

The Complete
Guide to

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system

VAMPIRES



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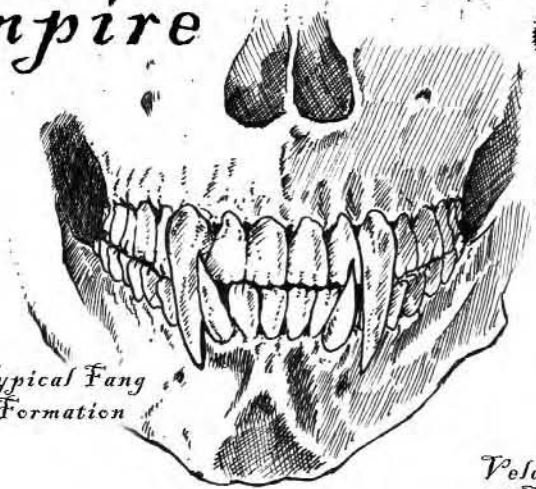
The Anatomy of the Vampire



Exceedingly
Powerful
Muscles

Terrible
Claws

William McAusland 1887



Typical Fang
Formation

Veldrane
Mold
Vampire

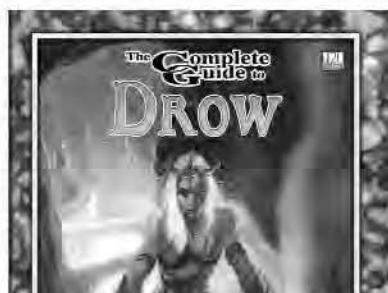
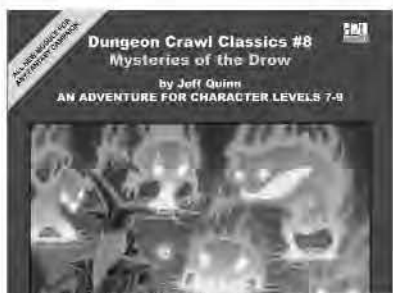


Mirrors, Garlic and
Flowing Water
are among the many
banes and defenses used
against these foul undead
creatures.

Bats and Wolves are commonly associated with Vampires,
if not directly used as assumed forms.

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The Complete Guide to VAMPIRES

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Introduction

Vampires are well known. Few role players are not completely versed in their powers and weaknesses. But now it is time for something new, original and, most important, unpredictable. Herein is a chance to run games without your players knowing what to expect from vampires – and a chance for players to try out something new.

This book focuses on new kinds of vampires and new directions for the vampire you already know. It makes vampires available to player characters of all levels, whether they be “normal” vampires or some of the new varieties described. The vampires are broken into racial levels, so vampiric characters can become more powerful as they progress. Because the levels begin at 0, even a newly created vampire can resume play immediately, albeit without many powers. A collection of new feats and equipment, new uses for skills, and guidelines for running vampire PCs round out the character side of things, while rules for using the new vampire races as monster templates expand the GM’s options.

Vampires have been done before, and will be done again after this book. They are an age-old myth whose popularity seems immortal. The goal of this book is to add to the myth, expand it, and give it new dimensions. If the vampiric ideas from this book remain as part of the vampire mythos a hundred years from now, then this book has done its job in the long run. If you enjoy this book and it adds to your gaming experience, then it has done its job in the short run.

Origins of the Vampire

The vampire is a powerful undead monster that spawns its own followers from living humans. Those followers can gain power of their own and eventually break free of their master to become their own vampire lords. This endless chain of loathsome reproduction has carried the vampiric races into the present day. But what first set the chain in motion?

Vampires are fundamentally created by hatred and violence. They are the product of unnatural concentrations of negative energy, generated through war, famine, cannibalism, or great injustice. The standard vampire that we know as the common variety is far removed from this first cause, but it still thrives on the same negative energy. The first vampires were basic, plant-like creatures formed from corruption of the natural world. In places of great death and depravity, negative energy coalesces. If this energy reaches a certain critical point, Veldrane mold form spontaneously. This mold, which is considered extraplanar in origin, affects living creatures (both plant and animal). Those who consume it or stay too long in its presence become Veldrane mold vampires, who thrive on the moisture of living creatures the way standard vampires thrive on blood. Veldrane mold vampires in turn spawn others of their kind, but a small fraction of their spawn are mutants: They are standard vampires.

These standard vampires, at first small in number, gradually usurped the place of their weaker Veldrane brethren. Now, many eons later, standard vampires are the most common. But as they have expanded to the ends of the earth, they have multiplied and rarified. Sukko vampires, immune to cold, now inhabit the polar wastes. Inferno vampires thrive in the tropics. Magebane vampires come into existence when powerful magic users become vampires, while moglet vampires can only exist in places of legendary art.

All vampires maintain their connection to the hatred and violence that create them. They are fundamentally creatures of negative energy. Like all undead, negative energy heals them and positive energy harms them. Vampires have a natural sensitivity to places where negative energy pools, and this is why they are often found at the center of wars, revolutions, and corruption. Just as a human thrives on blue skies and sunny days, a vampire thrives on bloodshed and conquest.

But there is more to this negative energy sensitivity than meets the eye. Unbeknownst to all but the most erudite sages, vampires are a necessary byproduct of the natural order of things. They are the only undead whose origins can be traced to spontaneous formation from negative energy alone. The process that forms a vampire spawn from a creature slain by a vampire actually sucks ambient negative energy out of the prime material plane, concentrating it in the undead life force of the newly revived spawn. Vampires act as living conduits of negative energy, channeling it into themselves through their own actions, then feeding off it and destroying it in the process. If they were removed from the world, the negative energies they focus would be released. Unchecked, mankind’s endless atrocities would form great concentrations of negative energy. Eventually this energy would pool into concentrations so great that portals to the negative energy planes would appear. These in turn would release creatures far, far more terrible than vampires.

Thus, the deities that govern good and law allow vampires to exist. Their followers are sent to defeat the vampires, but the scales can never tip too far. By their very nature, vampires act as lightning rods for negative energy; as they feed off it, they reduce its concentration in the world, and they absorb the foul byproducts of human conflict that would otherwise attract far greater evils.

A few vampires gain true insight into their natural position in the world. They learn to manipulate negative energy in a way no others can match. They ascend to the status of arch-vampires, and begin to challenge the gods themselves. Rather than accept that the gods “allow” vampires to exist so that a natural balance is preserved, the arch-vampires challenge that the gods should even govern such things. They set centuries-long schemes into motion, and strive to expand the role of vampires in the world. The most powerful



arch-vampires become demi-gods. These quasi-deities travel to the outer planes, where they maintain constant connections to the negative energy planes and the prime material plane. From there, they direct armies of minions and sponsor other arch-vampires. Vampire clerics who still receive spells may wonder from whence they come. It is these ascendant arch-vampires that provide them.

For generations, the old gods regarded the arch-vampire demi-gods as a natural correction mechanism, much like wolves who feed on overpopulated deer. But now the wolves seek to become king. Two powerful arch-vampire demi-gods have grown to such stature that the old gods are wary. Vlad the Immortal and Suthrikorn the Red now actively sponsor other arch-vampires, encouraging them to break free from the “game of balance” and expand their rightful claim to the world. The vampire armies are becoming more active, and the forces of good have stepped up their efforts against them. For the first time, the scales are tipping toward the vampires’ favor...

They were all here. One was a green mass of vines and leaves and had been overlooked sitting in the corner like some horrid potted plant. The inferno vampire sat in a black obsidian chair. The two sukko vampires kept themselves carefully across the room from him. The moglet wouldn’t shut up and no one wanted the hassle of asking him to. The magebane kept to the shadows, as if we could not see him. The theurgist had his nose in a book, of course. He had survived a score of vampire hunters. One wonders how. The sympathetic vampire kept tasting everything.

The wildcards came in. No one was sure who sired them. They brought a mold dog. They were announcing that they had learned how to create yet another form of vampire. They could create three different kinds now but I am still certain half the other vampires in the room could turn them to dust without a long fight.

Since they were all here I could begin the meeting.

“Welcome, vampires.”



Chapter One

Vampire Races

Creating a Vampire PC

Vampires in this book are presented as a race instead of a template. Characters gain abilities from race levels in the same manner as class or prestige class levels.

There are no changes to the standard vampire except that his abilities have been organized into levels. This allows characters to play a vampire below 8th level or when they do not have 8 levels worth of experience immediately available whenever a vampire decides to bite them.

The standard vampire gains no additional hit dice, base attack bonus, saving throw bonuses or skill points. This allows the vampire PC race to balance well with the vampire monster template, as explained below.

Evil Alignment: A new vampire is always evil. This may cause characters of certain classes to lose some class abilities.

Resisting Evil: Each time a vampire is compelled to perform an evil act, such as blood draining, he can make a Will save to resist (DC 20 + 1 per level of vampire, -1 per level in any other class or prestige class). If he succeeds a number of times equal to 10 + 1 per vampire level, he can improve his alignment one step, from chaotic to neutral to lawful or from evil to neutral to good. Each time he fails, subtract 1 from the number of successes.

Besides blood draining, the GM will have to determine what other acts qualify as evil, but the player should have a certain amount of input and may try to avoid such situations.

Standard vampires can survive on animal blood or fresh blood from donors (see below). Other vampire types should be able to find a source for their blood drain that does not require an evil act to acquire as well.

Clerics: Vampire clerics lose their ability to turn undead but gain the ability to rebuke undead. This ability does not affect the vampire's controller or any other vampires that a master controls. Unless the cleric already worshiped an evil or vampiric deity, the cleric also loses access to its former spells. However, he can switch worship to an evil deity to regain them. Alternately, a vampire cleric can worship forces of pure darkness or the new vampire demi-gods described on page 29. The forces of pure darkness grant access to two of the following domains: Chaos, Destruction, Evil, or Trickery.

Clerics who later become neutral or good may return to the worship of their deity if she allows them back and they receive an *atonement* spell.

Sorcerers and Wizards: Vampire sorcerers and wizards retain their class abilities. If a character has a familiar, it must be appropriate for that type of vampire or the link between them is broken, and the familiar shuns its former companion. Standard vampires can only have rat or bat familiars. Inferno vampires must have familiars resistant to fire; sukko vampires must have familiars resistant to cold. Veldrane mold vampires must have plant familiars and so forth.

Vampiric Abilities Explained

The following vampire racial templates use these terms to describe their abilities.

0-Level: These are the abilities manifested by someone who has been recently turned into a vampire. These baseline abilities are useful for player characters who have been turned into a vampire but have not gained a level since. Vampires with only 0-level abilities are slain if reduced to 0 hit points.

Blood Drain: This is the means by which a vampire drains fluids or energy from a victim. Normally this is done daily. The standard vampire uses his fangs to puncture his victim's skins. Other vampires may or may not need to actually use fangs. Vampires may drain ability score points, heat, cold, emotions, magic, psionic power points, levels, lymphatic fluids, or even the desire to eat ice cream.

Healing: Undead vampires are dead creatures. They do not heal hit points or ability score points each day like living creatures do. Each time a vampire blood drains, he can gain temporary hit points, heal hit points, or gain blood points (see below). Blood points determine how often a vampire must feed using his blood drain.

Create Spawn: Traditionally only humanoids and humanoid monsters can be transformed into vampires. However, because of the variety of vampires, and at your GM's discretion, vampires of non-humanoid forms may be created.

The vampire racial templates that follow can be used to create both vampires and vampire spawn. A vampire with 0-4 race levels is considered a vampire spawn. In fact, a human commoner with four levels of the standard vampire race (as presented on page 8) has the same statistics as a vampire spawn as presented in the MM (except for blood points, as described below). A vampire with more than 4 race levels gains the ability to create spawn, and is considered a true vampire. Eight levels in the standard vampire racial template is equivalent to the vampire template as presented in the MM.

Vampire Weaknesses: Weaknesses are divided into those which repel, incapacitate, or slay vampires. A vampire is intrinsically aware of his weaknesses when he approaches close enough to a source to be affected. Even a new vampire will realize that if he steps into the sun, something bad will happen to him; he automatically finds the sun repulsive.

Repel: A vampire cannot willingly approach within 5 feet of anything which repels him. These things can be used to block a vampire from going through a door or window. A vampire forced within the 5 foot radius must make a Fortitude saving throw each round or become disabled, as if he had zero hit points. No actual hit point loss occurs. Leaving the vicinity restores him to normal strength. The DC is 10 for one or a small number of these items, 15 for several items, and 20 for many of these items. The DC increases by +1 each round the vampire is within 5 feet.



Incapacitate: These items incapacitate the vampire while in contact with, or stuck into, the vampire and perhaps for a duration after removal. While incapacitated, the vampire is unconscious. He cannot take any actions and is helpless.

Slay: These items slay the vampire. The vampire is completely destroyed and turns to dust, unless stated otherwise. His hit points are immediately reduced to -10. Some items allow the vampire a saving throw, or a limited time of exposure. Others do not.

Universal Weaknesses: No vampire of any kind can enter your private dwelling unless they are invited. All vampires are affected in some way by holy symbols. Most vampires are damaged by sunlight. All vampires have a food weakness, such as garlic, milk, or meat.

Incapacitating Vampires: Vampires can be incapacitated in several ways. These include not draining enough blood, being exposed to certain weaknesses, and being forcibly immobilized such as being buried in stone or nailed into a coffin. A vampire in this state who cannot blood drain eventually loses all his blood points. His body becomes dry, and may rot, decompose, or even be eaten by insects, worms, and so forth. If the body is completely destroyed, the vampire is truly dead. If moderately well-protected, a vampire can remain in this state for a great length of time and still be successfully revived with assistance and plenty of

appropriate fluids or energies.

Vampire Death: A vampire's slaying weakness can kill him. A vampire whose body is completely destroyed is also dead. The body must be completely reduced to ash by fire, reduced to liquid with acid, or affected by spells such as *disintegrate*. A cleric can also destroy a vampire if he is of a high enough level. Vampires cannot be raised from the dead by traditional means.

Vampire vs. Standard Vampire: The standard vampire is the same as the vampire presented in the MM, once all 8 levels have been taken. The term "vampires" is used in this book to refer to all types of vampires, while "standard vampire" refers to the original vampire from the MM.

Vampire Skills: Vampires do not get skill points but still have a skill list. There are a number of feats from other sources that provide skill points and, at the GM's discretion, vampires may give up a class ability to gain 4 + Intelligence modifier in skill points. The first time a vampire gets skill points, multiply the number he gains by 4.

Swimming: Vampires can swim in still water, such as a swimming pool, pond, small lake, or marsh, but they must be very careful that it is indeed still water. Defiled and polluted water, oddly, is better. Blood or non-water would be best. There is a short and famous story about a vampire who dove into the



still waters of the lake Thorfield, sanctified some time ago by the head cleric of Thor before a major swimming competition.

Undead: All vampires are undead. For a complete description of the undead type, see the MM. To summarize: Undead creatures have darkvision to 60 ft.; have immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects); have immunity to poison, sleep, paralysis, stunning, disease, and death effects; are not subject to critical hits, nonlethal damage, ability drain, or energy drain; are immune to damage to physical ability scores as well as fatigue and exhaustion; are immune to most effects requiring Fortitude saves; are not at risk of death from massive damage, but when reduced to 0 hit points are immediately destroyed; cannot be raised from the dead or reincarnated; do not breathe, eat, or sleep; and use their Charisma modifier for Concentration checks.

Blood Points

A vampire does not have a Constitution score, but requires some measure of health as indicated by the amount of blood he can store within his body. Blood points are used to track this. Vampires begin play at 0 level with 2 blood points. They gain 1 additional blood point for each vampire racial level until they have 10 blood points at 8th level, roughly equivalent to an average Constitution score. A vampire loses 1 point of blood each day in order to maintain his existence. There is no way to avoid this loss, but feeding can reverse it, as described below.

A vampire can spend blood points to heal himself. As a standard action, a vampire can spend 1 blood point to heal 1d8 hit points, or heal 1 point of ability score loss. Hit points healed in this manner are not temporary and cannot exceed the vampire's maximum number of hit points. Some feats also allow you to use blood points in other ways, as described in Chapter Three.

Running Out of Blood: A vampire reduced to zero blood points is killed. It immediately dies as if its heart had been pierced by a stake. This death is permanent.

Feeding: To replace the first point of blood loss, the vampire must blood drain 1 ability score point. To replace the second point of blood, he must drain 2 ability score points; replacing both would require 3 ability score points total. The third requires three ability score points, a total of 6 and so forth. Table 1-1: Blood Drain describes the requirement for blood.

As you can see, a vampire does not have to feed every night, but it is easier if he does. The more blood he loses, the more feeding he must do to replenish it.

Animals: The best blood usually comes from the vampire's own race. Humanoids must drink twice as much blood from animals and monsters for the same benefit. Creatures with unusual blood may require you to drink four times as much, at the GM's discretion. Creatures with extremely unusual blood, or no blood (such as undead other than vampires) cannot provide you with blood.

Dragons are the single exception. Provided a vampire can survive attacking a dragon, its blood provides twice the normal benefit. At the GM's discretion, certain dragon blood may have

other side effects and may be dangerous to drink.

Extra Blood: Vampires cannot store "extra blood" above their blood limit. All vampires start with a maximum of 10 blood points. A vampire can increase the number of blood points he has by taking the Extra Blood Capacity feat and through prestige classes. Through these means he can increase the amount of blood he can store within himself. Although Table 1-1: Blood Drain only goes up to 20 blood levels, there is no limit to the maximum amount of blood a vampire can store.

Size: The size of larger creatures does not matter. Once the ability scores of the larger creature are drained to 0, the vampire gains no benefit from drinking additional blood from that creature. Creatures 1 size smaller stop providing benefit once their ability scores reach half. (Although the vampire can keep drinking to lower the smaller creature's ability scores further, the vampire gains no benefit for doing so.) Creatures 2 sizes smaller stop providing benefit when their ability scores are reduced by one quarter. Creatures 3 sizes smaller do not provide the vampire with any benefit.

Alternatives: Some vampires drink other fluids and energies, but their requirements and limitations are exactly the same, regardless of what they drain with their blood drain ability.

