorlott Drachenchild, usually keep to themselves when not feeding upon the living. Lord Vorlott is actually unusual among his fellows in that he actively terrorizes enemies of the Order, both on the frontier and in distant lands. Most of the terror and warfare carried out for the benefit of the Order's political welfare is perpetrated by living members like Vira Tempett, who tend to be much more colorful and ambitious than their undead elders.

Lord Vorlott Drachenchild (CE male human vampire fighter 7/ Knight of the Dragon 10), first son of one of the Order's founders, is believed to be the Order's eldest member. A vampire of considerable age, Lord Vorlott is not particularly charming. His most notable features are his bald pate smattered with unkempt wisps of hair and his frightening, needle-like fangs. He chooses to wear a funeral shroud in preference to the noble garb he once wore in life. Lord Vorlott is not particularly social, though he prides himself on his magically fueled ability to seduce the wives of prominent aristocrats, women upon whom he then feeds. In addition to these trophies, many of whom live on as lesser vampires, Lord Vorlott's many treasures include the skull of the Order's

namesake, which he keeps on an oversized mantle in Castle Drachenchild.

Vira Tempett (LE female human ex-paladin 9/ Knight of the Dragon 4), the Countess of Mistmoor, representative of the living Knights of the Dragon, is considered to be one of their finest generals and statesmen. Countess Tempett is a stunning brunette of impressive athleticism and youthful looks. She is seventy years old, her unnatural youth sustained by an abhorrent ritual one of her wizardly advisors created for her benefit. The Countess has a short temper and is always looking to find victims to sacrifice in the ritual that keeps her young, a deadly combination for guests in Mistmoor. When not exercising her vanity before visiting nobility, Countess Tempett is crusading against any and every faith not revering the same god as the Order of the Dragon.

RECRUITING

Joining the Order of the Dragon requires that a prospective member do two things: pledge to protect the church of the Order's god and impress the existing membership. The first of these tasks is easily done, as lip service is all that is expected. So long as the prospective member does not worship a different god, he is considered to worship the appropriate god, even if he lacks faith altogether. Impressing the current Knights of the Dragon is a much harder prospect, requiring lavish displays of cruelty, arrogance, wealth, and power.

Only the most evil individuals would think of joining the Order of the Dragon in earnest. Doing so would involve traveling to the frontier kingdoms where the Order of the Dragon is located and then plunging headfirst into the various power struggles that occur there. The more success a prospective member can achieve on the battlefield, preferably through conquest in the name of the Order's god, the more likely he is to be accepted as an equal by the Knights of the Dragon.

Knights of the Dragon value brute strength and intimidation greatly, but they also like to think of themselves as proud and noble figures. All candidates for membership must possess an air of fine breeding and superiority, superiority that they are expected to back up with impressive physical might. All members accepted into the Order must take their next level in the Knight of the Dragon prestige class (see Prestige Classes in **Chapter 1**), and must therefore meet that class' stringent requirements.

MEMBERSHIP

The Order of the Dragon is easily the most feared organization in the border kingdoms founded by its early members, and this fear may be the greatest tool available to any Knight of the Dragon. Demands made by a Knight of the Dragon are always taken more seriously than are those of an equally powerful petty lord, if only because opposing one Knight of the Dragon might ultimately mean opposing the entire Order. Such intimidation through association is complimented by the fact that any given Knight of the Dragon can learn very effective means of cowing entire populations into submission from the examples of elder knights.

On the other hand, one of the Order's other sources of power, its immense wealth, actually serves as a drawback for many members, for this wealth is not shared amongst the knights. Instead, any given Knight of the Dragon is expected to acquire vast amounts of land and coin through his own power. While those who fail to do so will not be expelled from the Order, other knights may well look down upon them as inferiors. To many Knights of the Dragon, inferiors are to be exploited, even if said inferiors also happen to be Knights of the Dragon.

Occasionally, a Knight of the Dragon will be expected to perform a task for the church of the Order's god. While the Knight of the Dragon is welcome to do everything in his power to exploit this mission for personal gain, he must not refuse to partake in it. To do so would be to humiliate the Order of the Dragon and to earn the wrath of its other knights. Interestingly, the Order of the Dragon is not as angry with those who attempt but fail missions ordered by the church, so long as the knight that failed eventually perpetrates horrible revenge upon those responsible for the failure.

ENCOUNTERS

Except upon battlefields of unusual strategic importance, Knights of the Dragon tend to keep to themselves within their fortresses, making direct encounters with such lords unlikely. Passers-by in the realm of such a knight are more likely to encounter couriers of that lord than the lord himself. Such couriers are just as corrupted with power as their masters, and can be just as tyrannical.

PCs might earn an invitation to visit the court of a ruler belonging to the Order of the Dragon if they are members of the noble class of society, or if their presence in the knight's court might otherwise be a symbol of that knight's prestige. Unfortunately for such distinguished guests, the closer one gets to a Knight of the Dragon, the more likely one is to offend said knight and earn his direct intervention, usually resulting in the violent death of the offending guest. Worthy opponents might die in combat with the knight. Others might be captured and later executed as dinner entertainment.

Typical Encounter with a Lord's Courier (EL 6): 1 courier (aristocrat 5), 4 bodyguards (warrior 3). When not actively running messages, a courier is bullying the locals into providing him with all manners of luxuries. Couriers are quick to label others as traitors and to threaten them with public execution, threats that work very well on the oppressed locals. Couriers tend to grow quickly unsure of their abilities and status when someone stands up to them. In such circumstances, they usually flee and report such troublemakers to their lord.

Typical Court of a Lord or Lady (EL 10): 1 lord or lady (fighter 7/ Knight of the Dragon 1), 1 advisor (wizard 7), 1 sergeant at arms (fighter 7), 4 courtiers (aristocrat 1). It is obvious to visitors that the lesser members of a knight's court are loath to offend that knight's sensibilities. The reasons are also quite obvious, for Knights of the Dragon are quite open about their draconian legal system and its frequent reliance upon capitol punishment. Particularly upstanding or squeamish

visitors will find such an objectionable atmosphere hard to stomach, at best.

THE RESURRECTION GUILD

Much more malign than its moniker would suggest, the city's Resurrection Guild gets its name from the term, "resurrection man," a popular euphemism for a body snatcher. True to this origin of its name, the Resurrection Guild is a band of thieves that specialize in the illegal procurement and sale of dead bodies, whole and in parts. Their efforts support varied practices ranging from necromancy and cannibalism to medical research. Other times, the Resurrection Guild merely holds the dead for ransom. In any case, the leadership of the guild discourages few unsavory activities.

HISTORY

Since the time the first city was built, villains whose schemes and vices involve the procurement of the dead have been faced with a quandary. Such villains desire to control cities, in which many resources are concentrated in one place, but they are discouraged by the unavailability of the dead bodies they require in such settings. While cities sport large graveyards and other burial sites, such sites are usually much better protected than are those in rural settings. The Resurrection Guild, responsible for acquiring well-guarded corpses, arose as an inevitable response to such demand in the same way other smuggling outfits have formed to supply other nefarious consumers.

ORGANIZATION

As with many other criminal guilds, the Resurrection Guild is run by a guild master responsible for protecting the organization from competition and from poor decisions made by its own members. The guild master of the Resurrection Guild, with the help of several assistants, collects dues from members, eliminates those who would operate outside the guild, and approves the activities of members. Members performing business of a particular type without the guild master's approval risk expulsion from the guild and elimination as competition.

Headquarters: The Resurrection Guild meets in an underground lair known as the Catacombs. Here, the guild master and her assistants maintain a permanent residence, a small chapel, and holding areas for bodies that guild members intend to sell to clients. As its name would suggest, the last of these functions dominates the Catacombs. Countless shelves and alcoves for the storage of the dead line the walls of this poorly-lit, labyrinthine lair; its accommodations for the living are less in number and little more spacious.

Members: Several dozen. Few thieves in the city specialize in the acquisition of dead bodies, making the Resurrection Guild small as criminal organizations go. On the other hand, it faces light competition, making it an ideal training ground for criminals who will later move on to bigger, more dangerous things, so it can usually replace its members fairly easily.

THE RESURRECTION GUILD

Hierarchy: Authoritarian guild. The guild master is solely responsible for the administration of the guild; at least as far as decision making is concerned. While the guild master often authorizes members to make day to day decisions on their own, she is the ultimate authority when determining the long-range goals and operations of the guild.

Religion: Various. Needless to say, members cannot worship gods whose followers are expected to balk at disturbing the dead.