Blood Lost: This is the amount below the vampire's maximum blood. A vampire cannot go into negative blood. Once he reaches zero blood, he falls unconscious and cannot take any further actions. (Vampires only have 10 blood to begin with but can gain more through feats and prestige classes.)

Cost to Regain 1 Blood: This is the number of ability score points the vampire must drain to regain 1 blood. (For example, a vampire with 10 blood points has spent 2 blood points and has 8

Table 1-1: Blood Drain

Blood Lost	Cost To Regain 1 Blood	Cost To Regain Full Blood
1	1	1
2	2	3
3	3	6
4	4	10
5	5	15
6	6	21
7	7	28
8	8	36
9	9	45
10	10	55
11	11	66
12	12	78
13	13	91
14	14	105
15	15	120
16	16	136
17	17	153
18	18	171
19	19	190
20	20	210



remaining. To regain 1 point, he must blood drain 2 ability score points. Then he will have 9 blood points.) The closer a vampire is to full blood, the easier it is to maintain full blood and regain blood.

Cost to Regain Full Blood: This is the number of ability score points the vampire must blood drain to regain full blood. (For example, a vampire with 12 blood points has spent 10 blood points and has 2 remaining. To regain full blood, he will have to blood drain 55 ability score points. He does not have to drain 55 all at once. He could drain 10 for one point, 10 + 9 for two points, 10 + 9 + 8 for three points and so forth.)

Exceptions: Veldrane mold vampires (described on page 22) are a naturally occurring form of plant life that have vampiric traits but are not undead. Unlike all other vampires, the Veldrane mold vampire does not have blood points.

Vampiric Aging

Vampires are immortal. They do not grow weaker as they grow older. Their stats are never adjusted for middle, old, and venerable ages. Note, however, that a creature that has such adjustments prior to becoming a vampire retains the adjustments. They do not age any more, but the transformation to a vampire does not make them younger.

Unlike mortal creatures, vampires actually grow stronger as they age. They are able to accumulate knowledge, wisdom, and experience without any decline in physical ability. Imagine being able to practice your favorite hobby for hundreds of years without aging: You would simply continue to get better with no end in sight. The same is true of vampires. In addition to gaining abilities from class and racial levels, they gain new abilities from age.

Every one hundred years, a vampire gains the following special abilities. First, they can increase an ability score by +1. This stacks with their ability to increase an ability score for every four levels. Second, they gain 3 hit points, up to the maximum number of hit points allowed by their race and class levels. In other words, they slowly approach the hit point total they'd have if they'd rolled maximum hit points on their hit dice. Finally, they gain skill points equal to 2 + their Intelligence bonus, if any, to a minimum of 1. This increases the vampire's CR by 1/5 per 100 years.

New vampires always start with a "vampire age" of 0. A 300-year-old elf that becomes a vampire does not gain any of the above benefits; they come from time spent as a vampire, not time spent as the previous base creature. It is assumed that PC vampires start at a vampire age of between 0 and 50, depending on their background. Players may start with older vampires only in a campaign that starts above first level, and only with the GM's permission.

Note that vampire aging benefits are not racial levels, nor do they count toward race levels. They are simply aging rules, just like the aging rules presented in the PHB. Unlike the harmful effects of mortal aging, vampire aging is beneficial, due to the vampire's unique ability to continue to develop its skills over the course of centuries.

Vampire Races

The standard vampire template as presented in the MM does not grant hit points. Vampires are often depicted turning low-level victims into vampires, such as serfs, peasants, and other lowly minions. These low-level characters are suddenly endowed with all the powers of a vampire – but only one hit die!

Creating characters with vampiric abilities presents this same quandary. Because a normal vampire's level adjustment is +8, a first-level fighter with the vampire template is effectively a 9th level character. Yet he has only one hit die. Unless you want to start your campaign at a very high level but with characters who die rather quickly, this calls for another alternative.

We present the option of using racial advancement tables for each vampire race. The vampire races are in effect racial templates that add on to the abilities of an existing race. When character creation begins, the player chooses a race and class, as usual. He then also takes the 0th level of his vampire race. This gives him an effective level of 1st (1 for his normal 1st level character class +0 for 0-level vampire racial traits). Even if all characters in the party are not vampires, everyone still starts out at 1st level.

From then on, the vampire character can choose whether to advance in his normal character class or his vampire race. Advancing in the vampire race does not grant hit dice, save bonuses, skill points, feats, improved ability scores, or base attack bonuses, since these are all contingent on hit dice, but it does grant some great special abilities. A dwarven 1st level fighter who advanced through all 8 levels of the standard vampire race would end up with exactly the same stats as an NPC dwarf 1st level fighter who had the MM vampire template applied, except for the use of blood points as described above. The character would effectively be a 9th level character. The other vampire races are balanced against this standard.

Remember that characters with 4 or fewer vampire racial levels are considered vampire spawn. When they acquire their 5th vampire level and gain the ability to create spawn of their own, they are true vampires.

All vampire races share a common ancestry to the standard vampire. They are descendants of a common blood, so to speak. A standard vampire may change into another kind of vampire under the right circumstances, transforming into a vampire subtype such as those described below. These subtype races have prerequisites, like a prestige class. For example, a vampire must drink the blood of a dragon in order to become an inferno vampire. A 1st level character is assumed to meet these prerequisites with his personal background story if he chooses. But once the character has gained 2nd level, however, he must actively meet the prerequisites with in-game activities. It is perfectly acceptable for a vampire to "switch" races, but once he has switched, he cannot go back. In other words, a 3rd level standard vampire who becomes an inferno vampire can no longer advance as a standard vampire – he is an inferno vampire now. But if he were somehow blood drained by a sukko vampire with the create spawn ability, the inferno vampire would become a sukko vampire.



Lisa was thirsty. It made her angry and detached from the world. The screams barely made it to her ears and the guards threatening her made her blood boil. They did not have a chance, Lisa evaluated, and they demonstrated ignorant folly by even attempting to harm her. Teeth still in the serving maid, Lisa stared hard at the lead guard. He drew his sword, turned, and plunged it into the man beside him. That would buy her the time she needed, she decided.

She drank and drank. Her head cleared. The world, so far away, came back to her. She was in a room full of pain. She could almost feel it. It was intoxicating.

"Desire becomes reality," she said with a mischievous smile and a slight tilt to her head.

The guards and surviving patrons of the bar, carefully watching her every move, looked confused.

Lisa drew her sword.

Standard Vampire

The standard vampire is a race derived from the vampire template in the MM. It is the most common form of vampire, and the baseline creature from which vampire subtypes are derived. Standard vampires are known by many names in many cultures, but in truth they are all the same kind of monster.

Hit Dice: A standard vampire character uses d12's for hit dice, regardless of class. The standard vampire racial progression does not grant any new hit dice, but it transforms all hit dice gained from other classes to d12's.

Requirements

To qualify for standard vampire, a character must fulfill all of the following criteria.

Special: The character must be turned into a vampire by another standard vampire who has the create spawn ability. This can be assumed for 1st level characters.

Base Creature: The vampire must belong to another, living, race before becoming a vampire and have at least 1 class or race level.

Race Skills

The standard vampire's race skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Craft (Int), Intimidate (Cha), Jump (Str), Hide (Dex), Knowledge (all skills taken individually) (Int), Listen (Wis), Move Silently (Dex), Ride (Dex), Sense Motive (Wis), Spot (Wis), Swim (Str), and Survival (Wis).

Standard vampires do not gain skill points as they advance, but they may use skill points from their classes for the skills listed above as though they were class skills.

Race Features

All the following are features of the standard vampire race.

Armor Class (Ex): A vampire has a bonus to his natural armor class as indicated on table 1-2: The Standard Vampire.

Blood Drain (Ex): A vampire can suck blood from a living victim with its fangs by making a successful grapple check. If he pins the foe, he drains blood, dealing 1d4 points of Constitution damage each round the pin is maintained. On each such successful attack, the vampire gains 5 temporary hit points or adds the

Table 1-2: The Standard Vampire

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	AC	Special
0	+0	+0	+0	+0	+0	Blood drain, undead traits, vampiric weakness
1	+0	+0	+0	+0	+0	Str +2, Int +2, gaseous form (at 0 hp), racial skills
2	+0	+0	+0	+0	+1	Dex +2, Wis +2, Alertness, slam attack, spider climb, turn resistance +2
3	+0	+0	+0	+0	+2	Str +2, Cha +2, fast healing 2, Improved Initiative, Lightning Reflexes
4	+0	+0	+0	+0	+3	Str +2, Dex +2, Cha +2, dominate, damage reduction 5/silver, energy drain, resistances, gaseous form (at will)
5	+0	+0	+0	+0	+4	Create spawn
6	+0	+0	+0	+0	+4	Combat Reflexes, Dodge
7	+0	+0	+0	+0	+5	Alternate form, turn resistance +4
8	+0	+0	+0	+0	+6	Children of the night, damage reduction 10/magic and silver, fast healing 5



ability score drain toward regaining blood points (see page 6). Temporary hit points last for 1 hour.

Undead Traits: A vampire is undead and benefits from the undead type, as described on page 5.

Vampire Weaknesses (Repelling): Vampires cannot tolerate the strong odor of garlic and will not enter an area laced with it. Similarly, they recoil from a mirror or a strongly presented holy symbol. These things do not harm the vampire – they merely keep him at bay. A recoiling vampire must stay at least 5 feet away from a creature holding the mirror or holy symbol and cannot touch or make melee attacks against the creature holding the item for the rest of the encounter. Holding a vampire at bay takes a standard action.

Vampires are also unable to cross running water, although they can be carried over it while resting in their coffins or aboard a ship. They are utterly unable to enter a home unless invited by someone with the authority to do so. They may freely enter public places, since these are by definition open to all.

Vampire Weaknesses (Slaying): Reducing a vampire's hit points to 0 or lower incapacitates him but does not always destroy him (see the note on fast healing and gaseous form). However, certain attacks can slay vampires.

Exposing any vampire to direct sunlight disorients him: He can take only a single move action or attack action and is destroyed utterly in the next round if he cannot escape. Similarly, immersing a vampire in running water robs him of one-third of his hit points each round until he is destroyed at the end of the third round of immersion.

Driving a wooden stake through a vampire's heart instantly slays the monster. However, he returns to life if the stake is removed, unless the body is destroyed. A popular tactic is to cut off the creature's head and fill its mouth with holy wafers (or their equivalent).

Gaseous Form (Su): If reduced to 0 hit points in combat, the vampire automatically assumes gaseous form and attempts to escape. He must reach his coffin home within 2 hours or be utterly destroyed. He has a fly speed of 20 with perfect maneuverability. (He can travel up to nine miles in 2 hours.) Any additional damage dealt to a vampire forced into gaseous form has no effect. Once at rest in his coffin, a vampire is helpless. He regains 1 hit point after 1 hour, then is no longer helpless and resumes fast healing normally if he has that ability. Otherwise he must feed.

At 4th level, as a standard action, the vampire can assume gaseous form at will (he can do so whenever he wants, not just when forced to). He may remain in this form indefinitely.

Vampires without the gaseous form ability (or similar abilities) are destroyed when they reach 0 hit points.

Racial Skills: Vampires have a racial bonus to Bluff, Hide, Listen, Move Silently, Sense Motive, and Spot equal to their race level.

Alertness: At 2nd level, a vampire gains this feat for free.

Slam Attack (Ex): At 2nd level, the vampire gains a slam attack. This is an unarmed attack that counts as an armed attack (it does not provoke attacks of opportunity). It deals damage according to the following table based on the vampire's size.

Size	Damage
Fine	1
Diminutive	1d2
Tiny	1d3
Small	1d4
Medium	1d6
Large	1d8
Huge	2d6
Gargantuan	2d8
Colossal	4d6

Spider Climb (Su): At 2nd level and higher, a vampire can climb sheer surface as though with a *spider climb* spell.

Turn Resistance (Ex): At 2nd level, a vampire gains +2 turn resistance. This increases to +4 at 7th level.

Fast Healing (Ex): At 3rd level and higher, a vampire heals 2 hit points of damage each round so long as he has at least 1 hit point. At 8th level this ability increases to fast healing 5.

Improved Initiative (Ex): At 3rd level, a vampire gains this feat for free.

Lightning Reflexes (Ex): At 3rd level, the vampire gains this feat for free.

Damage Reduction (Ex): At 4th level, a vampire gains damage reduction 5/silver. At 8th level, this increases to 10/magic and silver, and a vampire's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Dominate (Su): At 4th level and higher, a vampire can crush his opponent's will just by looking into his or her eyes. This is similar to a gaze attack, except that the vampire must use a standard action, and those merely looking at him are not affected. Anyone the vampire targets must succeed on a Will save or fall instantly under the vampire's influence as though by a *dominate person* spell. This ability has a range of 30 feet. The save DC is equal to 10 + half the vampire's total character level.

Energy Drain (Su): At 4th level, living creatures hit by a vampire's slam attack (or any other natural weapon the vampire might possess) gain one negative level. For each negative level bestowed, the vampire gains 5 temporary hit points. A vampire can use its energy drain ability once per round. At 8th level, the vampire drains two levels instead.

Resistances (Ex): At 4th level, a standard vampire gains resistance to cold 10 and electricity 10.

Create Spawn (Su): At 5th level and higher, if a vampire drains a humanoid or monstrous humanoid's Constitution to 0 or lower, the victim returns as a vampire with 0 race levels after 1d4 days. The new vampire is under the command of the vampire that created him and remains enslaved until its master's destruction. At any given time a vampire may have enslaved spawn totaling no more than twice its own hit dice; any spawn he creates that would exceed this limit are created as free-willed vampires. Provided it is of sufficient racial level, a vampire that is enslaved may create and enslave vampires of its own, so a master vampire can control a number of lesser vampires in this fashion. A vampire may voluntarily free an enslaved spawn in order to enslave a new spawn, but once freed, a vampire cannot be enslaved again.



Combat Reflexes (Ex): At 6th level, the vampire gains this feat for free.

Dodge (Ex): At 6th level, a vampire gains this feat for free.

Alternate Form (Su): At 7th level, a vampire can assume the shape of a bat, dire bat, wolf, or dire wolf as a standard action. This ability is similar to a *polymorph self* spell, except that the vampire does not regain hit points for changing form and must choose from among the forms mentioned here. While in his alternate form, the vampire loses his natural slam attack and dominate ability, but he gains the natural weapons and extraordinary special attacks of his new form. He can remain in the form until he

assumes another or until the next sunrise. (If the base creature is not terrestrial, this power might allow other forms.)

Children of the Night (Ex): At 8th level, vampires can call forth 1d6+1 rat swarms, 1d4+1 bat swarms, or a pack of 3d6 wolves as a standard action. (If the base creature is not terrestrial, the power might summon other creatures of similar power.) These creatures arrive in 2d6 rounds and serve the vampire for up to 1 hour.

Vampire Spawn: A vampire of 1st to 4th level is considered a vampire spawn. From 5th to 8th level, a vampire is considered a full vampire. At this point, several of his abilities improve and he can create other vampires.

The red dragon lay dead, once one of the most magnificent creatures in all of existence. An entire army joined it in death. He regretting killing the beast, but what he wanted outweighed that regret. He drew out a long, curved knife. It had that polished, unscratched look, common to magical steel, although the leather on the handle was worn thin from use. He placed the knife carefully against the dragon's corpse and cut. He had to lean into the cut and use all his weight. A stream of red gushed out and he drank. He drank and drank and drank.

How it burned! To his enhanced vampiric senses it was agony, but he willingly endured it, and more. He could feel the power flow into him. When it was done, he was full as he had never been before, and untold power coursed through him. Knowledge of magic sprang to his mind, of long flights over terrified creatures, of breath that could melt rock, and of familiar warmth bathing in lava.

Inferno Vampire

The first inferno vampire was created unintentionally. A terrible curse was cast upon a vampire, turning all of him – except his blood – into stone before he was hurled into a lava flow. Somehow he survived, becoming the first inferno vampire. That first inferno vampire was able to create more of his kind, and a new and violent type of vampire appeared.

Inferno vampires have tremendous anger which they release from time to time like a pot boiling over. Afterwards they are relatively calm for a time. At higher levels they are completely immune to fire and heat. They can cause a horrible spontaneous combustion which is akin to the blood drain of a standard vampire.

Hit Dice: An inferno vampire character uses d12's for hit dice, regardless of class. The inferno vampire racial progression does not grant any new hit dice, but it transforms all hit dice gained from other classes to d12's.

Requirements

To qualify for inferno vampire, a character must fulfill all of the following criteria.

Special: Must drink the blood of a dragon, preferably red, while already a vampire or just prior to being turned into a vampire by another inferno vampire who has the create spawn ability. Creatures with the cold subtype cannot become inferno vampires (attempts are fatal).

Base Creature: Must belong to another, living, race before becoming a vampire and have at least 1 class or race level.

Race Skills

The inferno vampire's race skills (and the key ability for each skill) are Climb (Str), Concentration (Int), Craft (Int), Intimidate (Cha), Jump (Str), Knowledge (all skills taken individually) (Int), Ride (Dex), Spellcraft (Int), Swim (Str), and Survival (Wis).

Inferno vampires do not gain skill points as they advance, but they may use skill points from their classes for the skills listed above, as though they were class skills.

Race Features

All the following are features of the inferno vampire race.

Armor Class (Ex): An inferno vampire has a bonus to his natural armor class as indicated on Table 1-3: The Inferno Vampire.

Blood Drain (Ex): An inferno vampire's blood drain causes a living victim to combust. If he pins the foe after a successful grapple check, he deals 1 point of fire damage and 1d4 points of Constitution damage each round the pin is maintained. On each successful attack, the inferno vampire gains 5 temporary hit points or adds the ability score drain toward regaining blood points (see page 6). Temporary hit points last for 1 hour.

A victim with fire resistance 1 or greater is immune to this type of blood drain. A victim who survives has burns where the inferno vampire touched him and bruises elsewhere on his body. A victim whose Constitution is brought to zero in this way is reduced to ash and permanently slain.

Undead Traits: A vampire is undead and benefits from the



undead type, as described on page 5.

Vampire Weaknesses (Repelling): Inferno vampires cannot stand water. Water (whether holy or not) inflicts 1d6 damage to them each round, bypassing damage reduction. They are unable to cross running water, although they can be carried over it while resting in a stone coffin or aboard a ship. They cannot cross a freshly mopped floor until it is dry. However, water does not repel them, so characters carrying water are not protected.

Exposing an inferno vampire to direct sunlight disorients him. He can only take a single move action or attack action each round. Otherwise sunlight is harmless to inferno vampires.

Mint repels inferno vampires. It has to be processed into a candy or tea first. An inferno vampire cannot approach within 5 feet of either, or of someone who has recently consumed such items (and for a half hour afterward). Mint tea inflicts 2d6 points of damage against an inferno vampire and bypasses his damage reduction.

Like all vampires, inferno vampires are utterly unable to enter a home unless invited by someone with the authority to do so. They may freely enter public places, since these are by definition open to all.

Vampire Weaknesses (Slaying): Reducing a vampire's hit points to 0 or lower incapacitates him but does not always destroy him (see the note on fast healing and gaseous form). However, certain attacks can slay vampires.

Immersing an inferno vampire in running water disorients him, as well as inflicting damage (see above). He can only take a single move action or attack action each round and is destroyed utterly in the next round if he cannot escape.

Driving a stone shard through an inferno vampire's heart instantly slays the monster. However, he returns to life if the shard is removed, unless the body is destroyed. A popular tactic is to submerge the vampire or pour water on him until he is utterly destroyed.

Garlic and mirrors have no adverse affect on the inferno vampire. A wooden stake through the heart does not slay the inferno vampire, although it might cause injury as normal.

Dragon Blood (Ex): Sorcerer is considered a favored class for the inferno vampire, regardless of original race. The favored class for the original race is no longer applicable.

Fire Resistance: Inferno vampires have fire resistance 5.

Gaseous Form (Su): If reduced to 0 hit points in combat, the inferno vampire automatically assumes gaseous form and attempts to escape. He must reach a hot, dark, and preferably subterranean location within 2 hours or be utterly destroyed. He has a fly speed of 20 with perfect maneuverability. (He can travel up to nine miles in 2 hours.) Any additional damage dealt to a vampire forced into gaseous form has no effect. Once at rest in his coffin, a vampire is helpless. He regains 1 hit point after 1 hour, then is no longer helpless and resumes fast healing normally if he has that ability. Otherwise he must feed.

At 2nd level, the gaseous form is boiling gas that deals 1d6 fire damage to anyone who comes into contact with it due to the inferno vampire's radiate heat ability.

At 4th level, as a standard action, the inferno vampire can





assume gaseous form at will (whenever he wants, not just when forced to). He can remain in this form indefinitely.

Vampires without the gaseous form ability (or similar abilities) are destroyed when they reach 0 hit points.

Racial Skills: Inferno vampires have a racial bonus to Spellcraft and Knowledge (arcana) equal to their race level.

Fiery Death (Sp): When an inferno vampire of 2nd level or higher dies, it explodes into a *fireball*, which deals 1d6 damage for each character level the vampire had (Reflex half, DC 10 + half total character level).

Radiate Heat (Ex): Anyone in physical contact with an inferno vampire of 2nd level or higher takes 1d6 fire damage each round. The inferno vampire can make a touch attack to inflict 1d6 fire damage upon its opponents. Its unarmed attack is now considered an armed attack and does an additional 1d6 fire damage.

Rage (Ex): Starting at 3rd level, the inferno vampire can rage exactly as a barbarian, once per day. He can rage an additional time per day at 8th level. The inferno vampire rage is Charisma-based; modifications to Constitution are applied to Charisma instead.

Spellcasting: Starting at 3rd level, the inferno vampire gains the ability to cast spells as a 1st level sorcerer. This ability is improved at 4th, 6th, 7th, and 8th levels. When his spellcasting ability improves, the inferno vampire gains new spells and new spells per day as if he had gained a level in the sorcerer class. He does not gain any other benefits of the sorcerer class, except for an increased effective level of spellcasting. He cannot summon a familiar unless he formally takes a level in the sorcerer class. If he takes levels in the sorcerer class, they add to his effective sorcerer level for purposes of spells, but his base attack bonus, saves, and skill points are calculated according to the number of sorcerer class levels he actually has, not including those granted by the inferno vampire race.

Damage Reduction (Ex): At 4th level, an inferno vampire gains damage reduction 5/silver. At 8th level, this increases to 10/magic and silver, and an inferno vampire's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Create Spawn (Su): At 5th level, if a humanoid or monstrous humanoid slain by an inferno vampire's energy drain was a sorcerer, or had ever consumed dragon's blood, he rises from his ashes as an inferno vampire after 1d4 days.

The new inferno vampire is under the command of the vampire that created it and remains enslaved until its master's destruction. At any given time a vampire may have enslaved spawn totaling no more than twice its own hit dice; any spawn it creates that would exceed this limit are created as free-willed inferno vampires. An inferno vampire that is enslaved may create and enslave spawn of its own, so a master inferno vampire can control a number of lesser inferno vampires in this fashion. An inferno vampire may voluntarily free an enslaved spawn in order to enslave a new spawn, but once freed, a vampire spawn cannot be enslaved again.

Agent of the Phoenix: At 6th level and higher, the inferno vampire is compelled to destroy rot and decay with fire. He feels compelled to set fire to plant life which has become overgrown, and to cremate dead animals. Once per day, the inferno vampire can cast *fireball* as a sorcerer of his character level.

Fire Subtype: At 8th level, the inferno vampire gains immunity to fire. He has vulnerability to cold, which means he takes half again as much (+50%) damage as normal from cold, regardless of whether a saving throw is allowed, or if the save is a success or failure.

Table 1-3: The Inferno Vampire

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	AC	Special
0	+0	+0	+0	+0	+0	Blood drain, undead traits, vampire weakness
1	+0	+0	+0	+0	+0	Str +2, Cha +2, dragon blood, fire resistance 5, gaseous form (on death), racial skills
2	+0	+0	+0	+0	+1	Dex +2, Cha +2, fiery death, radiate heat, gaseous form (inflict damage)
3	+0	+0	+0	+0	+2	Rage 1/day, spellcasting
4	+0	+0	+0	+0	+3	Cha +2, damage reduction 5/silver, spellcasting, gaseous form (at will)
5	+0	+0	+0	+0	+4	Create spawn
6	+0	+0	+0	+0	+4	Agent of the phoenix, spellcasting
7	+0	+0	+0	+0	+5	Spellcasting
8	+0	+0	+0	+0	+6	Fire subtype, damage reduction 10/magic and silver, rage 2/day, spellcasting



Did you know that lymphatic vampires have a hangup over their senses, taste in particular? They like to taste everything. They remind me of children, always with something in their mouths. Sometimes I am just repulsed by them. Other times I am jealous.

Not all of them have this quirk, but it seems to be a trend from vampires with a common origin, some mutation in the curse. I think there is a vampire hunter trying to trace the line of lymphatic vampires back and find the source. I think I'll ask him about it, and then I'll see how he tastes.

— Lisa Beaujour

Lymphatic Vampire

Lymphatic vampires are both a rare mutation and a rare preference. These vampires drink lymphatic fluids rather than blood. Some prefer it this way; some have no choice. Lymphatic fluid is very much the same as blood except that it is clear, lacking blood cells, and runs through the lymphatic system rather than blood vessels. It takes longer to drink lymphatic fluids, and they are more readily available in sick or injured persons, leading lymphatic vampires to prey more upon the ill.

About one in a thousand vampires that drinks blood can become a lymphatic vampire. Of these, most continue to drink blood, but those that switch to lymphatic fluids only transform into lymphatic vampires. All their vampire race levels become lymphatic vampire levels. They lose all their old abilities and gain all the abilities of the lymphatic vampire. Once a vampire becomes lymphatic, any vampires he spawns will also be lymphatic. One in a thousand naturally spawned lymphatic vampires can become normal vampires by drinking only blood.

Hit Dice: A lymphatic vampire character uses d12's for hit dice, regardless of class. The lymphatic vampire racial progression does not grant any new hit dice, but it transforms all hit dice gained from other classes to d12's.

Requirements

To qualify for lymphatic vampire, a character must fulfill all of the following criteria.

Special: The character must be turned into a vampire by another lymphatic vampire who has the create spawn ability, or be one of the few naturally occurring mutations.

Base Creature: Must belong to another, living, race before becoming a vampire and have at least 1 class or race level.

Race Skills

The lymphatic vampire's race skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Craft (Int), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (all skills taken individ-





ually) (Int), Listen (Wis), Move Silently (Dex), Ride (Dex), Sense Motive (Wis), Spot (Wis), Swim (Str), and Survival (Wis).

Lymphatic vampires do not gain skill points as they advance, but they may use skill points from their classes for the skills listed above, as though they were class skills.

Race Features

In many respects, the lymphatic vampire is similar to a standard vampire. Refer to Table 1-4: The Lymphatic Vampire. Except for those entries below, the lymphatic vampire's abilities are like those of a standard vampire.

Blood Drain (Ex): A lymphatic vampire can suck lymphatic fluids from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d2 points of Constitution damage. It either gains 3 temporary hit points or adds the ability score drain toward regaining blood points (see page 6). Temporary hit points last for 1 hour.

Undead Traits: A lymphatic vampire is undead and benefits from the undead type, as described on page 5.

Vampire Weakness (Repelling): Lymphatic vampires cannot stand soap and other kinds of disinfectants and cannot willingly approach within 5 feet of such items. This does not mean the vampire does not clean himself, but that he must find alternative means to do so. They recoil from a strongly presented holy symbol. Mirrors portray the lymphatic vampire as being paler than they actually are, almost transparent, and lymphatic vampires flee from mirrors until their reflection is no longer cast or they are unaware of it. On a full moon, a lymphatic vampire who sees his reflection in a mirror vanishes, fading from existence, for 24 hours.

Lymphatic vampires are also unable to cross running water unless it is polluted, although they can be carried over it while resting in their coffins or aboard a ship.

Like all vampires, lymphatic vampires are utterly unable to enter a home unless invited by someone with the authority to do so. They may freely enter public places, since these are by definition open to all.

Lymphatic Vampire Weakness (Slaying): Exposing a lymphatic vampire to direct moonlight disorients him. He can take only a single move action or attack action and is destroyed utterly in the

next round if he cannot escape. Similarly, immersing a lymphatic vampire in crystal clear running water robs him of one-third of his hit points each round until he is destroyed at the end of the third round of immersion. Polluted water has no effect on him.

Driving a wooden stake through a lymphatic vampire's heart instantly slays the monster. It is not actually the heart, but the lymphatic vessels around the vampire's heart that provide this weakness. He returns to life if the stake is removed, unless the body is destroyed. A popular tactic is to cut off the creature's head and fill its mouth with soap of some kind.

Garlic and sunlight have no adverse effect on the lymphatic vampire.

Form of Mist (Su): If reduced to 0 hit points in combat, the lymphatic vampire automatically assumes a mist form and attempts to escape. This is otherwise identical to the standard vampire's gaseous form.

At 4th level, as a standard action, the vampire can assume mist form at will (he can do so whenever he wants, not just when forced to). He may remain in this form indefinitely.

Vampires without the form of mist ability (or similar abilities) are destroyed when they reach 0 hit points.

Fast Healing (Ex): At 3rd level and higher, a lymphatic vampire heals 4 hit points of damage each round so long as he has at least 1 hit point. This increases to 8 hit points of damage each round at 8th level.

Create Spawn (Su): A lymphatic vampire's spawn are also lymphatic vampires. Otherwise, this ability is like that of the standard vampire.

Healing Aura (Su): At 6th level and higher, anyone within 60 feet of the lymphatic vampire who has less than 0 hit points, automatically stabilizes and heals 1 hit point per round until they reach 0 hit points.

Track (Ex): At 6th level, the vampire gains this feat.

Cure Light Wounds (Sp): Starting at 7th level, the lymphatic vampire can cast *cure light wounds* on other creatures at will. For each point of healing, he loses 1 hit point that cannot be replaced except by blood draining (fast healing has no effect).

Self-Sufficient (Ex): At 7th level, the lymphatic vampire gains this feat for free.

Table 1-4: The Lymphatic Vampire

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	AC	Special
0	+0	+0	+0	+0	+0	Blood drain, undead traits, vampiric weakness
1	+0	+0	+0	+0	+0	Str +2, Wis +2, form of mist (on death), racial skills
2	+0	+0	+0	+0	+1	Dex +2, Wis +2, slam attack, turn resistance +2
3	+0	+0	+0	+0	+2	Str +2, Cha +2, fast healing 4
4	+0	+0	+0	+0	+3	Str +2, Dex +2, Wis +2, damage reduction 5/silver, resistances, form of mist (at will)
5	+0	+0	+0	+0	+4	Create spawn
6	+0	+0	+0	+0	+4	Healing aura, Track
7	+0	+0	+0	+0	+5	Cure light wounds, Self-Sufficient
8	+0	+0	+0	+0	+6	Damage reduction 10/magic and silver, fast healing 8, turn resistance +4



I joined them. Now I can beat them.

Magebane Vampire

Pride and vanity are the driving forces of the magebane vampire. A magebane vampire pins his self-identity on being the best spellcaster ever. His pride cannot tolerate others being better. If he discovers another spellcaster whom he suspects of being better, or who has spells he has not heard of, he will track down this threat and slay him. But the magebane vampire is not foolish. He waits and learns before confronting obviously superior spellcasters. He despises them bitterly until he is confident of victory, then he attacks.

The magebane vampire's pride will not let him rest. He seeks potential spellcasting talent far beyond that available to the traditional mortal lifespan. Many mortals become magebane vampires intentionally so that they will have eons to perfect their craft. They compete with liches in this quest for perfection. But unlike liches, their bodies do not continue to decay. A magebane vampire of sufficient longevity can best even the eldest lich.

Hit Dice: A magebane vampire character uses d12's for hit dice, regardless of class. The magebane vampire racial progression does not grant any new hit dice, but it transforms all hit dice gained from other classes to d12's.

Requirements

To qualify for magebane vampire, a character must fulfill all of the following criteria.

Special: The character must be turned into a vampire by another magebane vampire who has the create spawn ability.

Base Creature: Must belong to another, living, race before becoming a vampire. Must have at least 5 class levels as a sorcerer or wizard, or have innate spell-like abilities with a caster level of at least 5th.

Race Skills

The magebane vampire's race skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Craft (Int), Intimidate (Cha), Jump (Str), Knowledge (all skills taken individually) (Int), Psicraft (Int), Ride (Dex), Spellcraft (Int), Swim (Str), Survival (Wis), Use Magic Device (Cha), and Use Psionic Device (Cha).

Magebane vampires do not gain skill points as they advance, but they may use skill points from their classes for the skills listed above, as though they were class skills.

Race Features

All the following are features of the magebane vampire race.

Armor Class (Su): A magebane vampire has a permanent *mage armor* effect, granting a +4 armor bonus to his armor class. See Table 1-5: The Magebane Vampire. This permanent effect cannot be dispelled, but does disappear temporarily in the presence of an *antimagic field* and other similar effect.

Blood Drain (Ex): A magebane vampire drains spells and





power points from a victim with a successful touch attack. This is a standard action usable once per round. The victim must succeed at a Will save (DC 10 + half the magebane vampire's total character level + his Intelligence modifier) or lose his highest level spell slot or prepared spell (as appropriate by class, chosen at random) or a number of psionic points equal to the cost of manifesting his highest level power. The magebane vampire gains 1 temporary hit point for each spell level or power level of the spell or psionic power. Alternatively he can add the spell or power level toward regaining blood points as if they were ability score points (see page 6). Temporary hit points last for 1 hour. Creatures without spellcasting or psionic ability are unaffected by the magebane vampire's touch attack.

Undead Traits: A magebane vampire is undead and benefits from the undead type, as described on page 5.

Vampire Weaknesses (Repelling): Magebane vampires cannot willingly approach within 5 feet of a burning book (unless they own it) or a strongly presented holy symbol. They cannot enter an area thick with smoke.

Like all vampires, a magebane vampire is utterly unable to enter a home unless invited by someone with the authority to do so. They may freely enter public places, since these are by definition open to all.

Vampire Weaknesses (Slaying): The magebane vampire's fast healing ability does not work on fire damage and if he is reduced to 0 hit points by fire, he is destroyed.

Exposing a magebane vampire to direct sunlight disorients him: He can take only a single move action or attack action and loses 1d4 spells of his highest spell level each round. If he has no remaining spell slots or memorized spells, he is destroyed utterly.

Garlic, mirrors, and running water have no adverse effect on the magebane vampire.

Spellcasting: The magebane vampire gains spellcasting at 1st level. This ability improves at 2nd, 3rd, 4th, 6th, 7th, and 8th level. The magebane vampire gains new spells per day as if he had gained a level in a spellcasting class he belonged to before becoming a magebane vampire, or as a sorcerer if he is an innate spellcaster. He does not, however, gain any other benefit a character of that class would have gained (metamagic or item creation

feats, hit points, familiars, and so on), except for an increased effective level of spellcasting. If a character has more than one spellcasting class before becoming a magebane vampire, he must decide to which class he adds the new level for purposes of determining spells per day.

Spontaneous Dispel: The magebane vampire may convert any prepared spell or available spell slot of 3rd level or higher into a *dispel magic* spell and any of 6th level or higher into a *greater dispel magic* spell.

Gaseous Form (Su): If reduced to 0 hit points in combat, the magebane vampire automatically assumes the form of a thin green mist and attempts to escape. He must reach his coffin home within 2 hours or be utterly destroyed. He has a fly speed of 20 with perfect maneuverability. (He can travel up to nine miles in 2 hours.) Any additional damage dealt to a vampire forced into gaseous form has no effect. Once at rest in his coffin, a vampire is helpless. He regains 1 hit point after 1 hour, then is no longer helpless and resumes fast healing normally if he has that ability. Otherwise he must feed.

At 4th level, as a standard action, the magebane vampire can assume gaseous form at will (he can do so whenever he wants, not just when forced to). He may remain in this form indefinitely.