Alignment: Any non-good. The activities of the Resurrection Guild can hardly be called good, but they are not necessarily evil, either. Despite this, many members do happen to be evil.

Secrecy: The Resurrection Guild maintains high secrecy among the general public, but little secrecy among black market traders. Authorities try not to call attention to corpses that go missing, so only those upstanding individuals investigating such disappearances are likely to suspect the existence of the guild. On the other hand, smugglers, fences, and other individuals familiar with the black market are likely to know of the Resurrection Guild, as do the guild's customers. Some may have contacts within the organization while other may only be able to contact the guild through intermediaries.

Symbol: None. Members of the Resurrection Guild identify one another through the use of secret code words, not through any given symbol.

LEADERSHIP

The Resurrection Guild's current guild master, Gwendolyn Gale, is a competent leader with a laissez-faire style, preferring a hands-off method of leadership. Despite her light-handed nature, Gwendolyn is well respected for her ability to maintain a healthy list of clientele. Many members of her guild respect her wishes more because they feel obliged to do so than because they feel pressured. Whether or not Gwendolyn Gale's command of enchantment spells factors into the aura of respect she maintains is uncertain.

Gwendolyn Gale (LE female human necromancer 5/rogue 3) is a dark and eerie figure. Her skin is pale white, her hair dyed as black as her plain but striking attire. When she speaks, she does so in whispers or in a somber monotone that drips with hints of dark depression. Observers are rarely surprised to learn that Miss Gale has dabbled considerably in necromancy, but they are often surprised to find out that she makes liberal use of enchantment spells as well. Gwendolyn Gale is a very private – some would say clandestine – person, and expects the members of her guild to be similarly reserved.

The Monolith (LN eunuch human rogue 5/ assassin 3), one of the guild master's top enforcers, earned his nickname on account of his massive frame. His real name is not known, perhaps not even to Gwendolyn Gale herself. Despite the fact that the Monolith is larger and sturdier than are most warriors, he is as nimble as a cat. Few have ever caught a good glance at his ever-hooded visage and fewer still know of his existence. Most outsiders believe that references to the Monolith are references to a monument of some sort.

RECRUITING

Joining the Resurrection Guild is no easier and no harder than joining any criminal organization involved in smuggling or other black market affairs. Obviously, any prospective member is watched carefully for signs of affiliation with the authorities or with relatives of past individuals sold on the black market. Those with lengthy and well-known backgrounds in the criminal underworld of the city are more likely to be trusted than others, as much as anyone can be trusted in the criminal underworld. Most new members start as the friends or family of existing members.

Small time crooks make the best potential members, and many resurrection men begin as lackeys for this or that petty crime lord. Most were simple thugs capable of exercising a small amount of stealth. Well-established thieves and burglars are looked on with suspicion, as they can usually acquire more loot without relying upon the ways of the Resurrection Guild. Roguish individuals with a talent for necromantic magic are particularly well received. These individuals usually make for good client contacts, and eventually, good clients in and of themselves.

MEMBERSHIP

Those who regularly snatch bodies without Resurrection Guild sanction will soon find themselves confronted by representatives of the guild master, either recruiters or assassins. Thus, the greatest benefit of membership in the Resurrection Guild may very well be the avoidance of the guild's wrath. The guild is effectively a monopoly, and those who would challenge this monopoly are likely to end up dead (and up for sale).

The guild also provides its members with other, more tangible benefits. In particular, the Resurrection Guild is better able to move dead bodies that are up for sale than any individual operating outside the guild. Members who are able to acquire dead bodies that they wish to sell need not work to find clients. The guild master of the Resurrection Guild is well able to match members to those whom will purchase their acquisitions.

In return for sanction of their activities and the provision of interested clients, the Resurrection Guild expects its members to pay annual dues. For every ten gold pieces worth of payment a member receives for services regulated by the Resurrection Guild, that member must pay one gold piece to the guild master at the end of the year. The guild master uses such income to fund efforts to eliminate competition, to pay any necessary bribes to protect the guild's secrecy, and to maintain secret channels through which clients can be contacted.

ENCOUNTERS

PCs not involved in the activities of the black market are most likely to encounter the Resurrection Guild if asked to guard a graveyard or burial ground. Here, they may discover a body snatching team at work. If the PCs proceed to capture, kill, or otherwise thwart body snatching teams on multiple

CAMPAIGNS

occasions, they might then find themselves the target of a guild hit squad.

Business encounters with the Resurrection Guild and its black market intermediaries usually involve a single low-level contact and a handful of bodyguards. If characters involved in such an encounter cause problems for the contact on even one occasion, they are usually targeted by a hit squad. This may be a hit squad sent by the Resurrection Guild, or a hit squad from another criminal organization with which the low-level contact was involved.

Typical Black Market Contact (EL 2): 1 contact (rogue 1), 3 mercenary bodyguards (warrior 1). Black market contacts are usually extremely paranoid, and will have many escape routes planned for any given meeting. If there is even the slightest sign of trouble, the contact will flee while his mercenary guards provide cover for his escape. Note that the presence of the mercenaries might not be readily apparent, as they may be blending into a crowd or hidden behind a nearby secret door. Also note that many black market contacts are much higher in level than a typical contact, so an encounter with a black market contact always involves a fair amount of uncertainty and danger.

Typical Body snatching Team (EL 4): 2 body snatchers (expert 3), 1 lookout (warrior 1). When stealing a body from the city's morgue or cemetery, the Resurrection Guild usually sends a pair of expert burglars to do the dirty work while a less skilled member keeps watch, sounding a predetermined alarm if trouble seems imminent. Such a bodysnatching team would sooner flee the scene than stand and fight.

Typical Guild Hit Squad (EL 7): 1 assassin (rogue 5/ assassin 1), 2 thugs (fighter 2/ rogue 1). An encounter with a hit squad usually begins with an assassin attempting to slay the squad's victim(s) quietly. Thugs involved in the hit squad keep their distance unless the assassin's stealthy efforts are spotted, in which case a predetermined alarm is sounded and they rush to assist their stealthier comrade. In such a situation, the thugs usually arrive in 1d3 rounds. Hit squads rarely fight to the death, instead retreating when outmatched, only to return again later, possibly with hired reinforcements.

THE SHADOW KINGDOM

The age of dwarves and elves seems to be passing, and it is widely held that the dawning age is one lorded over by humanity. The Shadow Kingdom knows otherwise... Watching on from the secret and dark places of the world, the Shadow Kingdom knows that there is no dawning age: the current age was, is, and will always be the age of the vampire. History has yet to prove this legion of vampires wrong.

HISTORY

Ever since the first vampires stalked the world, these creatures considered themselves greater than mere mortals. Nevertheless, the clerics of early humanity proved time and again that their divine powers could ultimately defeat any undead menace on the battlefield. Realizing that the gods of

the living were against them, the vampires were forced to swallow their pride and go into hiding.

But despite the divine might of the clerics protecting their living foes, the ranks of the undead continued to grow more powerful over time. Even as humanity began building cities and nations, so too did the vampires. While human nations splintered and turned against one another, the secretive alliances among vampires instead grew closer together, united in their hatred of and arrogance towards the living. The vampires vowed to build a government so powerful that it could shape the world without so much as making its existence known to others.

The result of centuries of bargaining and scheming, the Shadow Kingdom is a small but powerful organization that stretches far and wide across the lands of the living. The Shadow Kingdom represents only a fraction of the vampire population. Vampires are always being created that are not members of the Kingdom, either because they dislike it or because they are unaware of its existence. Despite this, the Shadow Kingdom thrives, for time and again, it survives even as the unaffiliated vampires that lack its support are destroyed.

ORGANIZATION

Every geographical region within the Shadow Kingdom operates with a fair amount of independence. A shadow sovereign rules each such region, the lot of whom collectively decides the response to any matter that affects more than one region. It is commonly accepted that members of the Shadow Kingdom will not betray the organization as a whole, but various bloodlines are free to scheme against one another and the local shadow sovereign in an attempt to place their own elders in control of the region.

Headquarters: Every shadow sovereign has his (or her) own lair. In many cases, a shadow sovereign poses as a reclusive mortal aristocrat, and it is thus possible that the lair of such a sovereign is a prominent estate, despite that sovereign's commitment to secrecy. Just as likely, a shadow sovereign rules from hidden catacombs, a crumbling ruin, or a forgotten fortress. In any case, the lair of a shadow sovereign is always a structure that is both ancient and grand.

Shadow sovereigns tend to discourage mortal visitors unless hungry, though many occasionally host events to which mortals are invited as part of their manipulations. More often, a shadow sovereign will play host for several other members of the Shadow Kingdom, though few if any are permanent residents. Members of the Shadow Kingdom tend to lair separately for security purposes. Should a shadow sovereign be replaced, the sovereign's successor retains his or her original lair and the old headquarters is quickly abandoned.

Members: Several dozen permanent members in any given region. While many members of the Shadow Kingdom have the power to increase the ranks of their organization by attacking the living, they do so only on a temporary basis as needed for their schemes. The Shadow Kingdom has survived as long as it has primarily by maintaining a low profile and acting through pawns not belonging to its membership.

THE SHADOW KINGDOM

Hierarchy: Loose feudal system. The shadow sovereign that rules any given region is the law in that region, at least until another faction seizes power for itself. Regardless of the ruling faction, the orders of the shadow sovereign pass through the rulers of all vampire bloodlines in a region, through whom they are passed on to lesser members within these bloodlines. The shadow sovereign of a region is usually the eldest vampire of the ruling bloodline. For matters that effect more than one region, a council of shadow sovereigns works to reach a consensus that is in the best interest of the Shadow Kingdom as a whole.

Religion: Various chaotic evil deities. Deities specific to vampires and the undead are preferred to those with a wider base of worshippers, but none are actively discouraged.

Alignment: Chaotic evil. Despite its chaotic nature, the rulers of Shadow Kingdom use their considerable power to crush those who do not respect the traditions of the Kingdom, many of which were designed to protect it from agents of the good-aligned powers that be. Even shadow sovereigns bow to the will of the Kingdom as a whole, if only because they fear persecution should theirs be the actions that result in the discovery and destruction of a vampire bloodline.

Secrecy: Extreme secrecy among the living, moderate secrecy among the undead. One of the Shadow Kingdom's first rules is that none of its members expose the existence of the organization to the living. Those who fail to observe this rule, as well as any living individuals that they have contacted, are ruthlessly destroyed. Among vampires, the Shadow Kingdom is fairly well known, though vampires created without its knowledge are conversely unlikely to realize that it exists. The Shadow Kingdom is also careful to avoid disclosing details of its existence or operations to undead that its rulers believe to be under the influence of evil clerics.

Symbol: Various heraldry. Every vampire bloodline affiliated with the Shadow Kingdom has its own unique symbol, and each of these is a symbol of membership in its own right.

LEADERSHIP

Rightly or wrongly, Prince Falstead is one of the most highly respected shadow sovereign's, lauded far and wide by many of his contemporaries. As Falstead is young by vampire standards, many of the older shadow sovereigns view his popularity as little more than a fad. Nevertheless, these vampires are as much slaves of fashion as any mortal aristocrats, and are quick to send messengers to Prince Falstead's court. Despite Prince Falstead's popularity, most members of the Shadow Kingdom agree that when push comes to shove, the ancient and enigmatic Grey Monarch is the mightiest of their sovereigns.

Prince Falstead (CE male human vampire aristocrat 12) is a handsome and well-dressed man, admired for his wit, his impeccable manners, and his lean but chiseled body. As vampires go, Prince Falstead is fairly even-handed at dispensing justice among his subjects, though he ruthlessly defends his right to rule his region. Part of this ruthlessness requires the elimination of any mortal that discovers the prince's court, but

Falstead is known to enjoy driving mortals mad with terror in preference to killing them outright.

The Grey Monarch (CE male human vampire cleric 20/assassin 10) is one of the most feared vampires known to exist. Ruling a region long ago blasted by powerful magic and rendered virtually uninhabitable to living creatures, the Grey Monarch's existence is kept secret only by the fact that mortals refuse to believe that a creature so terrifying can exist. The keeper of countless mortals ("cattle"), the owner of at least one evil artifact, and one of the few vampires brazen enough to use negative energy to rebuke and command others of his own kind, the Grey Monarch is a frightening beast indeed. That the Grey Monarch has been left to his own devices for so long bodes poorly for the world should he ever decide to make his move against the powers that be.

RECRUITING

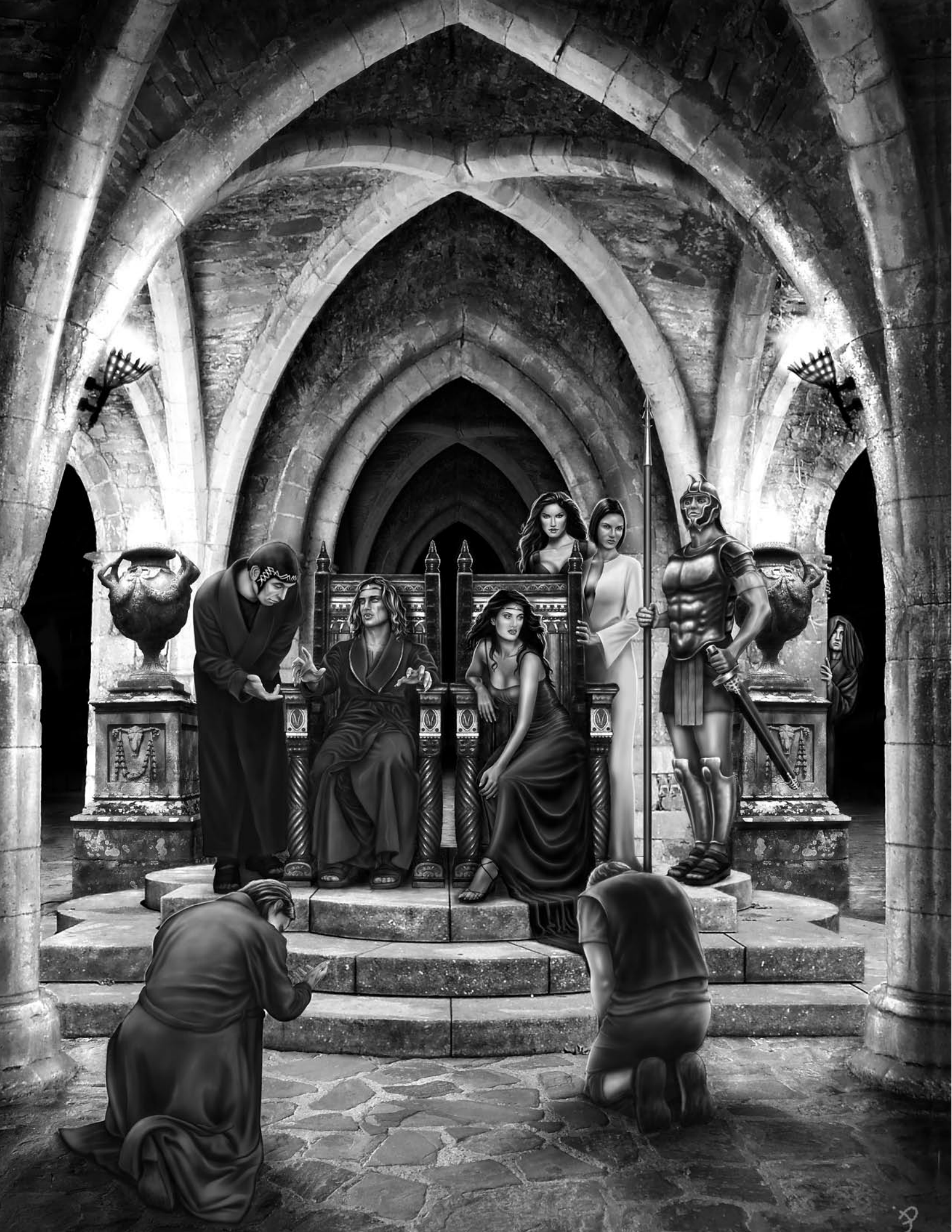
The Shadow Kingdom considers all free-willed vampires to be kin. Thus, it can be expected that a vampire previously unaware of the Kingdom's existence be allowed to join upon discovering the existence of the secret government. Only vampires that are under the influence of outside powers or those who have actively fought against the Shadow Kingdom are denied entrance. Loyal members who later turn traitor are destroyed instead of expelled.

A vampire that wishes to become a citizen of the Shadow Kingdom must swear allegiance to the shadow sovereign that rules the new subject's home territory, and must also agree to show respect to all other such sovereigns, lest the subject vampire reflect poorly upon its liege. Vampires pledging allegiance to the Shadow Kingdom are expected to bring their entire bloodline into the fold. Those whose sires and other forebears choose not to join can still become part of the Shadow Kingdom, but they must first allow themselves to be adopted into a member bloodline, usually at the bottom of that bloodline's pecking order.