Vampires without the gaseous form ability (or similar abilities) are destroyed when they reach 0 hit points.

Fast Healing (Ex): At 3rd level and higher, a magebane vampire heals 2 hit points of damage each round so long as he has at least 1 hit point. At 8th level, this ability increases to fast healing 5.

Bonus Feat: At 4th, 7th, and 8th level, the magebane vampire gains a bonus feat which must be a metamagic feat or Spell Focus, Spell Mastery, or Spell Penetration.

Resistances (Ex): At 4th level, a magebane vampire gains resistance to fire 10 and electricity 10.

Create Spawn (Su): At 5th level and higher, if a magebane vampire drains a humanoid or monstrous humanoid of all spell slots or psionic power points, the victim's Intelligence immediately drops to 0. He returns as a magebane vampire with 0 race levels after 1d4 days. (A creature without spellcasting or psionic ability cannot become a magebane vampire.) The new vampire is under the command of the vampire that created him and remains

Table 1-5: Magebane Vampire

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	AC	Special
0	+0	+0	+0	+0	+0	Blood drain, undead traits, vampiric weakness
1	+0	+0	+0	+0	+4	Int +4, gaseous form (at death), spellcasting, spontaneous dispel
2	+0	+0	+0	+0	+4	Str +2, Dex +2, spellcasting
3	+0	+0	+0	+0	+4	Int +2, fast healing 2, spellcasting
4	+0	+0	+0	+0	+4	Bonus feat, spellcasting, resistances, gaseous form (at will)
5	+0	+0	+0	+0	+4	Create spawn
6	+0	+0	+0	+0	+4	Spellcasting, spell and power resistance
7	+0	+0	+0	+0	+4	Bonus feat, spellcasting
8	+0	+0	+0	+0	+4	Bonus feat, fast healing 5, spellcasting, spell thief



enslaved until its master's destruction. At any given time a vampire may have enslaved spawn totaling no more than twice its own hit dice; any spawn he creates that would exceed this limit are created as free-willed vampires. A vampire that is enslaved may create and enslave vampires of its own, so a master vampire can control a number of lesser vampires in this fashion. A vampire may voluntarily free an enslaved spawn in order to enslave a new spawn, but once freed, a vampire cannot be enslaved again.

Spell and Power Resistance: At 6th level, the magebane vampire gains spell resistance and power resistance equal to his magebane vampire level.

Spell Thief: At 8th level and higher, the magebane vampire

who blood drains a spell gains access to that spell for 24 hours. If he has available empty spell slots of the right level, he may cast it by using a slot. He can spend 1 minute per spell level to replace a memorized spell of the right level with this new spell. He can write the spell down and attempt to learn it (if he would normally be allowed to). After 24 hours, he forgets the spell. If the spell requires a divine focus, divine favor, or other prerequisite that the vampire cannot meet, he cannot cast it. Attempts to use *miracle* by an arcane magebane vampire might be successful but are instantly fatal and completely destroys the vampire. (The deity associated with that miracle destroys the vampire as part of the miracle. Divine magebane vampires call upon their own deity instead.)

My face. You spend all your life listening to your mother tell you how beautiful you look. You see people smile when they see someone beautiful. Oh, they smile at ugly people because it's polite, because they have power or wealth, but the smile is different. It's not real.

People said I was beautiful. Everyone said it but not always in the same way. Some would smile. Bards would voice it and earn a smile. Sam, well, that's none of your business. People in a room used to migrate toward me.

Do you know I went to the bar yesterday? I went without the mask, without my hood. They didn't even bother to try disguising their looks. I am a stranger unworthy of being polite to, and I have no power or wealth. One couple came in and sat down next to me, looked over, shuddered and moved to sit on the other side of the room. They left before the maid served them when they thought I wasn't looking.

So you'll understand if I don't hesitate to accept your offer. Make me a vampire. I don't much care if you are lying about restoring what is left of my face or not. I'll have power. They can be polite or they can be dead.

— Lisa Beaujour

Moglet Vampire

In the 14th century, a child who suffered from the most extreme mood swings was transformed into a vampire. He would rampage through a schoolhouse full of children leaving not a single survivor, then go to the theater and savor each note of an opera, spending the evening utterly consumed with guilt before falling in love.

Moglets are musically inclined vampires who take as much delight in the world's beauty as in its ugliness. Some are chaotic and dangerously unpredictable, while other are meticulously organized in their twisted and bizarre activities. Moglets are harmless until the mood strikes them. Then they become cruel beyond measure or remorse.

Like lymphatic vampires, moglets are created when a standard vampire or moglet uses the create spawn ability on someone who meets the requirements.

Hit Dice: A moglet vampire character uses d12's for hit dice, regardless of class. The moglet vampire racial progression does not grant any new hit dice, but it transforms all hit dice gained from other classes to d12's.

Requirements

To qualify for moglet vampire, a character must fulfill all of the following criteria.

Skills: 5 ranks in Craft (any) or Perform (any).

Special: A moglet vampire who has the create spawn ability must slay the character. Before death the character must have experienced some extreme emotional trauma that has left them emotionally damaged.

Base Creature: The vampire must belong to another, living, race before becoming a vampire and have at least 1 class or race level.

Race Skills

The moglet vampire's race skills (and the key ability for each skill) are Climb (Str), Craft (Int), Intimidate (Cha), Jump (Str), Knowledge (all skills taken individually) (Int), Listen (Wis), Perform (Cha), Ride (Dex), Sense Motive (Wis), Spot (Wis), Swim (Str), and Survival (Wis).

Moglet vampires do not gain skill points as they advance, but they may use skill points from their classes for the skills listed above, as though they were class skills.



Race Features

All the following are features of the moglet vampire race.

Armor Class (Ex): A moglet vampire has a bonus to his natural armor class as indicated on Table 1-6:

The Moglet Vampire

Blood Drain (Ex): A moglet vampire can drain Charisma from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains emotions, dealing 1 point of damage on the first round and dealing 1d4 points of Charisma damage each round the pin is maintained. Each round the vampire gains 5 temporary hit points or adds the ability score drain toward regaining blood points (see page 6). Temporary hit points last for 1 hour.

Undead Traits: A vampire is undead and benefits from the undead type, as described on page 5.

Vampiric Weakness (Repelling): A moglet may never attack someone who is crafting or performing. This includes singing opera, acting in a play, and dancing at an inn, as well as such mundane things as the blacksmith striking metal at his forge or the painter working on his canvas. The moglet is fascinated by such activities. He must succeed at a Will saving throw with a DC equal to the Craft or Perform check or stand and watch. If he is harmed or distracted, this effect ends.

Foul music drives a moglet away. The performer can make a Perform check to deliberately produce poor music. The moglet must succeed at a Will save with a DC equal to the Perform check or leave the area (plugging his ears is not enough but gives him a +2 circumstance bonus to the save).

Like all vampires, a magebane vampire is utterly unable to enter a home unless invited by someone with the authority to do so. They may freely enter public places, since these are by definition open to all.

Vampire Weaknesses (Slaying): Reducing a moglet's hit points to 0 or lower incapacitates him but does not always destroy him. However, certain attacks can slay moglets.

Exposing a moglet to direct sunlight disorients him. He can take only a single move action or attack action and is destroyed utterly in the next round if he cannot escape. Similarly, immersing a moglet in running water robs him of one-third of its hit points each round until he is destroyed at the end of the third round of immersion.

Driving a wooden stake through a moglet's heart slays it, but causes the moglet to explode into a *fireball*, which does 1d6 points of damage per level of the moglet to all within 20 feet.

Bardic Music (Ex): Moglets have this ability exactly as a bard. For purposes of using suggestion, inspire greatness, song of freedom, inspire heroics, and mass suggestion, they add their moglet race levels to their bard levels to determine their bardic music level.

Broken: The source of the moglet's power and his vampiric nature is some past personal trauma. Whenever in the presence of an event similar to his trauma, he suffers a -4 penalty to all attack and damage rolls, saves, and ability and skill checks until 1d10 minutes after he is removed from the source of the trauma.

Form of Sound (Su): If reduced to 0 hit points in combat, the moglet automatically assumes sound form and attempts to escape. In this form, he is pure and beautiful sound. He looks like a shimmer of golden sunlight passing on the wind, and all within 20 feet hear delightful noises. He must reach a place of crafting or performance, such as a blacksmith's shop or opera



hall, within 2 hours or be utterly destroyed. He has a fly speed of 20 with perfect maneuverability. (He can travel up to nine miles in 2 hours.) Any additionally damage dealt to a moglet forced into sound form has no effect. Once at rest a moglet is helpless. He regains 1 hit point after 1 hour, then is no longer helpless and resumes magical fast healing normally if he has that ability (see below). Otherwise he must feed.

At 4th level, as a standard action, the moglet can assume sound form at will (he can do so whenever he wants, not just when forced to). He may remain in this form indefinitely.

Vampires without the sound form ability (or similar abilities) are destroyed when they reach 0 hit points.

Racial Skills: Moglets have a racial bonus to Craft (all), Listen, Perform (all), Sense Motive, and Spot equal to their race level.

Performance of a Thousand Souls (Ex): At 2nd level and higher, once per week, the moglet can take 20 on a Craft or Perform check without taking extra time.

Dispel Magic (Sp): At 3rd level and higher, the moglet can cast *dispel magic* twice per day as a sorcerer of his character level.

Musical Fast Healing (Ex): At 3rd level and higher, a moglet heals 2 hit points of damage each round so long as he has at least 1 hit point and can hear music or the sound of crafting (such as a smith striking an anvil). At 8th level, this increases to 5 points of damage each round.

Damage Reduction (Ex): At 4th level, a moglet gains damage reduction 5/silver. At 8th level, this increases to 10/magic and silver, and a moglet's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Dominate (Su): At 4th level and higher, a moglet can crush his opponent's will just by looking into his or her eyes. This is similar to a gaze attack, except that the moglet must use a standard action, and those merely looking at him are not affected. Anyone the moglet targets must succeed on a Will save or fall instantly under the moglet's influence as though by a *dominate person* spell. This ability has a range of 30 feet. The save DC is

equal to 10 + half the vampire's total character level.

Touch of Insanity (Ex): At 4th level and higher, the moglet can cast *touch of insanity* once per day per day as a sorcerer of his character level. At 8th level, he can use it twice per day.

Create Spawn (Su): At 5th level and higher, if a moglet drains a humanoid or monstrous humanoid's Charisma to 0 or lower, and slays the victim, he returns as a moglet vampire with 0 race levels after 1d4 days. The new moglet is under the command of the moglet that created him and remains enslaved until its master's destruction. At any given time a vampire may have enslaved spawn totaling no more than twice its own hit dice; any spawn he creates that would exceed this limit are created as free-willed vampires. A vampire that is enslaved may create and enslave vampires of its own, so a master vampire can control a number of lesser vampires in this fashion. A vampire may voluntarily free an enslaved spawn in order to enslave a new spawn, but once freed, a vampire cannot be enslaved again.

Eagle's Splendor (Sp): At 6th level and higher, the moglet can cast *eagle's splendor* once per day as a sorcerer of his character level.

Skill Focus (Ex): At 6th level, the moglet gains this feat for free. He may only apply it to the Craft or Perform skill.

Dream (Sp): At 7th level and higher, the moglet can cast *dream* once per day as a sorcerer of his character level.

Mass Eagle's Splendor (Sp): At 7th level and higher, the moglet can cast *mass eagle's splendor*, but only once per week, as a sorcerer of his character level.

Aficionado (Ex): At 8th level, once per week, the moglet gains a +20 enhancement bonus to any one Craft or Perform skill.

Table 1-6: The Moglet Vampire

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	AC	Special
0	+0	+0	+0	+0	+0	Blood drain, undead traits, vampiric weaknesses
1	+0	+0	+0	+0	+0	+2 Dex, +2 Cha, bardic music, broken, form of sound (at death), racial skills
2	+0	+0	+0	+0	+1	+2 Dex, +2 Cha, performance of a thousand souls
3	+0	+0	+0	+0	+1	+2 Str, +2 Dex, +2 Cha, dispel magic
4	+0	+0	+0	+0	+2	Damage reduction 5/silver, dominate, musical fast healing 2, touch of insanity 1/day, form of sound (at will)
5	+0	+0	+0	+0	+2	Create spawn
6	+0	+0	+0	+0	+3	Eagle's splendor, Skill Focus
7	+0	+0	+0	+0	+3	Dream, mass eagle's splendor
8	+0	+0	+0	+0	+4	Aficionado, damage reduction 10/magic and silver, musical fast healing 5, touch of insanity 2/day



You cannot imagine what it is like. The only word to describe it is madness. We are cold, impossibly cold and in our undead state it is not a condition we grow used to or can perish from. So we endure. When you strike your elbow and your arm goes numb, or you have slept wrong and wake with pins and needles all through your leg - That is what we endure constantly. Many seek the flame only to discover that it is a horror of new pains. We are almost impossible to kill. Isn't that funny?

Besides descending into the depths of madness, there is one respite: vengeance. We destroy those who are not afflicted with our condition, especially those who enjoy immortality without the associated suffering. Occasionally we inflict the greatest of all suffering - we transform one of them into one of us.

Sukko Vampire

The sukko vampire is revered and despised by those who live in the north. It has pale bluish skin that is extremely cold to the touch. In the sparsely populated northern tundra that they inhabit, hundreds of years can go by without a single vampire hunter passing through, making the sukko vampires among the longest-living of all vampires. They know all there is to know about the people, history, and creatures of the northern reaches. The natives of the cold lands sometimes come to ask for that knowledge - carefully.

The sukko vampire is a cold, cruel, and merciless creature. It is desperate for warmth but can never quench this desire. Sukko vampires are a plague upon all living things in the cold environments where they live, draining all warmth where they can find it.

Hit Dice: A sukko vampire character uses d12's for hit dice, regardless of class. The sukko vampire racial progression does not grant any new hit dice, but it transforms all hit dice gained from other classes to d12's.

Requirements

To qualify for sukko vampire, a character must fulfill all of the following criteria.

Special: The character must be turned into a vampire by another sukko vampire who has the create spawn ability. Creatures with the fire subtype cannot become sukko vampires (attempts are fatal).

Base Creature: The vampire must belong to another, living, race before becoming a vampire and have at least 1 class level.



Race Skills

The sukko vampire's race skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Craft (Int), Intimidate (Cha), Hide (Dex), Jump (Str), Knowledge (all skills taken individually) (Int), Listen (Wis), Move Silently (Dex), Ride (Dex), Sense Motive (Wis), Spot (Wis), Swim (Str), and Survival (Wis).

Sukko vampires do not gain skill points as they advance, but they may use skill points from their classes for the skills listed above, as though they were class skills.

Race Features

All the following are features of the sukko vampire race.

Armor Class (Ex): A sukko vampire has a bonus to his natural armor class as indicated on Table 1-7: The Sukko Vampire.

Blood Drain: Sukko vampires do not require the blood of their prey. Instead, they feed off their heat. A successful grapple check is required to feed. If the sukko vampire pins the foe, it drains heat, dealing 1d4 points of Strength damage and 1d6 points of cold damage each round the pin is maintained. On each successful attack, the sukko vampire gains 5 temporary hit points or adds the ability score damage toward regaining blood points (see page 6). Temporary hit points last for 1 hour. The sukko vampire's temperature never actually increases. He transforms the heat energy into negative energy to fuel his undead state.

Undead Traits: A vampire is undead and benefits from the undead type, as described on page 5.

Vampiric Weaknesses (Repelling): Flawless diamonds are irresistible to sukko vampires. When presented with such a diamond or informed of its existence, the vampire will relentlessly seek to acquire it, ignoring all other concerns except his own survival until he has the diamond.

Sukko vampires are repelled by soot and cannot approach within 5 feet of it willingly. If they are covered with soot, they must flee until they can remove it by brushing or washing it off. Raw spicy peppers also repel sukko vampires and they may not approach within 5 feet of them willingly. Moderately hot peppers, or peppers that are cooked or mixed into a stew, are not effective against sukko vampire.

Like all vampires, sukko vampires are utterly unable to enter a home unless invited by someone with the authority to do so. They may freely enter public places, since these are by definition open to all. A strongly presented holy symbol causes them to recoil.

Vampiric Weaknesses (Slaying): Sukko vampires require arctic cold to survive. In the winter, they can travel further south but must return north in the summer. In temperate climates, the sukko vampire takes 1 point of heat damage per round. In warm climates, they take 1d6 points of heat damage per round.

Exposure to sunlight disorients a sukko vampire. He can only take a single move or attack action and is destroyed utterly in the next round if he cannot escape. Sukko vampires bury themselves under snow and ice during the day. Since days and nights can last for weeks in the arctic, sukko vampires hibernate when necessary, generally somewhere especially cold and dark. A sukko vampire reduced to 0 hit points by fire is destroyed completely.

Garlic and running water have no adverse effect on the sukko vampire. Nor do mirrors (although the sukko vampire has no reflection). A wooden stake does not slay the sukko vampire, although it might cause injury.

Cold Resistance (Ex): Sukko vampires have cold resistance 5.

Form of Water (Su): If reduced to 0 hit points in combat, the vampire automatically assumes liquid form and attempts to escape. He must reach a cold, dark place, usually underground near ice, within 2 hours or be utterly destroyed. He has a speed of 20 in his watery form and can slip through tiny cracks and openings. (He can travel up to nine miles in 2 hours.) Any additional damage dealt to a vampire forced into watery form has no effect. Once at rest the vampire is helpless. He regains 1 hit point after 1 hour, then is no longer helpless.

At 4th level, as a standard action, the vampire can assume watery form at will (he can do so whenever he wants, not just when forced to). He may remain in this form indefinitely.

Vampires without the form of water (or similar abilities) are destroyed when they reach 0 hit points.