Above all else, the Shadow Kingdom values secrecy and loyalty. Members that draw too much attention to themselves from mortal agencies equipped to combat vampires can expect little support from their shadow sovereign, while those who intentionally flaunt the secrecy of the Kingdom will be hunted down and destroyed. Member vampires that fall under the sway of evil mortal clerics, while pitied, are also likely to be destroyed, though they are welcomed back into the Shadow Kingdom if they can instead be freed.

MEMBERSHIP

The Shadow Kingdom takes care of its own. Members can expect a certain amount of protection from clerics and other troublesome mortals, whom the Shadow Kingdom attempts to quietly eliminate, should such an individual take action against one of its own. The Shadow Kingdom also takes steps to insure that its members have a steady supply of mortals upon which to feed. The Kingdom chases away competition and covers up investigations into missing persons with practiced efficiency.



THE WATCH OF AGES

In return for these protections, members of the Shadow Kingdom are expected to swear fealty to the shadow sovereigns. Even bloodlines feuding with that of a shadow sovereign are to demonstrate perfect obedience, at least until they seize power. In general, a shadow sovereign does not rule too harshly, lest other bloodlines join forces against him or her. Most of a shadow sovereign's decrees pertain to the survival of the Shadow Kingdom as a whole, demanding responsible use of food sources and the maintenance of secrecy. In particular, vampires loyal to a shadow sovereign are expected to obtain the permission of their liege before creating others of their kind.

ENCOUNTERS

Just about any encounter with a vampire might also be an encounter with the Shadow Kingdom. The difference between encountering a member of the Shadow Kingdom and an unaffiliated vampire is not in the encounter itself, but in the aftermath. Characters that thwart or destroy a member of the Shadow Kingdom are likely to find themselves targeted by that organization in the future.

Individuals targeted by the Shadow Kingdom can expect run-ins with vampire assassins, small squads of lesser vampires bent upon their destruction, and other indications that someone wants them dead. Worse, should they prove especially effective at interfering with the business of the Shadow Kingdom; they might soon find their loved ones at risk from such forces as well. The most troublesome investigators might one night find their closest family and friends transformed into vampires and turned against them.

The only real way to end a feud with the Shadow Kingdom is to drive member vampires from the entire surrounding area, a very difficult task involving the defeat of multiple vampire bloodlines. Cowardly or evil individuals can also end such a feud through complicity. This second option is equally difficult, requiring an audience with a shadow sovereign or other vampire elder, in which the offending mortal must forge an alliance with the Shadow Kingdom. The mortal is likely destroyed anyway, but may be allowed to live, should his offer be accepted. Note that such an alliance will provide the mortal with no benefits whatsoever but may require the mortal to perform services on behalf of a vampire.

Typical Shadow Kingdom Hit Squad (EL 10): 1 assassin (vampire rogue 5/assassin 1), 5 rat catchers (lesser vampire rogue 3). When eliminating victims, the assassin leading a Shadow Kingdom hit squad will attempt to destroy troublesome mortals in their sleep, but will not hesitate to enter direct combat if it becomes necessary. The lesser vampires designated as 'rat catchers' will lurk in nearby shadows, preventing targets from fleeing the scene and eliminating witnesses as they arrive. One or two rat catchers may also join the assassin in combat with the express purpose of setting up devastating sneak attacks.

Typical Court of a Shadow Sovereign (EL 14): 1 shadow sovereign (vampire rogue 10), 3 advisors (vampire aristocrat 7). While the court of a shadow sovereign is frightening enough, it is made worse by the fact that it sits at the heart of

the sovereign's heavily trapped lair. The shadow sovereign will attempt to destroy any visitors that insult his court, but should such visitors prove especially troublesome, the sovereign and his advisors will gladly scatter into the surrounding lair, where they will no doubt join up with all manner of guardian monsters. All such monsters involved will be well prepared to take advantage of their familiarity with the terrain when slaughtering insolent intruders.

THE WATCH OF AGES

Since the dawn of time, humankind has been plagued by all manners of evil creatures that live for countless human lifetimes. But for as long as such enduring threats have existed, there has been the Watch of Ages, secretly working to protect humanity from harm. The Watch of Ages monitors ancient threats from generation to generation, patiently waiting to set in motion the events that will rid the world of its oldest evils once and for all.

HISTORY

As secret societies go, the Watch of Ages developed fairly organically. As more and more threats began to emerge that proved to be longer lived than human beings, humankind witnessed several great heroes rise to the occasion over the generations only to be lost to the ravages of time while vanquished foes learned from their mistakes and returned with a vengeance. Soon, organizations began to emerge devoted to the destruction of this or that great evil. Most lacked any sort of staying power but those that remained for more than a generation were usually either destroyed or corrupted in short order.

Eventually, according to Watch folklore, the elders of several such organizations, intent upon creating a greater, more sustainable society to defend the mortal world from undying threats, gathered at the fabled Council of Heroes. It was at this council that the Watch of Ages was conceived and its ultimate command structure decided. The heroes of the council then departed to different corners of the globe, gathering around themselves the remnants of fallen societies whose goals matched their own to form the first cells of the Watch of Ages.

Since that time, the number of cells in the Watch of Ages has grown in proportion to the number of ancient threats facing the mortal world. Sometimes, such cells are created when one group of Watch members scatters in order to develop independent cells. Other times, new cells within the Watch are created when outsiders learn of the Watch's existence and decide to emulate its ways.

ORGANIZATION

The Watch of Ages is comprised of many independent cells, each of which is supposed to have as little knowledge of the others as possible. Many members are not aware of this fact, instead believing that their cell is the entire Watch of Ages. Others suspect the truth, but cannot prove it. Only a very

few members of the Watch have contact with others outside of their own cell, and even then, they never have contacts in more than a small fraction of those cells that exist across the world.

Headquarters: Every cell within the Watch of Ages maintains a repository where it stores written works detailing the lore it has gathered over the generations. Such repositories are frequently located in places with normal, everyday functions. Such a place's role as a repository is a second, secret role that is hidden behind the first, sometimes without the knowledge of those responsible for maintaining its everyday functions. More often than not, a repository is a large, public building with only a small, secret chamber being used by the Watch of Ages.

No one meets at a repository. Repositories exist only as dumping grounds for sensitive information.

Members: The number of members in the Watch of Ages is difficult to track. Not even those belonging to the organization are privy to that information. Any given individual in the Watch of Ages is likely to know of no more than ten other members. As a rule of thumb, any given city or wilderness region where the Watch of Ages is present might contain a dozen or so members.

Hierarchy: The Watch of Ages is divided into independent cells, each containing a handful of members who have little contact with members belonging to other cells. In theory, this cell structure protects the Watch of Ages when one of its members is compromised. While this has been true on multiple occasions, it has also led to a situation where some repositories of knowledge are unwittingly duplicated while others are lost and forgotten. Additionally, on at least one occasion, two cells of the Watch of Ages have unwittingly interfered with one another's machinations.

Different cells are run in different ways. Some are fairly democratic while others are authoritarian, run with an iron fist by the eldest surviving member.

Religion: Usually secular. Members of the Watch must devote their lives wholly to the Watch of Ages, almost as if the Watch was a religion in and of itself. To date, no divine power has decided to back clerics devoted to the philosophy espoused by the Watch. Non-cleric believers in a particular deity are not necessarily turned away by the Watch of Ages provided the deity in question has goals that parallel those of the Watch.

Alignment: Any lawful. Only those with the discipline necessary to devote their lives to the Watch of Ages are allowed to join.

Secrecy: Extreme secrecy. The fact that few ancient evils know that there is an organization devoted to the observation and destruction of their ilk is one of the primary reasons for the continued existence of the Watch. Only members and those who can help members in the immediate destruction of a particular enemy will be familiar with the Watch of Ages. Even then, the number of members or Watch cells known to any one person will be limited. Some may not even realize that the Watch of Ages exists outside the limits of a particular cell.

Symbol: A pictograph of an eye.

LEADERSHIP

There are as many leaders among the Watch of Ages as there are cells. Cecil von Straub represents a typical democratic ruler of a Watch cell. He views himself as something of a teacher, and tries to take on a kindly, parental role when training new members of his cell. Adrian Whithersby is representative of a more authoritarian cell ruler. To him, fellow members of the Watch are tools to be used to further the Watch's goals and nothing else. Individual lives have little value when compared to the Watch of Ages as a whole.

Cecil von Straub (LG male human wizard 5/ arcane pathologist 10/ watcher in shadows 5) is a kindly old man. His leathered skin looks as tough as it is aged and his eyes sparkle with endless wisdom above his well kept, white beard. While quite capable himself, Cecil prefers to rely more upon the abilities of new recruits than upon his own talents. He realizes that it is just a matter of time before he must pass his responsibilities on to the next watch. Thus, he is loath to let younger members of his cell get too used to his support, lest it become a crutch that keeps them from developing their own talents.

Adrian Whithersby (LE male human wizard 5/ watcher in shadows 5), while much younger and less experienced than Cecil von Straub (whom he has never met), is much more ruthless and militaristic. He looks more like a highly trained warrior than a wizard, and is happy to resort to his sword when he feels his modest combat ability is sufficient to get the job done. When not actively wading into the fray with spells and physical weapons, Adrian Whithersby considers himself to be a general in the war against ancient evils. New recruits are soldiers whose lives are his to direct and throw away in the pursuit of knowledge and victory.

RECRUITING

Joining the Watch of Ages is a very difficult task. Only those with the utmost commitment to the organization are considered for membership, and even then, only after the careful consideration of all Watch members in a cell. The survival of that cell depends entirely upon the ability of its members to remain on task and to maintain secrecy at all times, so members are very selective about new recruits.

Any PC wishing to join the Watch of Ages must first have had the opportunity to learn of the Watch's existence. The Watch is often suspicious of those who discover its existence on their own terms. Prospective members are often those whom one or more members of the Watch have approached for help in destroying a particular ancient evil. A prospective member should expect a lengthy period of scrutiny before the trust of other members is gained.

All members of the Watch of Ages are expected to have a considerable talent for locating and tracking threats, especially through the use of divination spells, as this is an essential function of the Watch. Recruits are expected to advance in the watcher in shadows prestige class (see Prestige Classes in **Chapter 1**), and must thus meet the prerequisites of that

WATCH OF AGES

class. Preference is shown to younger recruits, as the Watch must continue from one generation to the next.

MEMBERSHIP

Information is the most important asset available to the Watch of Ages. Because of the dedication of its members, the Watch of Ages has collected some of the most accurate records of ancient evil beings known to exist, including knowledge of such creatures' strengths and weaknesses. This lore is the ultimate tool of any member. Members of the Watch will share such information with others when necessary, but only a member is able to determine what amount of disclosure is necessary. Ultimately, a member of the Watch will have more information available about a given ancient menace than a non-member will have available.

The price of such access to forbidden lore is total dedication. A member of the Watch of Ages must put the Watch above all else. Members demonstrating a lack of vigilance are cut off from their cell's repository, lest their lip service to the cause become outright betrayal. Those who actually do betray the Watch of Ages, either by turning against it or by spreading the secret of its existence, are viewed as liabilities. Some of the Watch's more ruthless members are solely devoted to the destruction of such liabilities.

ENCOUNTERS

A character's first encounter with the Watch of Ages is more likely to involve a single Watch member than a group of members. That Watch member – not advertising himself as such – will likely attempt to steer the character's adventuring party in a particular direction that serves the ends of the Watch, possibly by hiring them, but also possibly through manipulation.

Adventuring parties might encounter larger groups of Watch members by accident, as when the two groups are investigating the same threat or operating in the same location. PCs might stumble across a meeting of Watch cell members in a back ally or other remote location, or they might encounter a Watch task force while adventuring. If one or more PCs are Watch members or prospective members, their adventuring party might even be a Watch task force.

Typical Watch Meeting (EL 11): 1 senior member (wizard 5/ watcher in shadows 5), 2 other members (wizard 5/ watcher in shadows 1), 1 prospective member (wizard 5). Members of a Watch cell never meet all at once. A typical Watch meeting involves only a few cell members. If members of a Watch meeting realize that they are being observed, they will either part ways or discuss false details about their activities so as to provide observers with misinformation.

Typical Watch Task Force (EL 10): 1 Watch member (wizard 5/ watcher in shadows 1), 3 heroic adventurers (various classes, all level 6). A Watch task force parallels an altruistic adventuring party in its structure and behavior. Members of diverse classes will appear in a task force, allowing it to deal with a large number of potential problems. The goal of a task force will be the retrieval of a particular piece of information

or the destruction of a particular evil being. The members of a task force not belonging to the Watch of Ages may or may not know for whom their wizard works. Even if they do, they will be careful to hide this fact for the Watch member's benefit.

RELATIONSHIPS BETWEEN ORGANIZATIONS

Any or all of the above societies may exist in a given campaign world. If more than one exists, it is possible, given their very natures, that the two will have dealings with one another at some point in time. Depending upon the nature of the two organizations involved, these relations may be friendly or they may be otherwise. The exact nature of the relationships between any two given organizations will vary from campaign setting to campaign setting, but the following describes several possible interrelationships between the above listed organizations.

The Shadow Kingdom could be the nemesis of both the Brotherhood of the Phoenix and the Watch of Ages. Perhaps the Shadow Kingdom is the army of darkness responsible for the destruction of the Brotherhood's ancient homeland, insuring that both the Brotherhood and the Watch view it as a threat. In this case, the Watch is likely to know that the Brotherhood of the Phoenix exists through their extensive investigations into ancient history. It is unlikely that any Knights of the Phoenix will know that the Watch of Ages exists.

It is possible that the Brotherhood of the Phoenix and the Order of the Dragon will have clashed at various times in the past, if only because the former would find the practices of the later abhorrent and contrary to the protection of civilization from the forces of darkness. This rivalry might grow more intense if it is discovered that several of the Order's undead knights are also members of the Shadow Kingdom. In either case, several cells within the Watch of Ages are likely to be observing the undead within the Order's ranks.

Of all the organizations described, the Resurrection Guild has the smallest area of operation, being confined to a single city or area, but similar organizations may exist in other population centers. In any city where there is a resurrection guild, that guild is likely to count local vampires as clientele. Vampires that create spawn would need to retrieve the bodies, should they be taken to cemeteries. Lone vampires might then allow such corpses to reanimate while members of the Shadow Kingdom would destroy them to prevent overpopulation. The Watch of Ages or similar groups may attempt to infiltrate a resurrection guild in order to learn the identities of its clients, undead or otherwise.

ADVENTURES

In a campaign that features vampires and other bloodsuckers as a prominent menace, it becomes important to make sure that the characters' adventures remain many and varied. In addition to including encounters with and adventures involving creatures unaffiliated with vampires and the undead, care must be taken to insure that vampire-related encounters not become predictable. Scenarios in which PCs

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do little more than discover a vampire, track it to its lair, and defeat it in combat become cliché, so plots that are more dynamic become necessary.

The following ideas for adventure plots and sub-plots are examples of ways in which an encounter with a bloodsucker can be more than a predictable monster hunt. The list is by no means exhaustive, and GMs are encouraged to modify these or develop their own such plots and sub-plots for their own vampire-related campaigns. It is also important to note that many of the following plots can be modified for use in adventures that do not involve vampires at all.