Racial Skills: Sukko vampires have a racial bonus to Bluff,

Table 1-7: The Sukko Vampire

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	AC	Special
0	+0	+0	+0	+0	+0	Blood drain, undead traits, vampiric weakness
1	+0	+0	+0	+0	+0	Int +6, cold resistance 5, form of water (at death), racial skills
2	+0	+0	+0	+0	+1	Str +2, Dex +2, cold feet, turn resistance +2
3	+0	+0	+0	+0	+2	Improved Unarmed Strike, radiate cold
4	+0	+0	+0	+0	+3	Str +2, Dex +2, break the spirit, damage reduction 5/silver, form of water (at will)
5	+0	+0	+0	+0	+4	Create spawn
6	+0	+0	+0	+0	+4	Power Attack, spirit of the north
7	+0	+0	+0	+0	+5	Alternate form, turn resistance 4
8	+0	+0	+0	+0	+6	Cold subtype, damage reduction 10/magic and silver, turn resistance +4



Hide, Listen, Move Silently, Sense Motive, and Spot equal to their race level.

Cold Feet (Ex): At 2nd level, sukko vampires can move across ice and snow as if they were dry hard surfaces, leaving no footprints.

Turn Resistance (Ex): At 2nd level, sukko vampires gain +2 turn resistance. This increases to +4 at 7th level.

Improved Unarmed Strike: At 3rd level, sukko vampires gain this feat for free.

Radiate Cold (Ex): At 3rd level, anyone in physical contact with the sukko vampire takes 1d6 cold damage each round. The sukko vampire can make a touch attack to inflict 1d6 cold damage upon an opponent.

Break the Spirit (Su): At 4th level, as a standard action, the sukko vampire can crush the will of someone. He must make eye contact with a target within 30 feet. The target receives a Will save at DC 10 + half the vampire's total character level + his Wisdom modifier. If the victim fails the save, its Will save modifier is temporarily reduced to zero. The effect lasts for 1d4+1 rounds, after which the victim's Will save modifier returns to its normal state. If the vampire uses this ability on a victim whose Will save is already zero or less, that person is forced to flee for 1d4+1 rounds. For example, a sukko vampire targets a wizard with a Will save of +7. The wizard fails the save, so his Will save is reduced to +0 for 1d4+1 rounds. During that time, the wizard receives no bonus to Will saves.

Damage Reduction (Ex): At 4th level, a sukko vampire gains damage reduction 5/silver. At 8th level, this increases to 10/magic and silver, and a sukko vampire's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Create Spawn (Su): At 5th level and higher, if a sukko vampire drains a humanoid or monstrous humanoid's Strength to 0 or lower, and then slays them by freezing them in ice, the victim returns as an sukko vampire with 0 race levels after 1d4 days. (The GM may allow the vampire to return with 1 or more levels if it is an NPC, or a PC starting above 1st level.) The new vampire is under the command of the vampire that created him and remains enslaved until its master's destruction. At any given time a vampire may have enslaved spawn totaling no more than twice its own hit dice; any spawn he creates that would exceed this limit are created as free-willed vampires. A vampire that is enslaved may create and enslave vampires of its own, so a master vampire can control a number of lesser vampires in this fashion. A vampire may voluntarily free an enslaved spawn in order to enslave a new spawn, but once freed, a vampire cannot be enslaved again.

Power Attack (Ex): At 6th level, the sukko vampire gains this feat for free.

Spirit of the North (Su): At 6th level, depending on his alignment, the sukko vampire is considered a spirit for good or evil and the natives will consult him on various matters. He can sense any native within 100 miles who is attempting to summon him for advice. If the native uses a monster summoning spell which can summon creatures up to the sukko vampire's hit dice, then he must answer the summons peacefully, although he can

leave if harm is attempted upon him.

Alternate Form (Su): At 7th level and higher, the sukko vampire can assume the form of a snowy owl, arctic hare, or arctic fox as a standard action. This ability is similar to a *polymorph self* spell, except that the vampire does not regain hit points for changing form and must choose from among the forms mentioned here. While in his alternate form, the vampire loses his break the spirit ability, but he gains the natural weapons and extraordinary special attacks of his new form. He can remain in the form until he assumes another or until the next sunrise. (If the base creature is not terrestrial, this power might allow other forms.)

Cold Subtype (Ex): At 8th level, sukko vampires become immune to cold. They have vulnerability to fire, which means they take half again as much (+50%) damage as normal from fire, regardless of whether a saving throw is allowed, or if the save is a success or failure.

The air grew thick with the sickly sweet smell of the mold vampire's spores. I expelled what breath I still had in my lungs, using it to cast a fireball spell. I dropped it at my feet without any kind of warning to my fellows. There was a brilliant flash of red and yellow flame, highlighted by the tiny motes of spores being incinerated. I managed to cover my face and only my hands and ears were badly burned. Lisa's face was severely burned and her beauty became a thing of memory. David sustained numerous minor burns. The mold vampire hissed coughing laughter, releasing another cloud of spores, but he had retreated and was too far away to affect us quickly. We gathered up Lisa and fled.

- The wizard Jeeves

Veldrane Mold Vampire

Veldrane mold is a naturally occurring corruption of the natural world brought on by excessive concentration of negative energies. In places of great death and depravity, Veldrane mold begins to grow of its own accord. Veldrane mold vampires are the most basic type, spawned from raw ambient energy directly into the natural ecosystem. The vampires they in turn spawn have a chance to be standard vampires...

Hit Dice: Veldrane mold vampires are plants, not undead. A Veldrane mold vampire character uses d8's for hit dice, regardless of class. The Veldrane mold vampire racial progression does not grant any new hit dice, but it transforms all hit dice gained from other classes to d8's.



Requirements

To become a Veldrane mold vampire, a character must fulfill all of the following criteria.

Special: A character can become a Veldrane mold vampire in a number of ways. Chief among them is being turned into a vampire by another Veldrane mold vampire who has the create spawn ability. Consuming the Veldrane mold itself will also cause transformation, as will spending a full year in close proximity to the mold.

Base Creature: The vampire must belong to another, living, race before becoming a vampire and have at least 1 class or race level.

Race Skills

The Veldrane mold vampire's race skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Craft (Int), Hide (Dex), Intimidate (Cha), Jump (Str), Listen (Wis), Knowledge (all skills taken individually) (Int), Move Silently (Dex), Ride (Dex), Sense Motive (Wis), Swim (Str), and Survival (Wis).

Veldrane mold vampires do not gain skill points as they advance, but they may use skill points from their classes for the skills listed above, as though they were class skills.

Race Features

All the following are features of the Veldrane mold vampire race.

Armor Class: The Veldrane mold vampire's bones dissolve when he becomes a vampire, but his flesh turns green and becomes plant like. As a result, he gains no armor class bonus.

Ability Scores: Veldrane mold vampires are extremely tough but, like plants, they are not as wise or charismatic. As they advance, they become stronger and faster.

Blood Drain (Ex): Veldrane mold vampires require water from living creatures. Their fangs can rapidly filter water out of blood or other bodily fluids. A Veldrane mold vampire can suck water from a living victim with its fangs by making a successful grapple check. If the vampire pins the foe, he dehydrates him, dealing 1d6 points of Constitution damage each round the pin is maintained. On each such successful attack, the Veldrane mold vampire gains 5 temporary hit points. Temporary hit points last for 1 hour.

If the victim survives, he must drink an extra day's worth of water each day to replenish his lost Constitution. Creatures with no water in their bodies are immune to this type of blood drain.

Plant Traits: Unlike other vampires, Veldrane mold vampires are not undead. They are plants. They gain the plant type. Most noticeably this changes their hit dice to d8, and they retain their Constitution score. Veldrane mold vampires are sentient and mobile. As a result, they have both a Wisdom and a Charisma score.

Note that Veldrane mold vampires do *not* have blood points. They are the only kind of vampire to retain their natural Constitution, and thus do not gain the supernatural benefits of undeath expressed by blood points.

Vampiric Weaknesses (Repelling): Veldrane mold vam-





pires cannot stand the presence of meat, raw or cooked, and cannot voluntarily move within 5 feet of meat of any kind. If an animal dies near them, they will immediately move away from it. Veldrane mold vampires absorb water from their environment. If there is no water near them, such as in a desert, their fast healing ability does not work and they take 1d6 points of damage per round. They cannot voluntarily enter an area that has no moisture of any kind. (In mild climates, it is nearly impossible to find places without some trace of water in the air.)

Brick and pottery, or anything else made of baked clay, is especially effective against Veldrane mold vampires. These objects cause 1d6 points of damage per round when in contact with the Veldrane mold vampire. Weapons of such material, improvised or otherwise, bypass their damage reduction.

Like all vampires, Veldrane mold vampires are utterly unable to enter a home unless invited by someone with the authority to do so. They may freely enter public places, since these are by definition open to all. A strongly presented holy symbol causes them to recoil.

Vampiric Weaknesses (Slaying): Reducing a Veldrane mold vampire's hit points to 0 or lower incapacitates him but does not always destroy him (see the note on fast healing and gaseous form). However, certain attacks can slay vampires.

Exposing a Veldrane mold vampire to direct sunlight disorients him: He can take only a single move or attack action and is destroyed utterly in the next round if he cannot escape.

Driving a shard of brick or pottery through a Veldrane mold vampire's head instantly slays the monster. However, he returns to life if the shard is removed, unless the body is destroyed. A popular tactic is to dry the body out and burn it to ash.

Garlic, mirrors, and running water have no adverse effect on the Veldrane mold vampire. A wooden stake does not slay the Veldrane mold vampire (as a plant, he no longer has a heart), although it might cause injury. Veldrane mold vampires are harmed by holy water because of their evil nature.

Dark Photosynthesis (Ex): The Veldrane mold vampire can absorb cold and darkness as negative energies which heal him. If he spends 4 hours in total darkness and in contact with soil, he is refreshed as if he had rested 8 hours. He regains his daily allot-

ment of spells and heals the normal daily amount of hit points (1 hit point per level). He must wait 24 hours before performing dark photosynthesis again.

Form of Spores (Ex): If reduced to 0 hit points in combat, the Veldrane mold vampire automatically assumes spore form and attempts to escape. He must plant himself in fertile ground within 2 hours or be utterly destroyed. He has a fly speed of 20 with perfect maneuverability. (He can travel up to nine miles in 2 hours.) He is quasi-ethereal, giving him damage reduction 50/epic. Once at rest in the ground, the spores regrow into the Veldrane mold vampire. After an hour, he regains 1 hit point and begins fast healing again if he has that ability.

At 4th level, as a standard action, the Veldrane mold vampire can assume spore form at will (he can do so whenever he wants, not just when forced to). He may remain in this form indefinitely.

Veldrane mold vampires without the spore form ability (or similar abilities) are destroyed when they reach 0 hit points.

Racial Skills (Ex): Veldrane mold vampires have a racial bonus to Bluff, Hide, Listen, Move Silently, Sense Motive, and Survival equal to their race level.

Control Plants (Su): At 2nd level and higher, the Veldrane mold vampire can use *dominate person* once per day on plants only, and is able to control a number of hit dice of plants up to his character level.

Scent (Ex): At 2nd level, the Veldrane mold vampire gains the scent ability.

Fast Healing (Ex): At 3rd level and higher, the Veldrane vampire heals 2 hit points of damage each round so long as he has at least 1 hit point. At 8th level, this ability increases to regeneration 5 (see below).

Green Thumb (Su): At 3rd level and higher, the Veldrane mold vampire can use *plant growth* as a spell-like ability once per day as a sorcerer of his character level. The Veldrane mold vampire can feel injured plants within 60 ft. of him and is compelled to heal them. He can transfer any number of his own hit points to an injured plant, by touch, as a standard action.

Darkness (Ex): At 4th level and higher, as a free action, the Veldrane mold vampire can flood his skin with the darkness he has absorbed during the night. This makes him temporarily

Table 1-8: Veldrane Mold Vampire

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	AC	Special
0	+0	+0	+0	+0	+0	Blood drain, plant traits, vampire weaknesses
1	+0	+0	+0	+0	+0	Con +8, Int +2, Wis -2, Cha -2, dark photosynthesis, form of spores (at death), racial skills
2	+0	+0	+0	+0	+0	Str +2, control plants 1/day, scent
3	+0	+0	+0	+0	+0	Dex +2, fast healing 2, green thumb
4	+0	+0	+0	+0	+0	Str +2, darkness, fast healing 5, form of spores (at will)
5	+0	+0	+0	+0	+0	Dex +2, create spawn, dominate
6	+0	+0	+0	+0	+0	Fungal infection, Improved Initiative
7	+0	+0	+0	+0	+0	Endurance, spore cloud
8	+0	+0	+0	+0	+0	Animate plants, regeneration 5



immune to the side effects of direct sunlight. He can turn this ability off as a free action. While the ability is active, his skin appears to be a dark, deep gray, almost black, like the underside of a fungus. The ability can be used a total of 1 round per character level each day. This gives him a +10 circumstance bonus to Hide checks in darkness. The darkness does not extend past the surface of his skin. Injuries do not negate the darkness.

Create Spawn (Ex): At 5th level and higher, when injured, the Veldrane mold vampire releases clouds of spores. These affect a 5 foot radius around the vampire and dissipate in 2 rounds. Creatures within range must make a Reflex save (DC 10 + half total character level + Cha modifier, +1 per additional injury in a closed area like a room) to avoid breathing in spores. The spores are by themselves harmless in living bodies, but they remain indefinitely and subject the creature to the vampire's dominate ability (see below). *Remove disease* and similar effects will purge a body of the spores. When a creature that breathed in spores is slain by a Veldrane mold vampire, it will rise in 6 days as a new Veldrane mold vampire. There is a 1% chance that it will rise as a standard vampire instead of a Veldrane mold vampire.

Dominate (Su): At 5th level and higher, as a standard action, a Veldrane mold vampire can control persons infected with his spores. He cannot control persons infected with spores from a different vampire. The range is 30 feet, although the vampire can implant commands that the victim must carry out that take him beyond that range. He simply can't give additional instructions outside of this range. Anyone within range who the vampire targets must succeed on a Will save or fall instantly under the vampire's influence as though by a *dominate person* spell. The save DC is equal to 10 + half the vampire's total character level.

Fungal Infection: At 6th level and higher, as a standard action, the Veldrane mold vampire can release an infectious fungus from his skin that causes a disease when he touches others (contact disease, Fort DC 13, incubation 1 day, damage 1d4 Str). The disease slowly drains the subject's Strength. The subject can spread this disease by contact with others. A thin green mold appears in patches on his skin while infected. The vampire can spread this disease by making a touch attack. As a standard action, he may force the fungus back into his skin.

Improved Initiative (Ex): At 6th level, the Veldrane mold vampire gains this feat for free.

Endurance (Ex): At 7th level, the Veldrane mold vampire gains this feat for free.

Spore Cloud (Ex): At 7th level and higher, the Veldrane mold vampire can release spore clouds at will up to once per round, 1 time per day per race level (in addition to each time he is injured).



Animate Plants (Su): At 8th level and higher, a Veldrane mold vampire can use *animate plants* once per day as a druid of his character level.

Regeneration (Ex): At 8th level, the Veldrane mold vampire gains the ability to regenerate. Damage from cold, fire, and weapons made of brick and pottery deal normal damage that cannot be regenerated. If a Veldrane mold vampire loses a limb, it regrows in 2d12 hours. It will regrow in 3d6 minutes if the severed member is held against the stump.

Left unattended, severed limbs grow into a 1 HD copy of the original in about an hour. The original cannot control them and they immediately seek out the original and try to slay him. If the copy succeeds, it adds all the original's Veldrane mold vampire levels above 1st to its own.



Chapter Two

Prestige Classes

What do you do when you're immortal, nearly indestructible, and have several centuries to while away? Such is the situation faced by many a vampire. Those with grand ambitions build armies of spawn with which to war on their enemies. Others, however, pursue more discrete endeavors. They develop tactics and talents that have manifested only since they became vampires. They learn to work with their newfound talents, and unlock abilities that less introspective vampires can never find. In short, they expand the realm of vampiric powers.

This chapter introduces several prestige classes that do just that. The arch-vampire is the prime example, a path of dedicated self-empowerment available to only the most devout vampires. The lightning zombie is a prestige class that results from reviving a dead creature with electricity – a method often practiced by vampires on both their underlings and themselves. The necrologist is an undead druid of sorts, who turns entire regions into undead necrologies suitable for habitation by vampires and other grave-monsters. The soul stealer possesses a unique mutation of the energy drain ability, whereby the creature actually steals a victim's soul along with his levels. Finally, the Veldrane Hunter aims to prevent all of this by dedicating a life to defeating vampires.

Arch-Vampire

They walk in the daytime. They laugh at stakes. They command legions of undead and other vampires. They are the arch-vampires.

Arch-vampires are ancient, dangerous foes who have survived the centuries by filling graveyards with vampire hunters. Only the most talented vampires ever reach this stage. Their early days as undead are marked by brilliant success in all aspects of vampire life as they discover they were somehow naturally destined to be great vampires. The ease with which they adapt to being a vampire leads them to test their abilities. As they grow

more comfortable with their new state, they learn to master and direct the necrotic energies that sustain them. They are attuned to the role of negative energy in their existence, and they gain an understanding of the vampire's role in the greater balance of things. Eventually, they unlock hidden potential that is latent in every vampire. At this point they manifest a new set of abilities – those of the arch-vampire.

Almost by their nature, arch-vampires are ambitious. They must be in order to test their limits to the point that they develop their arch-vampire abilities. They are the greatest danger that vampires pose to mortals. They often lurk unseen behind tangled webs of vampire allegiances, directing their minions in centuries-long maneuvers that few mortals live long enough to comprehend. They are not necessarily competitive, however, nor are they guaranteed to war against each other. The ambition manifested in each arch-vampire is a trace of his former personality. Those who were warriors, kings, or conquerors may indeed seek rulership. But those who were diplomats, clerics, or less warlike nobles may seek only peace from those would hunt them, or even alliances with powers both vampiric and mortal. Adventurers who quested for long-lost artifacts may continue such quests as arch-vampires; peasants who were never really tested while alive may become arch-vampires intent on protecting their families, descendants, and ancestral holdings. If you do not oppose them, arch-vampires are not necessarily dangerous – but if you are unlucky enough to enter their sphere of ambition, you might as well write your will.