1. In one particular realm, the aristocracy has dismissed the claims of the peasantry that there are vampires at work in the area. Several peasants have taken it upon themselves to convince the aristocrats that vampires are real by disguising themselves as the undead and staging attacks on vulnerable members of the upper class. Things become even more interesting when the real vampires also become involved and it becomes difficult to tell the faux vampires from the real ones.
2. Local vampire hunters have been particularly effective in defeating their foes of late. Unfortunately, this is because a powerful vampire is secretly providing them with information that allows them to destroy the vampire's rivals.
3. Several bloodless bodies have been discovered in recent weeks and the local authorities suspect the work of bloodsucking monsters. In truth, these horrendous acts are the work of a demented serial killer. Unfortunately for those that discover this, the killer is cursed to rise again as a real vampire if slain in combat, a fact that may not be readily apparent.
4. Some legends hold that the First Vampire, which lives to this day, became such a creature upon drinking the blood of an elder god. If this fabled First Vampire can be drained of its blood, it is said that this substance can then be distilled to produce the vial of divine blood the vampire once consumed. If the blood of any other vampire is distilled in this way, it produces only poison.
5. A spy, recently driven insane by his undead foes, could be magically cured only with the help of a certain rare herb. She reveals that her partner, also insane, has discovered the current location of an elusive vampire's lair. Now, someone must find more of the rare herb needed to cure the spy's partner before the elusive vampire relocates.
6. Local folklore holds that, should the rays of the sun (and nothing else) destroy a particular vampire, prosperity will come to the land. Unfortunately, the vampire itself long ago created this bit of misinformation in order to confound vampire-hunters. The vampire happens to be of a species that is unharmed by sunlight.
7. A curse upon the citizens of a particular town has convinced each of them that every humanoid they meet is actually a vampire. Needless to say, the day to day operations of the town have been paralyzed as its citizens have sought shelter from one another. Even worse, one of them actually is a vampire, having laid the curse so that other citizens would not be able to reveal its secret.
8. A vampire has declared that it intends to find and unearth a previously unknown artifact capable of blotting out the sun. In reality, the artifact the vampire has described is a forgotten item of great benevolence that has nothing to do with the sun. The vampire is hoping that his foes will find and destroy the artifact.
9. Every year, a ritual must be performed at the tomb of a fallen villain of ages past in order to prevent that villain from rising again as a vampire. Preparations are underway for the annual ritual, but someone is taking steps to interfere with them.
10. Despite its wicked nature, a particular vampire still feels a sense of loyalty to its living relatives. Every night, the vampire works in the fields of its family's farm, allowing that farm to be twice as productive as is any other farm in town. Rival farmers want to know the secret of the farm's success.
11. A famous scholar wants to catalogue all of the various vampire species that exist throughout the world. Towards these ends, he is seeking a band of vampire hunters. He will hire this band to travel the far corners of the earth, not resting until they have encountered every type of vampire that exists.
12. Recent rumors of unknown origin have suggested that the wood of a certain rare tree can be used to create stakes that are especially effective in destroying vampires and other undead creatures. Not only are these rumors false, but also they have led to the logging of the rare tree in question, a tree held sacred by the elves.
13. For years, a duplicitous older gentleman has been seducing young women in the guise of a handsome vampire. One of them has now given birth to the so-called vampire's son. Neighbors are calling for the child to be killed before it becomes an undead monster, unaware that the child is just a normal human being.
14. An evil cleric has called a plague down upon the land. This priest has convinced the populace that the plague is the work of a vampire that must be found and destroyed. As a result, panicked citizens are unearthing and staking the recently dead, unwittingly helping to spread the plague by exposing themselves to its previous victims.
15. An ancient knight has returned from hiding. Though she admits that she has become a vampire, she also happens to be a brilliant general, and may be the kingdom's only hope of fending off an orcish horde that is forming at the border. If she is destroyed, the kingdom will be doomed unless some better means of defending its borders can be found.
16. Unbeknownst to the living, there exists a ghost town on a rarely traveled path that appears empty during the day, but which comes to life at night. The entire population was long ago turned into a horde of hungry vampires. No traveler has yet stayed the night in this town of the undead and survived.
17. When a vampire is too powerful to be destroyed by the locals, it is captured and sent away to a distant island from which it cannot escape. On that island, a growing number

VAMPIRE LAIRS

of vampires await the arrival of a band of adventurers mighty enough to lay them to rest once and for all.

18. The high priest of a particular death god is 'collecting' vampires, controlling them with his energy-channeling abilities and then trapping them in specially constructed clay jars. The priest plans on leading a midnight assault on a nearby city, during which vampire-laden jars will be catapulted into the town.
19. A powerful necromancer-priest has developed a potent spell specially designed to animate corpses as vampires of various species. Unfortunately, the spell has taken on a mind of its own and escaped from the pages of this villain's spellbook. It now travels the land in the form of a cloud, animating corpses as vampires, seemingly at random. These vampires must be dealt with and the necromantic cloud must be dispelled.
20. One of the kingdom's most famous diplomats, a noblewoman of great prestige, also happens to be a vampire. Forces within the king's court are working to prevent anyone from discovering this fact, lest shame be brought upon the entire kingdom by the discovery of a vampire in its midst.
21. Somewhere, there exists an unmarked portal into a parallel world where there the sun never rises, and the living having joined the ranks of vampire hordes. Here, crops exude blood that can sustain vampires while roving bands of powerful mortals stalk and destroy the undead for food.
22. There exists a remote tribe whose legends treat vampires and demons as one and the same. Vampire hunters asked to hunt a vampire on behalf of this tribe may soon find themselves face to face not with an undead creature, but with a powerful demon.
23. The ghost of a vampire's first victim haunts that vampire. While the vampire exists, the ghost remains intent upon eternally tormenting its killer. Should the vampire be slain and the ghost deprived of its only purpose in undeath, it will turn its hatred upon the living.
24. A dead man is suspected of being a vampire, and some of those responsible for destroying this vampire are prepared to exhume the man's body so that it may be destroyed. Unfortunately for them, the family of the dead man is doing everything in their power to protect their loved one's grave, and the authorities, not believing the man to be a vampire, are assisting them.
25. An evil druid is assembling a menagerie of vampiric animals. This druid has made little effort to restrict the movements of his undead pets, which prey upon the citizens of a nearby town and their cattle. Several vampiric animals have been slain, but their druid master always seems to find more to replace them.

VAMPIRE LAIRS

Vampires can live in all sorts of strange lairs, but there are several that seem particularly popular among this variety of the undead. Chief among these are gothic castles, crumbling

churches, ancient graveyards, and lavish villas. The lair of a particular vampire can greatly affect the way in which PCs will think of that vampire, and will ultimately determine the tactics that vampire employs when defending its home territory.

Castles. Vampires seem to gravitate toward the bleakest, most forbidding castles known to man. A castle used as a lair was probably chosen as such by its resident vampire because that vampire enjoys being far removed from society. Even a vampire living in a castle at the heart of a large town has chosen to place thick walls of stone between himself and his neighbors, a fact that – rightly or wrongly – speaks volumes about his personality. Such vampires are usually the type whose activities are whispered about in rumor and folklore that is encountered by vampire hunters long before the vampire is ever seen. Meeting such a vampire is often the last encounter on a long trek through towns of ever more nervous peasants and the increasingly dangerous evil things that prey upon those peasants.

The vampire's castle is even worse. A castle is designed to keep out an army, and many are also designed to keep prisoners in. Thus, unless visitors manage to get invited in, entering the castle will likely be a difficult task. Guardians ranging from humanoid mercenaries to creatures much more hideous patrol the castle, in addition to deep moats and steep walls. While traps are uncommon in a castle (it is designed as a place where people are meant to live, after all), hidden chambers are almost a given.

A vampire may have had countless centuries to perfect his fortress home, so the dungeon beneath the keep may be larger than expected. More likely than not, this dungeon contains a hidden crypt where the vampire sleeps; most of the castle's traps will be found here. While the aboveground keep is a place for commonplace features, such as a mess hall, a kitchen, bedrooms, and so forth, it is the dungeon below that will house rooms that are more specific to a vampire's tastes. Torture chambers may contain devices specifically designed to capture blood. (A popular device among vampires is an elevated iron grating; a creature is tortured on top of the grating while the vampire stands below, showering in spilled blood.) Coffins might be hidden behind barriers that only vampires can cross. Secret chambers might be accessible only with the use of the special abilities available to a vampire (*gaseous form* or *phase door*, for example).

For the most part, a battle with a vampire in a castle will end in the dungeon if the vampire has anything to say about it. Vampire hunters will be pestered by traps, impassible barriers, and other features designed to deprive them of their advantages even while helping their vampire foe. In many ways, a castle-dwelling vampire becomes more dangerous than its powers alone would suggest, for it has prepared its sanctuary as an impenetrable fortress. The fact that the vampire still lives is a testament to the fact that its defenses are impressive.

Churches. While castle-dwelling vampires are made more dangerous by their lairs, church dwelling vampires are extremely powerful in their own right. Only vampires that are particularly confident in their powerful abilities have the gall to lair in temples dedicated to non-evil gods, while those

that reside in evil temples are likely able to call upon divine magic of the worst sort.

Churches that are home to vampires can be divided into two categories: abandoned churches of good and temples of evil. The later are actually the least dangerous, if only because they are predictable. An evil temple run by a vampire is not much different than an evil temple run by any other wicked being. It likely has lots of devious traps, wicked torture chambers, blood stained altars, and insane cultists serving as guardians. Typically, these obstacles hold little air of mystery for the truly seasoned adventurer.

The danger in non-evil temples that have since become inhabited by vampires is less obvious but potentially much greater. The layout of the church itself is fairly basic, limiting the potential for traps or ambushes. On the other hand, there is a reason that the forces of good abandoned the church. Either the vampire residing in the church is so powerful that an entire temple full of clerics could do nothing to stop it, or the temple was abandoned before the vampire's arrival because something powerful and evil had defiled its walls. In either case, visitors should expect a straightforward fight with something both very evil and very capable in combat.

Graveyards. If vampires that build lairs in temples represent the strongest and most confident of their kind, those that make their lairs within graveyards are usually the weakest. Generally, a graveyard is a place where a vampire makes its lair if it lacks the resources to build a home or the power to take one. Vampires living in graveyards are never masterminds with a host of villainous contemporaries; they usually live from meal to meal, concerning themselves with little else.

With the possible exception of small churches, graveyards make the least elaborate vampire lairs. A vampire forced to live in a graveyard will look to establish its lair in the largest, oldest graveyard in the area. Here, there will be large trees and elaborate headstones to hide behind while waiting in ambush. Usually, there will also be a mausoleum or some other structure in which the vampire can hide from the light of day.

While a graveyard is not a lavish lair for a vampire, the vampire may be better off than observers would think. The

vampire is likely left alone, since the locals will try to avoid the 'haunted' graveyard. The vampire is also free to roam about at night, and unless graveyard is abandoned, the vampire is close to a community on which to prey.

Villas. Vampires living in lavish villas represent the most social of their kind. If not especially powerful in and of itself, a vampire with such an estate is likely to have powerful friends and allies, both living and undead. A villa is a perfect staging ground for the mastermind villain type. It is usually in a well-traveled area, often in a wealthy district where powerful people socialize regularly, and is always well defended.

A villa is not a castle; a wall may surround it, but it is hardly designed to withstand a siege. On the other hand, a villa is defended by a handful of elite guards, none of them overtly monstrous, all of them quite capable of spotting and capturing intruders. More importantly, sneaking or fighting one's way into a villa will surely get one in trouble with the local authorities, and vampire hunters have big enough problems without having to run from the law.

The best way into a vampire's estate is with an invitation to a social event. In addition to many bedrooms reserved for the vampire, its guards, and its staff, a villa will have bedroom suites and common areas designed for entertaining guests. Most villa-dwelling vampires host lavish parties on a regular basis, and characters with the right social connections should be able to get invited. Then, after they are welcomed as guests, the vampire hunters can snoop around for incriminating evidence (evil altars hidden in the garden, bottles of blood in the wine cellar, etc.).

Once the true nature of a vampire residing in a villa is revealed, the vampire is more likely to retreat than stand and fight. A vampire that owns a villa is usually wealthy enough to own estates in several regions, and can flee to a distant land where it can regroup and rebuild its power base. Thus, villas that double as vampire lairs are more likely to feature escape routes than built-in defenses. Part of the challenge in defeating a vampire whose lairs are lavish villas will be forcing that vampire to actually stand and fight.

APPENDIX 1: SPELLS

3RD-LEVEL ASSASSIN SPELLS

Dissolution. Ages one corpse until only a skeleton remains.

4TH-LEVEL CLERIC SPELLS

Dissolution. Ages one corpse until only a skeleton remains.

5TH-LEVEL CLERIC SPELLS

Eternal Repose. Permanently preserves one corpse of a good-aligned creature.

Grave Quake. Buried and submerged bodies come to the surface.

8TH-LEVEL CLERIC SPELLS

Curse of Undeath. Living target rises again as an undead creature upon death.

BLOOD DOMAIN

Deities: Any non-good deity that appreciates (or demands) the sacrifice of living creatures as a form of worship can grant the blood domain to followers with levels in the master of sacrifice prestige class (see Prestige Classes in **Chapter 1**). Granting the blood domain in addition to any others that the deity may provide access to requires no extra effort on the part of the deity.

Examples of deities that demand the sacrifice of living creatures abound in the myths and legends of certain ancient Central American cultures, the Aztecs in particular. In a setting whose deities resemble those of Aztec mythology, virtually every god grants the Blood domain, as blood sacrifice is needed to keep the world running. Deities of agriculture require blood spilled upon the ground to renew the soil each year, for example, and deities of time will put most of the world into stasis unless they are regularly appeased with human sacrifice. In a setting where the powers that be operate in this manner, any non-good deity that grants access to domains such as Air, Earth, Fire, Plant, Sun, Weather, and Water might also grant access the Blood domain.

The deities of ancient Greek mythology, while they do not necessarily demand blood sacrifice, always greatly appreciate the sacrifice of animals in their names. Settings featuring deities resembling those of ancient Greek and Roman mythology will feature war gods that favor armies making the largest animal sacrifices and sea gods that cause difficulties for ocean-going travelers who are stingy with their animal sacrifices, for example. Blood sacrifice is also heavily associated with divination magic in these settings. In a land where this kind of mythology is prominent, non-good deities granting access

to domains such as Knowledge, Luck, Travel, War, Water, and Weather might also grant access to the Blood domain.

Deities specific to vampires or other bloodsuckers likely grant the Blood domain. A vampire deity might also grant access to the Death, Earth, and Destruction domains while a bat god (also chaotic evil) might grant access to the Air, Animal, and Plant domains in addition to the Blood domain, for instance. Each such deity will demand blood sacrifice in the same way other deities might demand the sacrifice of grain or other foodstuffs as a tribute.

Granted Power: A cleric with access to this domain may substitute a blood-encrusted dagger for an unholy symbol at any time and for any purpose. A blood-encrusted dagger substituted for an unholy symbol counts as an unholy symbol of the same quality and made from the same materials as the dagger in question.

BLOOD DOMAIN SPELLS

1. **Deathwatch.** See how wounded subject is within 30 ft. area.
2. **Death Knell.** Kills dying creature; caster gains 1d8 temporary hp, +2 Str, and +1 caster level.
3. **Vampiric Touch.** Touch deals 1d6 damage/two caster levels; caster gains damage as hp.
4. **Bleeding Walls.*** Walls drip blood, causing fear in those who view them.
5. **Blood Tendons.*** Subject's tendons stretch and contort, inflicting great pain..
6. **Harm.** Inflicts 10 points/level of damage and heals undead creatures.
7. **Thirsting Weapon.*** Weapon inflicts wounds that bleed for additional damage.
8. **Horrid Wilting.** Deals 1d8 damage/level within 30 ft.
9. **Sanguine Flood.*** Wave of blood crashes down upon one 10-foot cube/level.

* New spell (see below).

NEW SPELLS

BLEEDING WALLS

Conjuration (Creation)

Level: Blood 4

Components: V, S, DF

Casting Time: 1 full round

Range: Close (25 ft. + 5 ft./2 level) or unlimited (see text)

Target: 10-ft. x 10-ft. horizontal surface

Duration: 10 minutes/level or instantaneous (see text)

Saving Throw: Will negates

Spell Resistance: No

Two versions of this spell exist, each of which causes blood to appear on the surface of a wall or other, similar horizontal surface (the trunk of a tree, the side of a cliff, the face of a large statue, etc.). The exact result varies, depending upon the version of the spell that was used.

APPENDIX 1: SPELLS

Dripping Blood: A horizontal surface begins to drip with blood, almost as if weeping. All opponents suffer a -2 morale penalty to attack rolls and skill checks, as well as -2 morale penalty to saving throws against fear effects while within line of sight of this disturbing visual if a Will save is unsuccessful. This version of the spell lasts 1 round per level of the caster and is a mind-affecting fear effect.

These rivulets of blood pool around the base of the wall or other surface, animating as a *black tentacles* spell that attacks opponents within 15 feet of the wall. Unlike the full version of the spell, there are only two tentacles that animate.

Writing on the Walls: The target horizontal surface may be any such surface that the caster has ever seen, regardless of current distance between the two. A message of the caster's choice appears scrawled in blood upon this surface. The message cannot be magical writing and cannot activate magical effects, but can otherwise be anything the caster could write with a paintbrush as wide as the caster's hand. This version of the spell is instantaneous, leaving permanent, nonmagical writing behind.

BLOOD TENDONS

Necromancy(Necromantic)

Level: Blood 5, Sor/Wiz 5

Components: V, S, M

Casting Time: 1 action

Range: Close

Target: All living creatures in a 30-ft. radius

Duration: 10 rounds

Saving Throw: Fortitude negates

Spell Resistance: Yes

Upon casting this spell, a scarlet globe of energy appears in the caster's raised hands or equivalent appendages. The globe darts forth and releases beams of necromantic energy that attach to the limbs of all creatures in the area of effect as if they were strings attached to marionette puppets. These beams then disappear. Any creatures in the area that fails a saving throw against this spell is tormented by the sensation of ghostly tendons yanking upon its limbs (whether or not those limbs are corporeal).

An effected creature can safely take one move-equivalent action and a free action each round. Every other action that the creature takes results in its flesh being rent apart by the ghostly tendons working upon its limbs. Whenever an effected creature takes any standard or full-round action, it must roll another saving throw against this spell. If it is using the full attack action, it must instead make another saving throw against this spell for each separate attack that it makes.