The process by which a vampire becomes an arch-vampire is not fully understood, not even by the arch-vampires. It simply happens. So few arch-vampires have ever existed that there is little room for systematic analysis. What has been gleaned is that the arch-vampires feel a faint connection to something larger than themselves which powers their abilities – almost as if they were scions of an even more powerful being, like their own spawn are scions of themselves. This connection is dim, however, and most vampires dismiss it as an unexplained hallucination.

Table 2-1: The Arch-Vampire

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+0	+2	+2	Heartwell
2	+2	+0	+3	+3	Turn resistance +2, claws
3	+3	+1	+3	+3	Fast movement +10, bonus feat
4	+4	+1	+4	+4	Improved blood drain
5	+5	+1	+4	+4	Fast movement +20, negate vulnerability
6	+6	+2	+5	+5	Speed of darkness
7	+7	+2	+5	+5	Undead strike, bonus feat
8	+8	+2	+6	+6	Dominate undead
9	+9	+3	+6	+6	Master vampire, bonus feat
10	+10	+3	+7	+7	Fast movement +30, negate vulnerability, divine scion



Hit Die: d12

Requirements

To become an arch-vampire, a character must fulfill all of the following criteria.

Base Attack Bonus: +7

Ability Scores: Str 18, Dex 16, Int 12, Wis 10, Cha 16

Feats: Improved Initiative, Leadership

Saves: Ref +6

Damage Reduction: DR 10 (any negation)

Vampire Abilities: Must have the vampiric racial abilities to create spawn and dominate.

Class Skills

The arch-vampire's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Craft (Int), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (all skills taken individually) (Int), Listen (Wis), Move Silently (Dex), Ride (Dex), Sense Motive (Wis), Spot (Wis), Swim (Str), and Survival (Wis).

Skill Points at Each Additional Level: 4 + Int modifier.

Class Features

All the following are class features of the arch-vampire.

Heartwell: The arch-vampire's maximum blood points increase by an amount equal to his level in this class. For example, a 4th level arch-vampire gains +4 maximum blood points (generally making his maximum 14).

Turn Resistance (Ex): At 2nd level, the arch-vampire gains additional turn resistance. This stacks with any turn resistance granted by prior vampire racial levels.

Claws (Ex): At 2nd level, the arch-vampire develops claws. These deal damage equal to one die greater than the vampire's slam attack. They can be used to energy drain if the vampire has that ability. The claws do not grant an extra attack, but they do provide an extra weapon option.

Fast Movement (Ex): Starting at 3rd level, the arch-vampire has a speed faster than the norm for his race by +10 feet when wearing no armor, light armor, or medium armor (and not carrying a heavy load). For example, a human arch-vampire in studded leather armor has a standard speed of 40 feet. Normally, human vampires have a speed of 30 feet. His speed when taking the double move



action is 80 feet (rather than 60), and his running speed is 160 feet (rather than 120). At 5th level and 10th level, his speed increases by an additional 10 feet for a total of +30 feet at 10th level.

Bonus Feat: At each level indicated, the arch-vampire may take one of the following bonus feats, provided he meets the prerequisites: Augment Spawning, Bloodcaster, Bloodspitter, Bloodstrike, Extra Blood Capacity, Fanged Lunge, Greater Spawning, Improved Spawning, Improved Unarmed Strike, Midnight Sire, Sanguinary Affinity, Spawn Scryer, or Vengeful Form.

Improved Blood Drain (Su): At 4th level, the arch-vampire doubles the benefit of blood draining. Each time he blood drains, apply the effects twice as if he had blood drained twice. For example, a standard vampire normally deals 1d4 Con damage, and chooses to gain 5 temporary hp or add the ability drain toward regaining lost blood points, for every successful blood drain. If he became an arch-vampire, he would deal 2d4 points of Con damage, and gain 10 temporary hit points or add the greater amount of 2d4 ability score points toward regaining blood points. This ability does not stack with the Improved Blood Drain feat.

Negate Vulnerability (Su): At 5th level, the arch-vampire can choose any single vampire weakness he normally would have. This weakness no longer affects him. At 10th level, he may choose to negate another vulnerability. The vampire remains extremely uncomfortable around his weakness, but it no longer has any unusual effect on him.

Speed of Darkness (Ex): At 6th level and higher, the arch-vampire adds his Intelligence modifier (if +1 or higher) to his initiative score.

Undead Strike (Su): At 7th level and higher, when the arch-vampire deals damage to an object with his claws, he ignores hardness of 20 or less (exactly as an adamantine weapon ignores hardness). This applies only to his natural claw attacks.

Dominate Undead (Su): At 8th level and higher, the arch-vampire may use his dominate ability to control undead.

Master Vampire (Su): At 9th level and higher, the arch-vampire gains an inherent +2 bonus to the DC to resist all of his vampiric abilities. Furthermore, he gains a +2 inherent bonus to saving throws against the abilities of other vampires.

Divine Scion (Su): The arch-vampire discovers an amazing inner strength that seems to be granted by a greater power. It certainly isn't evident in any normal vampire. The arch-vampire can now rebuke or command undead as an evil cleric, with his cleric level equal to his total racial vampire levels plus his levels as an arch-vampire plus any normal cleric levels. He must use an unholy symbol of his own design.

The arch-vampire feels a strong connection to this mysteri-

ous greater power. The arch-vampire gains one level of cleric spellcasting. If he had no cleric levels prior to taking this class, he effectively casts spells as a first-level cleric. If he had cleric levels, he casts spells as a cleric one level higher. He must worship Vlad the Immortal, Suthrikorn the Red, or another vampiric deity. The arch-vampire may continue to take levels as a cleric, as if he were taking normal cleric levels, but at no XP penalty for multiclassing, regardless of race or favored class.

Lightning Zombie

Experiments with lightning have produced bizarre results with both living and dead subjects. The effects upon the undead have been no less interesting. The lightning zombie is an undead monster whose abilities are enhanced through the use of lightning. It is not necessarily a zombie, but zombies are the most common recipient of the process. Vampires who lust for power have been known to undergo the process, however, whether they operate on themselves or find someone else to make the necessary preparations.

Because they were undead to begin with, characters transformed into lightning zombies suffer no change to Intelligence or personality.

Hit Die: d12

Requirements

To become a lightning zombie, a character must fulfill all of the following criteria.

Transformation Process: Transforming a creature into a lightning zombie requires a laboratory worth at least 500 gp, specialized equipment, a subject (unwilling or not), and the ability to generate electricity (whether natural or magical). Building the specialized equipment requires the Craft Wondrous Items feat, and costs another 100 gp and 25 XP. Once the equipment and laboratory are built, they can be used for multiple transformations. The procedure can be performed on oneself or another creature. Four hours of preparation time are required per subject. The actual transformation takes only a few moments – enough time for the creature to be slain by lightning and then revive.

Death by Lightning: While in the laboratory connected to the proper equipment, the character must then be slain by lightning. The preparations and equipment then revive him immediately, and he is transformed into a 1st level lightning zombie. (In game terms, he must gain the requisite XP to advance a level, then undergo the procedures outlined above to actually advance

Table 2-2: The Lightning Zombie

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+0	+2	+2	Lightning metamorphosis, weakness
2	+2	+0	+3	+3	Lightning mastery
3	+3	+1	+3	+3	Lightning enchanted



Vampire Demi-Gods

Vampires are natural conduits for negative energy. The power they channel is normally consumed by the demands of their day-to-day life. Conjuring up their abilities uses negative energy; creating and controlling spawn uses negative energy; the very act of “living” in a state of undeath burns immense amounts of negative energy.

Some vampires become particularly attuned to the flow of negative energy both through them and in the world around them. They are able to sense its tides, follow it to places of great concentration, and thrive where it is strongest. These vampires have the latent abilities of the arch-vampire, and most eventually learn to unleash these natural powers.

The most powerful of the arch-vampires tap into the very essence of the negative energy planes. They journey there, where they become more powerful than any mundane vampire could ever hope to be. The most powerful of all learn to control the flow of negative energy into the prime material plane. With this power, they can change the very nature of the prime material plane, shifting energies at their whim. These are the most powerful of the arch-vampires. They are no longer simply vampires; they are demi-gods.

The two most powerful vampire demi-gods are Vlad the Immortal and Suthrikorn the Red. Both are treated as deities. They are not as powerful as most other gods, but they are still mighty enough to grant spells to their followers. Though weak on a divine scale, their strength is never taxed too much, for their followers are few. Only vampire clerics and a few prominent arch-vampires are aware of their existence. The demi-gods hunt from the shadows, quietly steering the mortal world toward an environment most suitable for creatures that thrive on negative energy. They sponsor arch-vampires who wish to someday ascend to positions of similar power, while directing their followers on how best to wield their armies of vampires and spawn against the forces of good.

Any vampire can worship Vlad the Immortal or Suthrikorn the Red. Generally they can discover the two demi-gods' existence only through another vampire who chooses to impart the secret. A cleric who becomes a vampire and then continues to receive spells may question where they come from, and eventually discover the deities' existence through his own faith. Arch-vampires are directly sponsored by the demi-gods, who make them gradually more and more aware of their own existence until they become divine scions at 10th level.

Vlad the Immortal

Once a powerful mortal vampire whose name lives on in legend, Vlad the Immortal is now the first and most powerful ascendant arch-vampire. He was a great general who led undisciplined, barbaric armies to victories that always saw the mass slaughter of their enemies. It is rumored that he had no vampire master, but was spontaneously transformed into a vampire from the sheer amount of negative energy that he brought into the world. There are no stories of what he did after he vanished from the mortal realms, but it is known that he journeyed to the negative energy plane and somehow gained immense power. He subsequently sponsored several strong vampires in their quest to become arch-vampires, and now commands the loyalty (sometimes unwittingly) of a vast network of arch-vampires, vampires, and spawn.

Vlad the Immortal is the vampire god of glory and conquest. He is chaotic evil. His followers are arch-vampires with a warlike bent. The domains he is associated with are Chaos, Destruction, and Evil. His favored weapon is the silvered claws of his own vampires – the better to use their natural weapons against their vampiric foes. His symbol is a clawed hand reaching for a darkened sky.

Suthrikorn the Red

Suthrikorn the Red was a masterful vampire who lived for nearly 900 years without his identity ever being known. Not only was his true name never discovered, but his very existence was in doubt until the very end, when a band of good clerics came upon him just as he vanished into the negative energy plane. Suthrikorn had kings, magistrates, generals, and mages under his control, and he pulled the strings of society like a puppet master. He was the consummate veiled hand, the ultimate manipulator. At the peak of his mortal power, he controlled a vast swath of civilization, unbeknownst to even his own spawn, who never knew the identity of his other loyal followers. Now it is rumored that his silence as a deity is like his silence as a mortal: not a sign of inactivity, but rather a sign of dangerous plans that have yet to be revealed.

Now a demi-god, Suthrikorn is the vampire god of cunning and secrets. He is neutral evil. His followers are arch-vampires who rule through stealth and secrecy. The domains he is associated with are Destruction, Evil, and Trickery. His favored weapon is the blood-stained fangs of his followers. His symbol is a pair of blood-red fangs.



into the 1st level of the prestige class.)

Undead: The character must be undead. The same equipment and laboratory cannot be used to infuse lightning zombie abilities into living or dead subjects, but similar processes do exist and are available to those who would research them studiously.

Class Skills

The lightning zombie's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Ride (Dex), Swim (Str), and Survival (Wis).

Skill Points at Each Additional Level: 2 + Int modifier.

Class Features

All the following are class features of the lightning zombie.

Lightning Metamorphosis (Ex): In a complicated operation, which involves lightning rods, cables, and the lightning zombie strapped to a table, he is transformed by the lightning metamorphosis. Afterwards his skin takes on a slightly burned, crackled look and he always smells of ozone. These are the only physical changes.

Positive energy (such as the *cure light wounds* spell) still harms the lightning zombie, but he is now no longer healed by negative energy (such as the *inflict light wounds* spell). If he has fast healing, he loses this ability. Only lightning and electricity can heal him now. The lightning zombie regains 1 hit point for every point of lightning or electrical damage done to him. Most lightning zombies carry a *wand of call lightning* or *wand of lightning bolt* for use in healing themselves. They also show a propensity to wander outdoors in wide open flat places, carrying a lightning rod during thunderstorms.

Weakness: Lightning zombies gain the running water weaknesses, like that of the standard vampire.

Lightning Mastery (Su): At 2nd level, as a standard action usable at will, the lightning zombie can unleash his electrical life force as raw power. He can cast *lightning bolt* as a sorcerer of his total levels (racial + class). For every three points of damage the lightning bolt deals (before accounting for saving throws), the lightning zombie takes 1 point of damage, to a minimum of 1 point. The lightning zombie may choose to reduce the number of damage dice dealt by the effect, and may reduce the die size (d4, d3, or d2) or even have the *lightning bolt* deal only 1 damage. Lightning damage that the lightning zombie inflicts in this manner cannot be used to heal himself.

If the lightning zombie can cast arcane spells of the requisite levels, he automatically gains *lightning bolt* and *call lightning* as bonus spells known. If he prepares spells, he can prepare these spells from memory as if he had the Spell Mastery feat. When casting these spells, the lightning zombie can heal damage he's taken by targeting himself. In this case, he takes no damage from casting the spell; instead, he is healed as described under the lightning metamorphosis ability above.

Lightning Enchanted (Su): At 3rd level, anyone in physical contact with the lightning zombie takes 1d6 electrical damage. He may turn this ability on or off at will, once per round; for a given round it is either on or off. He automatically inflicts this damage to any creature that attempts to grapple him or touches him in any way. Any creature that strikes the lightning zombie with a natural weapon or a metal melee weapon takes the damage as the lightning arcs outward from his body. Any melee strike the lightning zombie makes against any enemy automatically deals an extra 1d6 lightning damage. The lightning zombie cannot use this lightning damage to heal himself.



Balance is all. And there are a lot more living than undead.

Necrologist

A necrologist is the druidic parallel of the necromancer. Where a necromancer animates bodies, a necrologist animates ecologies. The necrologist creates undead ecosystems, killing living creatures and reanimating them into a thriving undead community called a necrology. Everything in the necrology is undead: plants, animals, even bacteria and microbes. Necrologists believe in the balance between life and undeath – and right now, the situation is grossly unbalanced in favor of life.

Necrologists are not insane maniacs bent on destroying the world. They would never kill all life, only about half of it. They expect the living to fight back and applaud their efforts to survive. In their concept of balance, undead need life and undeath makes life stronger. Necrologists are highly intelligent and willing to adapt to continue their vision. They do what it takes to survive and make their dream a reality. When paladins, clerics, and other thoughtless do-gooders raze a necrology without any consideration for balance, the necrologist accepts that life has proved stronger and leaves to start another ecology somewhere else.

The druid community has very mixed feelings about necrologists, which they sometimes call “vampiric druids.” They are forced to accept the truth that the necrologists are working toward balance, but there is heavy debate over whether undeath should be accepted as a part of the natural order. Most druids’ usual course of action is to inform the champions of good and justice and let them deal with the necrologist.

There are very few necrologists in the world, and not just because they usually aren’t wanted. A creature must be undead to begin with in order to understand the necrologist’s worldview; after all, very few living creatures show any strong affection for the undead. At the same time, the undead necrologist must be intelligent and judicious in a manner not often encountered among undead. He must be able to see past his own ambitions to perceive a greater order in the world; he must have a strong sense of balance. For this reason, those who become necrologists are usually druids or rangers who become vampires. Their balanced view of the world extends into their undeath. Over the centuries they learn the ways of necromancy and eventually uncover the hidden practices of the necrologist.

The power of the necrologist is closely linked to the native flow of negative energy through the world. Like arch-vampires, necrologists are unusually sensitive to this flow. Lacking the inner resolve of an arch-vampire – and the sponsorship of a vampiric demi-god – the necrologist pursues a different path. Unknown to the necrologist, their powers actually do come from the vampire demi-gods. In the long term, the demi-gods expect the necrologists to introduce enough negative energy into the world to foster more undead and tip the scale toward undeath.

Hit Die: d12

Requirements

To qualify for necrologist, a character must fulfill all of the following criteria.

Skills: Knowledge (arcana) 5 ranks, Knowledge (nature) 5 ranks

Spellcasting: Ability to cast *animate dead*.

Undead: The character must be a free-willed undead.

Study Time: The character must spend one month studying *Sumnis’ Manual of Balance*, or must spend 200 years developing the techniques through his own research.

Class Skills

The necrologist’s class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Decipher Script (Int), Knowledge (all skills, taken individually) (Int), Profession (Wis), and Spellcraft (Int).

Skill Points at Each Additional Level: 2 + Int modifier.

Class Features

All the following are class features of the necrologist.

Necrology: The vampiric druid uses a variety of spells to slay and animate everything in an area. This includes even insects, worms, bacteria, and other living things at the base of the food chain and works its way up to grass, bushes, trees, deer, wolves, and other plants and animals.

These creatures perform the same role they did in life, but with an evil twist. They are a macabre pantomime of the life they once had. The undead wolf may hunt the undead deer, and devour parts of it, but can’t really kill it, only harm it. Eventually, after many such hunts, the deer will be destroyed. Undead insects and bacteria still break down fallen plants and animals into dirt, but the souls of the dead are trapped in that dirt so that the undead plants can feed off them.

The undead never change. If the vampiric druid creates an ecology in autumn, the undead world remains in autumn forever. The leaves on the trees remain forever orange and red, although they fade and turn dark. A bear made undead in winter hibernates for the rest of eternity. Wild animals retain their colorations for whatever the season of their death was. In large necrologies, signs from several seasons may co-exist because the vampiric druid transformed the area over the course of several months or years.

Like all ecosystems, even the unnatural necrology requires renewal. To provide more bodies, the necrology kills and animate living creatures who come too close. Undead wolf hunters roam the surrounding areas, mindlessly dragging carcasses back into their undead forest. There they are reanimated by the other animals themselves in an unconscious form of reproduction: In a process called necro-symbiosis, each creature in the necrology has the ability to animate the corpse of a similar creature up to its own HD once per month. The undead wolf might slay the living deer, but it is the undead deer that reanimates the dead creature into a new zombie deer. In places where there are no living things, necrologies stagnate. Predator species wipe out all their prey and then most of themselves and, as a result, the necrology becomes mostly harmless to visitors, except for a small number of the



toughest predators. The fact that a necrology may be doomed to eventually stagnate never stops the vampiric druid from creating them. After all, if a necrology exists close enough to living creatures, the two systems will form a balance, just as the wilds and civilization form balances in the living world.