For each failed saving throw, the effected creature suffers 1 point of temporary Constitution damage and 1 point of temporary Dexterity damage. If the creature suffers damage in this way during an attack, the creature calculates its attack roll and weapon damage as if it had no Strength bonus. (Any Strength penalty the creature has still applies, as normal.) If the creature suffers damage in this way while casting a spell, the

creature must successfully make a Concentration check (DC 20 plus the level of the spell being cast) or lose the spell.

The effects of a *blood tendons* spell can be removed with a successful *dispel magic* spell, or with any Conjunction (healing) spell of 4th-level or higher.

Material Components: Bone powder and blood, which are mixed together as the spell is cast to form the globe of scarlet energy.

CURSE OF UNDEATH

Necromancy

Level: Clr 8

Components: V, S, DF

Casting Time: 1 full round

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: Permanent (D)

Saving Throw: Will negates

Spell Resistance: Yes

This spell places a curse upon the subject, causing that creature to rise again as an undead creature after death. The subject is unharmed so long as it lives. Should the subject die while under the effect of this spell, attempts at reviving the creature through spells such as *raise dead* and *resurrection* fail. After 1d4 days, the creature instead rises as an undead, as detailed below. The type of undead creature that is created depends upon the level of the spell's caster:

Caster Level	Undead Created
15 or lower	Lost Soul (see Chapter 2)
16-17	Lesser Vampire (see Chapter 2)
18+	Vampire

This spell cannot create less powerful undead than the level of its caster would indicate. Created undead are not under the control of the spell's caster. Undead created by this spell are created instantaneously, and thus continue to exist even if the spell that created them is dispelled or dismissed. A *remove curse* spell can remove this effect, but it must be cast before the creature rises into unlife.

Casting this spell is not an inherently evil act (though few good-aligned casters are likely to use it). Evil-aligned and morally neutral casters are more likely to rely upon it as a means of punishment, as they are less inclined to care about the threat the punished individual might then pose to others upon his death.

DISSOLUTION

Transmutation [Time]

Level: Assassin 3, Clr 4

Components: V, S, DF

Casting Time: 1 minute

Range: Touch

Target: Corpse touched

Duration: Instantaneous

THIRSTING WEAPON

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

This spell ages a corpse until only a brittle skeleton remains. The subject corpse ages ten years per level of the caster, its flesh crumbling to dust and its bones becoming brittle.

A corpse subjected to this spell cannot be restored to life unless the spell used to restore it is able to affect a dead creature of the corpse's effective age. Neither can the corpse become a corporeal undead (not even a skeletal one), despite any effect that would otherwise have caused it to become such a creature. This spell has no effect against undead creatures.

ETERNAL REPOSE

Necromancy [Good]

Level: Clr 5

Components: V, S, DF

Target: Corpse of a good-aligned creature touched

Duration: Permanent

This spell acts as does *gentle repose* (see the *PHB*), with the exceptions that it is permanent and unable to affect the corpse of a non-good creature. Also note that *eternal repose* is an effect with the 'good' descriptor that requires a divine focus instead of material components. Any attempt to cast *eternal repose* upon the corpse of a non-good creature fails without the caster's knowledge. An eternal repose spell does not end even if the corpse it protects is damaged or dismembered, though it does end if the corpse is completely destroyed.

GRAVE QUAKE

Necromancy

Level: Clr 5

Components: V, S

Casting Time: 1 full round

Range: 60 feet

Area: Cylinder (60-ft. radius, 5 ft. deep in earth/30 ft. deep in water) centered on the caster

Duration: Instantaneous

Saving Throw: See texts

Spell Resistance: See text

This spell brings bodies buried in the ground or submerged in water to the surface. Corpses are not actually animated by this spell, but are moved almost as if they were. Treat all buried corpses within the affected area as if they were creatures with a burrow speed of 5 feet that each immediately performs a single-move action. This move is toward the surface of the earth and ends once that barrier is breached. Treat all submerged corpses within the affected area as if they were creatures with a swim speed of 30 feet that each immediately performs a single-move action toward the surface, using any remaining movement to then move toward the nearest shore within the area of the spell. Corpses that cannot reach their destinations with a single-move action stop where that action would have placed them upon its completion.

Living bodies and undead creatures are not affected by this spell. Note that the area of this spell extends downward through solid earth as if the ground did not impede line of effect. All vertical obstacles to line of effect still apply to this spell, as normal.

SANGUINE FLOOD

Conjuration (creation)

Level: Blood 9

Components: V, S, DF

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Area: One 10-foot cube resting upon a horizontal surface/level (S)

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: No

A wave of blood appears and crashes into the area of this spell with great force, and then just as quickly disappears without a trace. All creatures caught in the area of the *sanguine flood* suffer 9d6 points of bludgeoning damage (Reflex half) and are knocked prone (Reflex negates), with fire-based creatures suffering an additional 15d6 points of lethal damage (no save).

All structures in the area suffer 9d6 points of bludgeoning damage per 10-foot cube of the spell's area that they occupy (Fortitude half). The hardness of a structure applies against this damage just as if the damage dealt by the *sanguine flood* were caused by an attacking siege engine. All nonmagical fires in the area are extinguished by the spell. Additionally, fire spells and magical effects within the area are dispelled, though the caster of sanguine flood must succeed at a dispel check of 1d20+15 against each spell in order to dispel it. The DC to dispel a fire spell in this way is 11 + the level of the fire spell's caster.

Any creature caught in a sanguine flood suffers a -8 morale penalty to all attacks, damage rolls (both weapon and spell), saving throws, and skill checks for one round per level of the caster (Will negates). Any creature witnessing the effects of a sanguine flood from outside the area of the spell is nauseated for 1d4 rounds (Will negates). Both of these effects are mind-affecting fear effects. They are nonmagical side effects of the sanguine flood spell and cannot be disjoined, dispelled, or negated by an anti-magic effect.

THIRSTING WEAPON

Transmutation

Level: Blood 7

Components: V, S, DF

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One melee weapon

Duration: 10 minutes/level

Saving Throw: Will negates (harmless, object)

APPENDIX II: RESOURCES

Spell Resistance: Yes (harmless, object)

This spell turns a melee weapon into a thirsting weapon, one capable of causing wounds that continue to bleed after being inflicted. Whenever the effected weapon hits a creature, that creature continues to bleed for one point of damage per round thereafter until magically healed of hit point damage or treated with a successful Heal check (DC 15). This bleeding damage stacks with itself and with any other wounding effect.

APPENDIX II: RESOURCES

There's a near unending supply of vampire lore available these days, ranging from great fiction series to some incredible full-length movies. Here are a few more titles to add to your collection.

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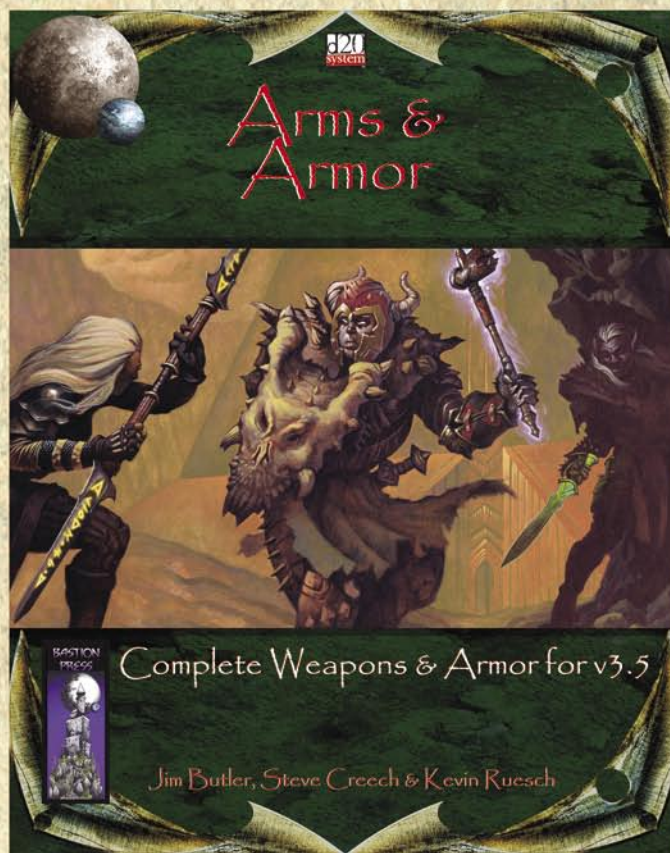
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