Creating a Necrology: Once per day, as an hour-long ritual, the necrologist may infuse the land with negative energy. For each level in this class that he possesses, 25 square feet of natural landscape is converted to a necrology. (It helps to have an undead creature's perspective on time when undergoing this transformation – it takes a while to convert a large area.) Plants in the area wither, die, and then twitch slightly as they become undead. Living creatures in the area are not affected (except for being witness to a gruesome event), but dead creatures within the area rise as skeletons or zombies.

Each time he uses this ability, the necrologist can reanimate a number of animals, magical beasts, oozes, plants, and vermin whose total HD is less than twice his level in this class, no single creature of which can have more HD than half the necrologist's levels in this class. These creatures become undead, but they are *not* under the necrologist's control. Unlike the spell *animate dead*, this ritualistic magic does not grant the necrologist control over the undead created. Instead, they become free-willed, unintelligent parodies of their former selves. Necrologists who risk animating large creatures (like bears or lions) may be viewed as prey by their creations.

There are no material requirements to this ritual other than the corpses and landscape.

Powerful necrologists may use additional spells to populate their necrologies with more powerful undead. Because the undead propagate themselves through necro-symbiosis, the affected area will eventually start to grow of its own accord.

Effects of a Necrology: A necrology is a place of intense concentrations of negative energy. It is subject to a permanent *deseccrate* effect, as if someone had cast the spell on the entire area. This effect does not stack with further castings of *deseccrate*.

The necrologist who created the area has a constant awareness of its state. He senses the intrusion of living creatures, though he cannot tell anything other than their general concentration and size. (For example, he can distinguish between a living dove landing on an undead tree, and a group of several humans, but in neither case does he know their creature type. To the necrologist, an incursion by 500 migrating birds registers just as strongly as an incursion by 20 humans.)

The concentrations of negative energy within a necrology are so great that Veldrane mold may form spontaneously. There is a noncumulative 1% chance per year that Veldrane mold will form near the center of a necrology of 10 square miles or larger.

Restoring a Necrology: A necrology can be returned to its original state, but it's difficult. First, the undead creatures that make up the local ecosystem must effectively be destroyed, completely and utterly. Otherwise, any progress made in restoring the land will be opposed by its denizens. Once the landscape is cleared of the dead, the soil and plants themselves must be burned to the ground, until nothing but ash remains. Then great portions



Table 2-3: The Necrologist

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells
1	+0	+0	+1	+2	Necrology	
2	+1	+0	+1	+3	Alternate form	+1 level of existing class
3	+1	+1	+1	+3	Improved alternate form (Large or Tiny, 1/day)	+1 level of existing class
4	+2	+1	+2	+4		+1 level of existing class
5	+2	+1	+2	+4	Improved alternate form (plant, 2/day)	+1 level of existing class
6	+3	+2	+2	+5		+1 level of existing class
7	+3	+2	+3	+5	Improved alternate form (Huge, 3/day)	+1 level of existing class
8	+4	+2	+3	+6		+1 level of existing class
9	+4	+3	+3	+6	Improved alternate form (necrotic fusion)	+1 level of existing class
10	+5	+3	+4	+7		+1 level of existing class

Sumnis' Manual of Balance

The first necrologist was the vampire Sumnis. He was a druid prior to being spawned by a passing vampire, who kept him as a spawn before dismissing him as he journeyed on. Left without companions or direction, Sumnis retreated to his druidic ways. His soul was tormented by the living creatures he used to care for. Once, they brought him peace; now, they were his sustenance. Birds that once flocked to his side took to flight when he came near; foxes cringed at his scent.

Sumnis longed for the natural world he could no longer have. His druidic studies came to a halt; it was impossible to practice the trade he knew best. Instead, he dabbled in necromancy. Subconsciously, he longed for companions. Although a solitary man by nature, he was never truly alone when he was in his grove. Now, he was completely alone. Only through the study of other necromantic creatures like himself could he find company.

Over the centuries, Sumnis became an accomplished necromancer. He fed primarily on the blood of the animals he once protected. As such, he escaped the notice of civilized societies; if they knew of him at all, it was only as a vague legend about a monster that haunted the woods. Sumnis used his necromantic abilities to revive those animals he had slain. In time, he had built up a band of zombified animal followers, who would chase down prey for him. His once-verdant grove became a fetid hive of flesh and bone.

And thus began Sumnis' transformation to a necrologist. He was the first, and had no guidance but his own instincts – which told him to propagate his undead minions, to build an undead forest where he could once more enjoy the company of his druidic friends. The same sense of balance that once pervaded his thoughts – predator and prey, sun and moon, winter and summer, man and nature – now pervaded Sumnis' thoughts as he studied the balance of life and undeath. Over time, his necrotic forest grew in size, and he developed the core credo that would be followed by all future necrologists.

Word of Sumnis' necrotic grove spread, and he was visited by other vampires with similar interests. His lonely soul welcomed these visitors; those who shared his interests in druidic concerns were embraced as friends. Sumnis passed on his knowledge to any who would listen. When each of his most devoted followers departed to start their own grove, he gave them a copy of the manual of balance, a slim tome that contained his writings on necrotic balance.

Sumnis is known to have personally created three Manuals of Balance. They were in turn copied by his followers for other devotees, creating a grand total of eight copies known to exist. The Manual is not a magical item, but it is a collection of magical knowledge. Reading the Manual and following its dictates is enough to teach the reader the basic ways of the necrologist and set him on the right path. It is possible to become a necrologist without reading the Manual, but such a process would require hundreds of years of experimentation, just as it required of Sumnis. Following the dictates of the Manual can send a vampire with the right abilities and inclinations on the fastest path to necrology.

of this ash must be *blessed* by a cleric of good alignment, and a druid must inhabit the area and carefully tend to the land. No plants will survive in the blighted soil unless the druid carefully nurtures them. A druid working in this way can restore the plant growth to an area of roughly four square miles per year. When the druid has successfully covered the ground in new growth, some animals begin to return. After that, it is only a matter of encouraging their survival until they have retaken the land.

Powers: Each undead animal the necrologist creates can animate a recently dead animal of the same type, once per month. These second-generation undead cannot animate dead.

Spells per Day: When a new necrologist level past 1st is gained, the character gains new spells per day as if he also gained a level in a spellcasting class he belonged to before adding the prestige class. With the exception of the ability to turn and rebuke undead, he does not gain any other benefit a character of that



class would have gained (metamagic or item creation feats, hit points beyond those he receives from the prestige class, familiar abilities, and so on) except for an increased effective level of spellcasting. If a character had more than one spellcasting class before becoming a necrologist, he must decide to which class he adds the new level for purposes of determining spells per day.

Alternate Form: If the necrologist does not have the alternate form ability, he gains it at 2nd level. It is exactly like the ability of the same name as possessed by a standard vampire, letting him transform into a bat, dire bat, wolf, or dire wolf.

Improved Alternate Form: As the necrologist advances in level, his ability to change form improves. He has greater contact with the animals of the world, especially those of his undead domain. At 3rd level, the necrologist gains the ability to assume the form of a new range of creatures. Once per day, he can change into the *undead* skeletal or zombified form of any animal, magical beast, or vermin that dwells in his domain that is of size Tiny, Small, Medium, or Large. He can continue to use his normal alternate form ability as usual, though it is restricted to the usual range of choices. In all respects, the improved alternate form ability operates exactly like a druid's wild shape ability, except that the creature into which the character transforms is an undead creature.

At 5th level, the necrologist can make an unhindered change twice a day, and can also assume the form of undead plants and oozes.

At 7th level, the necrologist can make an unhindered change three times a day, and can now assume the form of any creature up to size Huge.

At 9th level, once per day, the necrologist can use his alternate form to fuse undead flesh to his own body during the transformation. This is a gruesome process where the transformed necrologist literally has the flesh of another creature merged with his own, making him even larger and tougher. This fused flesh must be from an animated skeleton or zombie under the necrologist's control that is the same size or one size increment smaller than the creature to which he wants to transform. For example, if he wanted to transform into an undead ogre (size Large), he would need a skeleton or zombie of size Medium or Large for the transformation. The necrologist makes contact with the skeleton or zombie, then absorbs part of its flesh as he changes shape. The fused flesh serves to enhance the necrologist's own body mass, adding bulk and extra protection but slowing him down. For every HD of the fused creature, the necrologist gains 5 temporary hit points (which can take him above his usual maximum), to a

maximum of +50. For every full 3 HD of the fused creature, the necrologist gains a +1 natural armor bonus to AC and a +1 bonus to Strength, to a maximum +5 bonus for each category. At the same time, the necrologist loses one point of Dexterity and 10 feet of speed for every full 3 HD of the fused creature, to a maximum of -5 Dex and a minimum speed of 10 ft. These changes (including the temporary hit points) last until the necrologist changes shape again. The fused undead creature is destroyed by the process and cannot be reanimated.

Look at all those people. Look at all the things I could have!

Soul Stealer

Soul stealers are thieves. They take from society what they believe is owed to them. But they are thieves on the most profane level: soul stealers can take not just possessions but heart, body, and soul.

The soul stealer is a naturally occurring byproduct of the energy drain ability. An energy drain literally wicks away the life force of a creature, transferring it in a diluted form to the attacker. This diluted form manifests as hit points. But some rare individuals have a naturally enhanced aptitude with energy drain. An unexplained sensitivity to the process grants them an innate power to modulate the severity of the energy drain. They can endow themselves with the diluted life force that is normally transferred – or accept the raw transfer of life force. Doing so can be dangerous, sometimes fatal, but it has benefits: The soul stealer gains access to the memories, traits, and even abilities of the affected creature. This is what has earned soul stealers their name.

Being a soul stealer is as much curse as blessing. Over time, the psyche of most soul stealers crumbles into a jarring schizophrenia. They develop an addiction to the mysteries of their victims: What secrets will they find in the soul of the next target? Soul stealers invariably become twisted loners. They are never found in positions of leadership; they are never the vampires who rule kingdoms behind a veiled throne, or command legions of other undead. Instead, they are solitary deviants who wander the world, terrorizing all they encounter.

Hit Die: d12

Table 2-4: The Soul Stealer

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+2	Heart theft
2	+1	+0	+3	+3	Mind theft
3	+2	+1	+3	+3	Soul theft
4	+3	+1	+4	+4	Shattered psyche, soul consumption



Requirements

To qualify for the soul stealer prestige class, a character must fulfill all of the following criteria.

Alignment: Any non-good

Special Abilities: Energy drain

Undead: The character must be a free-willed undead.

Class Skills

The soul stealer's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Knowledge (arcana) (Int), Ride (Dex), Swim (Str), and Survival (Wis).

Skill Points at Each Additional Level: 4 + Int modifier.

Class Features

All the following are class features of the soul stealer.

Heart Theft (Su): Whenever the soul stealer kills a victim with his energy drain ability, he may steal a part of the victim's soul. In fact, he has no choice; the soul's abilities automatically permeate the soul stealer's consciousness. He must make a Will save (DC 10 + total HD or character levels of the target) in order to *resist* stealing the creature's soul. If he successfully resists, there is no impact beyond the normal consequences of an energy drain.

If the soul stealer does not resist, he uses his heart theft ability. When the soul stealer uses his heart theft ability, he gains temporary access to one extraordinary special ability of the creature (that is, an ability indicated by the (Ex) descriptor). He may steal one ability from this repertoire. He has the same degree of consciousness of these abilities that the deceased creature had, meaning that if the deceased creature had unrealized abilities he did not have access to, the soul stealer won't have access to them either. He can steal abilities he cannot use, including abilities linked to the creature's anatomy. For example, a soul stealer who slays a minotaur could take its powerful charge ability, granting the soul stealer the kinesthetic knowledge of how to make such a charge – which effectively has no benefit because he lacks the horns to make the necessary gore attack (unless he happens to be a minotaur vampire soul-stealer). In this situation, the soul stealer would be better off taking the minotaur's natural cunning ability.

Using the heart theft ability is a free action. The soul stealer's mind is flooded with the abilities of the victim as he drains its final essence, and suddenly he finds within himself the knowledge once owned by his prey.

A soul stealer can steal only one extraordinary ability at a time. The stolen ability is retained until another one is stolen, or until the next sunrise, whichever comes first. The soul stealer can use the ability with the same options and limitations as the original creature, subject to any physical limitations of his own form. For example, imagine a 4th level standard vampire/1st level soul stealer who used his energy drain to slay a steam mephit. He could use the steam mephit's fast healing ability, but only if touching boiling water. Since touching boiling water would also *harm* the soul stealer (he has no natural immunity to boiling water), he would get little use out of this ability.



The creature from which the ability is stolen loses the ability if raised from the dead or reanimated as undead. The victim always has a vague sense of the soul stealer's location (accurate to within 3 miles). There is no way for the victim to reclaim his ability short of a *wish* or *miracle*, or by becoming a soul stealer himself.

The one downside to a soul stealer's abilities is that creatures slain by his energy drain no longer return as spawn. The process of devouring their soul disrupts the energy that would normally revive them as spawn. Only by resisting the urge to steal part of the victim's soul (as described above) can the soul stealer leave them with the psychic framework necessary to return as spawn.

For this ability to work, the soul stealer does not have to drain every level the deceased creature possessed, but he must deliver the killing blow through his energy drain, since his abilities function only so long as there is a soul to siphon from the body. A creature killed through other means offers no benefit to a soul stealer.



Mind Theft (Su): At 2nd level, the soul stealer can steal one spell-like ability from a slain creature. This includes the ability to cast spells as granted by a class. For example, if a soul stealer killed a 4th level wizard, he would gain the knowledge necessary to cast all spells the wizard still had memorized when slain. He still needs any necessary components, ability scores, and other prerequisites. Once the spells are cast, the soul stealer cannot re-learn them: he still doesn't know how to read a spellbook, and if he stole a cleric's spells, he certainly isn't receiving attention from the slain creature's deity. If a victim has multiple classes, the soul stealer must choose which set of skills to take.

In all respects, mind theft operates like heart theft, *except* that a soul stealer can steal one extraordinary ability *and* one spell-like ability at any given time. These abilities cannot be substituted – that is, the soul stealer can't trade an extraordinary "slot" for a spell-like slot.

Soul Theft (Su): At 3rd level, the soul stealer can steal one supernatural ability from a victim. This operates exactly like heart theft and mind theft, granting the soul stealer an extra slot such that he can at any one time steal one extraordinary, spell-like, and supernatural ability. Remember that the soul stealer does not gain any immunities that go with the ability. If he were to steal a red dragon's cone of fire breath weapon, he would still not be immune to flames.

Shattered Psyche: By 4th level, the soul stealer has digested so many minds that his own is becoming fragile. With so many memories having passed through his mind, he's not sure anymore which are his own and which are those he remembers briefly glimpsing. He is addicted to the surge of an energy drain. He lusts for the power provided by each additional victim.

A 4th level soul stealer automatically assumes the alignment of whichever creature he most recently killed via energy drain. He no longer has a "true" alignment; this new alignment stays even after the abilities wear off.

Soul Consumption: At 4th level, the soul stealer has fully developed his ability to consume the psyches of others. This has three benefits. First, he may now store a total of four stolen abilities at any one time: one each of an extraordinary, spell-like, and supernatural ability, plus a fourth such ability duplicating one of

the other categories (player's choice).

Second, he may exchange skill points with the slain creature at the time of its death. For example, if the soul stealer killed a wizard with 9 ranks in Knowledge (arcana), the soul stealer could drop 9 of his own ranks to take 9 ranks of Knowledge (arcana). As usual, this is a free action that occurs at the moment of the creature's death. Taking such skills still does not make them class skills; it simply transfers knowledge to the soul stealer. Such knowledge does not expire like other special abilities; it is a permanent change (until altered by a subsequent energy drain).

Finally, the soul stealer may now consume the souls of his victims – literally. When he kills a creature with his energy drain, he may use the rest of this round and a full-round action on his next turn to fully and completely steal the soul of his victim. If damaged or otherwise interrupted during the process, he must make a Concentration check or fail (DC 10 + damage dealt). If successful, he gains all knowledge possessed by the victim, which fills his mind in a powerful burst. This includes command words, infernal names, and long-buried secrets that have not been spoken for centuries. His ability to use skills and special abilities is still limited by the rules presented above. The victimized creature whose soul has been stolen cannot be raised, reincarnated, or resurrected. Its soul finds no rest, but instead is literally consumed by the soul stealer. Death by soul theft is permanent short of a *wish* or *miracle*.

They killed my wife, my children, my friends, and eventually they're going to kill me - but I'm going to take as many of them with me as I can before that time. So listen up, recruits, and together we'll make that a long time.

Table 2-5: The Veldrane Hunter

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+2	Hunting technique +1
2	+2	+3	+0	+3	Bonus feat
3	+3	+3	+1	+3	Negate vampiric ability
4	+4	+4	+1	+4	Bonus feat
5	+5	+4	+1	+4	Hunting technique +2
6	+6	+5	+2	+5	Bonus feat
7	+7	+5	+2	+5	Boiling blood
8	+8	+6	+2	+6	Bonus feat
9	+9	+6	+3	+6	Hunting technique +3
10	+10	+7	+3	+7	Bonus feat



Veldrane Hunter

The Veldrane Hunter's single purpose is to destroy vampires. Most dedicate themselves to a single race of vampire, the better to wipe out one specific threat forever. It was in this way that the class first appeared: A band of dedicated adventurers swore on the empty graves of allies who were now Veldrane vampire spawn that they would eliminate the creatures from the face of the planet. They refined their techniques and began training others in what they had developed. Eventually the group became an informal network of vampire slayers that called themselves the Brigade of the Veldrane Hunters. Now the Veldrane Hunters are an organized faction despised by vampires everywhere. Hunters work in the open, proudly announcing their allegiance and hatred of all vampires. While some Hunters are solitary assailants, most spend their time teaching others about vampires and how to deal with them. When a Veldrane Hunter goes into battle, he prefers to lead an army behind him.

The Veldrane Hunters can be found anywhere vampires survive. Their ranks are constantly replenished by those who bear a grudge against the blood-drinkers. Almost every Veldrane Hunter can lay some personal claim to the act of a vampire: the death of a family member, the destruction of his hometown, a former friend who is now the spawn of an undead master. Membership in the Brigade is free to anyone who meets the prerequisites and is willing to dedicate his life to fighting the monsters.

Hit Die: d10

Requirements

To qualify to be a Veldrane Hunter, a character must fulfill all of the following criteria.

Base Attack Bonus: +4

Ability Scores: Cha 15+

Skills: Knowledge (undead) 5 ranks

Feats: Leadership

Special: The character must have slain a vampire with his own hands

Class Skills

The Veldrane Hunter's class skills (and the key ability for each skill) are Craft (Int), Climb (Str), Decipher Script (Int), Diplomacy (Cha), Gather Information (Cha), Intimidate (Cha), Jump (Str), Knowledge (all skills taken individually) (Int), Listen (Wis), Profession (Cha), Sense Motive (Wis), Spellcraft (Int), Spot (Wis), and Survival (Wis).

Skill Points at Each Additional Level: 6 + Int modifier.

Class Features

All the following are class features of the Veldrane Hunter.

Hunting Technique (Ex): The Veldrane Hunter practices specialized techniques useful in combating vampires. This includes combat styles designed to evade their slam attacks, weapons and armor training to minimize their opportunities to drain blood, specialized uses of the substances that repel them,





The Legend of Daylight

The long-term goal of the Veldrane Hunters is the creation of an epic spell that will create 7 days of daylight around the world. They have been researching this magic for generations, gathering a variety of components and resources. A Veldrane Hunter may be assigned a single task toward completing this project and not be expected to conclude the task for many years, possibly passing the responsibility on to the Veldrane Hunter he trains to replace him.

If the Veldrane Hunters could finish this spell, it would devastate undead and vampires alike all over the world. Although it would not destroy all vampires, it would certainly turn the tide of the battle greatly in the Veldrane Hunter's favor. And vampires would always have to worry that it might be done again...

and ways to coordinate attacks against them. As long as the Hunter possesses a substance that repels the vampire he is fighting, he and allies within 60 feet and with line of sight to him gain a +1 morale bonus to attack and damage rolls against vampires. This bonus increases to +2 at 5th level and +3 at 9th level.

Negate Vampiric Ability (Ex): By 3rd level, the Veldrane Hunter's study of esoteric anti-vampire techniques has taught him ways to resist the vampire's abilities. Provided he has at least one full day to prepare for an encounter with a vampire, the Hunter may specify one vampiric ability that he will attempt to negate. When he next faces a vampire, the creature must make a Will save (DC 20 + Veldrane Hunter class levels + Hunter's Charisma modifier) to use the ability within 60 feet of the Hunter. The ability must be specified ahead of time and must be an ability common to at least one kind of vampire, such as fast healing, damage reduction, blood drain, or energy drain. The affected power begins working again if the vampire moves outside the 60 foot range. The ability is blocked by the symbols, devices, and components that the Hunter prepares; he uses esoteric knowledge, arcane lore, and his vast storehouse of vampire-fighting techniques to build a specialized mechanism unique to each vampiric ability. The requirements are odd and vary substantially; examples could include minced garlic, wood dust, the ground blood of a bat, the life energy of a dove, or other such things. Generally, the necessary materials cost 200 gp per use of the ability. This ability has a duration of 24 hours; after that duration, the Hunter must spend another day preparing.

Boiling Blood (Ex): Part of a Hunter's training is a foul-tasting regimen of vampire-resistant foods combined with a variety of mildly magical potions. Imagine living on garlic, mint, holy wafers, and foul potions for years! By 7th level, the Veldrane Hunter's natural fluids (blood, lymphatic fluid, and body moisture) are so thoroughly filled with repulsive ingredients that a vampire gains no benefit from drinking them. In fact, the vampire is repulsed the moment it tastes any of his fluids, and will not try to taste them again. A vampire's blood drain attack (and similar abilities, such as lymphatic fluid drain) does the minimum possible ability score damage, gives no benefit to the vampire, and requires a Will save (DC 20 + Veldrane Hunter class levels + Hunter's Charisma modifier) to be attempted more than once against the same Hunter.

Bonus Feat: At each of the indicated levels, the Veldrane Hunter may select a bonus feat from the list of fighter bonus feats.

I am an old man. I can feel it in my bones, the crick in my knees when I get up. I have been hunting vampires too long. I can barely remember my wife's face or the sound of my son crying. That was a long time ago. Maybe I've earned peace.

My shrine. I put a candle here for each vampire slain by my or my soldiers' hands. There is no more room for candles on the shrine. But there is a graveyard behind the shrine which is larger than I would wish it to be.

Tommy - Tom as he asks me to call him now - is a brilliant strategist. He knows more than I knew when I started. He will make a suitable replacement for me. Perhaps it is time to retire.

Perhaps tomorrow.

~ General Jeeves



Chapter Three

Skills and Feats

New Uses for Skills

Knowledge (Undead) (Int)

This functions exactly as any other Knowledge skill. You can answer questions about all types of undead and their habitat. You can determine if a creature is undead or not, and with a particularly strong check can assess what abilities it may have, or what abilities an undead of that type usually has. This skill cannot penetrate any magical protections that intelligent undead, such as vampires and liches, may take to conceal their undead nature. Typical DCs for these checks are as follows:

Knowledge (undead) DC	Task
10	Determine if a creature is undead ¹
15 + HD	Determine the typical abilities of a specific kind of undead ²
20 + HD	Determine the specific abilities of a particular undead individual ²

- ¹ Some hint or evidence of undead nature is required for the confirmation. Suspicion is not enough. A -1 penalty applies for every 10 feet between the character and the target.
- ² With a successful check you determine the creature's approximate hit dice and general statistics. For every 2 points by which you beat the target DC, you determine one special ability. This can be any special ability or quality, at the GM's discretion.

Survival (Wis)

Vampires do not require food or water, but they do have weaknesses. Survival is the skill they use to avoid them. A standard vampire uses Survival to find cover during the day, a path across the wilderness that avoids running water, or a route that avoids regular contact with dangerous creatures like good-aligned clerics. Other vampires use the ability in similar ways, as follows. Note that the checks to avoid hostile contact are primarily geared toward avoiding NPCs. A vampire's check against PCs should influence how intelligently the GM plays the vampire, but the PCs' stated actions should trump any check if they specifically counter the vampire's plans.

Survival DC	Task
10	Find shelter during the day
15	Avoid hostile contact when far from civilization (including good-aligned clerics, Veldrane Hunters, etc.)
15	Avoid hazards such as running water and wild garlic
15	Predict safe cloud cover
20	Avoid hostile contact near civilization
25	Avoid hostile contact in a town or village
30	Avoid hostile contact in a city
40	Survive outside of native conditions (such as sukko vampires outside the arctic)

New Feats

These new feats are designed for vampires and other undead. A feat designated as a vampiric feat requires the character to have one or more levels in a vampire race in order to take the feat, in addition to the other listed requirements. Being a 0-level vampire is acceptable.

AUGMENT SPAWNING [VAMPIRIC]

The spawn you create are more powerful than they were in life.

Prerequisite: Create spawn

Benefit: The spawn you create gain a +4 enhancement bonus to their Strength as long as they remain under your control and within 60 feet of you.

BLOODCASTER [VAMPIRIC]

You can tap into the inherently magical nature of drained blood to cast spells.

Prerequisite: Blood drain, arcane spellcaster, caster level 5th

Benefit: You can expend blood points to cast an arcane spell. The spell must be one you are already capable of casting this day due to normal class abilities. As a free action, you can expend a number of blood points equal to the spell level in order to gain access to the spell. Casting the spell then requires the usual casting time. For example, casting *magic missile* requires 1 blood point and a standard action. You must still cast the spell as usual, using whatever time, components, or other requirements are necessary. Casting a spell in this manner does not count against your usual



daily limit due to class abilities. You may continue to expend blood points in this manner until you are reduced to 1. You cannot reduce your blood points below 1 with this feat.

BLOODSPITTER [VAMPIRIC]

You can spit drained blood to do damage to your enemies.

Prerequisite: Blood drain

Benefit: You can spit drained blood at enemies, damaging them in the process. The expectorated blood is filled with noxious energies as a byproduct of your blood drain, and does both acid and negative energy damage to the target. To spit blood, you must expend 1 or more blood points and succeed at a ranged touch attack (range increment 10 feet). You cannot expend more blood points in a single attack than you have vampire racial levels.

The spit blood counts as a standard attack and can be used as one of your iterative attacks if you have more than one attack per round. If the attack is successful, the victim suffers 1d4 damage for every blood point expended, of which half is acid damage and half is negative energy damage, for a minimum of 1d4 damage. There is no save against this damage. The blood points are lost whether the attack hits or not, and you must recover the lost blood points as usual.

BLOODSTRIKE [VAMPIRIC]

You can draw upon your inner reserves to launch at a powerful strike, but at a cost to your vampiric health.

Prerequisite: Blood drain

Benefit: You can spend blood points to increase your attack and damage rolls. As a free action that must be declared before you take any actions in your turn, you may expend up to your Cha modifier in blood points. This amount is then added to all of your attack and damage rolls for this round. The modifier remains in place until your next turn. For example, if your Charisma were 16, you could expend up to 3 blood points at once. If you opted to expend 2, you would receive a +2 bonus to attack and damage rolls until your following turn. You may continue to expend blood points in this manner until you are reduced to 1. You cannot reduce your blood points below 1 with this feat.

CRYPT LORD [GENERAL]

You can command more undead than usual.

Prerequisite: Ability to control undead via *animate dead* or commanding/rebuking undead, Cha 16+

Benefit: You can control more undead than usual. When controlling undead via *animate dead* or the ability to rebuke and command them, you can control up to 1 extra HD of creatures per level. This bonus applies independently to each method. For example, with this feat you can control 5 HD of undead per caster level via *animate dead* and 2 HD of undead per cleric level with your rebuking ability.

Normal: Normally, *animate dead* allows you to control only 4 HD of undead per caster level, and rebuking or commanding undead allows you to control a number of undead whose total hit dice do not exceed your level.

Special: You can take this feat multiple times; its effects stack.

ENERGY CHAIN [GENERAL]

You can channel the effects of an energy drain to an ally.

Prerequisite: Energy drain ability

Benefit: When you make a successful energy drain ability and are in physical contact with a third creature, you can chain the benefits of your energy drain through yourself to the third creature. Normally an energy drain grants you 5 temporary hit points; with this ability, the hit points are instead bestowed upon the third creature. If the third creature is not willing, you must make a successful melee touch attack against them in the same round as the energy drain; otherwise, the energy chain is broken. If the touch is successful, the effect of all of your energy drains that round is transferred to them.

Special: This feat can be used to transfer a soul stealer's stolen abilities. If used on the same round as a soul stealer's heart theft, mind theft, or soul theft ability, the stolen power can be chained to the third creature. The third creature must immediately make a Will save (DC 10 + HD of the energy-drained creature). If successful, it gains temporary use of the stolen ability for 1 hour. If the check is failed, the third creature suffers 1d4 points of temporary Wis damage.

ENERGY PURGE [VAMPIRIC]

You lose your vulnerabilities for a short time.

Prerequisite: Vampire, Cha 15

Benefit: You have developed a technique for expunging harmful energies from your body. For a limited time, you can change how negative and positive energies affect you. Once per day as a standard action, you can perfectly align your body with the energies of true neutrality for up to 1 round per level. During this time, you are temporarily invulnerable to all vampiric vulnerabilities and gain a temporary +4 turn resistance which stacks with other turn resistance. You are also immune to both positive and negative energies, and are not affected by spells such as *cure light wounds* or *inflict light wounds*. During this time you radiate a strong neutral aura, far more powerful than usual. It can be detected at twice the normal range.

Special: You cannot take this feat more than once.

ENERVATING GAZE [GENERAL]

Your gaze is so ferocious it can drain an enemy's levels.

Prerequisite: Improved Energy Drain

Benefit: You can make an energy drain attack simply by gazing upon an opponent. This is similar to a gaze attack, except that you must use a standard action, and those merely looking at it are not affected. Anyone you target must succeed on a Will save or immediately gain a number of negative levels equal to half your normal energy drain attack (minimum of one negative level). For each negative level bestowed, you gain 5 temporary hit points. This ability does not allow you to use your energy drain ability more often than you can normally do so. (Standard vampires can only use it once per round.) This ability has a range of 30 feet.

EXTRA BLOOD CAPACITY [VAMPIRIC]

You are able to absorb more blood than a normal vampire.

Prerequisite: Blood drain ability

Benefit: Your maximum blood points increase by +2.



New Feats

General Feats

Crypt Lord
Energy Chain
Extra Turn Resistance
Greater Turning
Improved Energy Drain
 Energating Gaze
Necrotic Channeler
Sepulchral Touch
Undead Master

Prerequisites

Ability to control undead, Cha 16
Energy drain
Free-willed undead
Improved Turning
Energy drain
Improved Energy Drain
Ability to rebuke undead
Free-willed undead
Improved Turning, Greater Turning,
free-willed undead, evil alignment

Benefit

Control extra undead
Channel benefits of energy drain to third party
+2 turn resistance
+2 level for turning check
Inflict one extra negative level
Ranged energy drain attack
Channel negative energy into melee attack
+2 to ability DCs when in cemeteries
+2 to rebuke or command undead, +1 turn
resistance to commanded undead, command
double normal undead

Vampiric Feats

Augment Spawning
Bloodcaster

Bloodspitter
Bloodstrike
Energy Purge
Extra Blood Capacity
Fanged Lunge
Gaseous Step
Improved Spawning
 Greater Spawning
Medusic Bite
Midnight Sire

Sanguinary Affinity
 Improved Blood Drain
Spawn Scryer
Vengeful Form

Prerequisites

Create Spawn
Blood drain, arcane spellcaster,
caster level 5th
Blood drain
Blood drain
Cha 15
Blood drain
Blood drain, Dex 15
Gaseous form
Create spawn
Improved Spawning
Blood drain
Children of the night

Blood drain
Sanguinary Affinity
Create spawn, Wis 15
Alternate form

Benefit

Spawn gain +4 Str in your presence
Cast spells using blood points

Spit blood for damage
Use blood points to bolster attack and damage
Lose vulnerabilities for a short time
Gain +2 blood points
Blood drain with unarmed strike
+1 AC and Ref save, walk through obstructions
Control more spawn
Create spawn quickly and re-enslave them
Blood drain petrifies victims
Commanded creatures have +1 attack, double flanking
bonus when fighting with you
+1 to blood drain benefits, smell blood
Gain double the benefit of blood drain
Scry on enslaved spawn
Gain new alternate form, +2 to damage against same
form

Special: You can take this feat multiple times; its effects stack.

EXTRA TURN RESISTANCE [GENERAL]

You are able to resist the efforts of clerics to turn you.

Prerequisite: Free-willed undead

Benefit: You gain +2 turn resistance.

Special: This feat may be taken multiple times. Its effects stack with itself and with other abilities that grant turn resistance.

FANGED LUNGE [VAMPIRIC]

You can strike quickly and accurately with your fangs, draining blood with deft blows.

Prerequisite: Blood drain, Dex 15

Benefit: You can drain blood from a victim with a successful unarmed strike. This includes natural bite attacks. You need not initiate a grapple. If you have more than one attack, you may make blood-draining unarmed strikes against multiple targets in a single round. Before making an unarmed strike, you must declare whether it will be a blood drain or a normal unarmed strike. Your unarmed attack provokes an attack of opportunity as usual, unless

you have Improved Unarmed Strike, a similar ability, or a natural bite attack.

Special: If you can assume the alternate form of a dire bat, dire wolf, wolf, or other creature, this feat allows you to drain blood using their natural bite attack. For purposes of this feat, natural attacks count as unarmed strikes.

Normal: Normally you can only drain blood with a successful grapple check.

GASEOUS STEP [VAMPIRIC]

You can momentarily shift between your normal and gaseous form.

Prerequisite: Gaseous form ability

Benefit: As a free action, you can flicker constantly between your physical and gaseous form. This can only be attempted when you are in your normal form (i.e., it cannot be done while in the alternate form of a bat, dire bat, wolf, or dire wolf). When flickering between gaseous and normal form, you are harder to hit. You appear insubstantial, and attackers have a hard time pinpointing your exact position. Enemy attacks sometimes hit when you are in gaseous form, effectively passing right through you. You gain a +1



bonus to Reflex saves and armor class to reflect the ability to “mist out” in order to avoid an attack.

In addition, if you move at half your normal speed, you can cross up to 10 feet of solid space each round. This reflects your ability to quickly switch to gaseous form, pass through or around the obstruction, and then solidify. For example, a vampire with this feat knows a Veldrane Hunter stands 20 feet away, on the other side of a door. The door and the hunter combined occupy a space of 10 feet. As a single move action, the vampire moves five feet toward the door, assumes gaseous form and walks through the door and the hunter, rematerializes behind the hunter, and then makes his normal attack. Movement in threatened squares still provokes attacks of opportunity as usual.

Special: This feat can also be taken by vampires with other alternate forms, including the lymphatic vampire (form of mist), the moglet vampire (form of sound), sukko vampire (form of water), and Veldrane mold vampire (form of spores). In each case, the feat allows the vampire to switch to the appropriate form for a brief duration, exactly as the feat normally operates except in a form other than gaseous form.

GREATER SPAWNING [VAMPIRIC]

You can create spawn more quickly than usual, and can re-enslave those who have left your reign. You are feared by vampires everywhere, for your potential spawn army is vast, and even those who escape have never truly left their master.

Prerequisite: Create spawn ability, Improved Spawning

Benefit: A humanoid or monstrous humanoid slain by your energy drain rises as a vampire spawn only 1d4 rounds after its death, not the usual 1d4 days after burial. In addition, you can attempt to reclaim control over spawn that you have freed. If you successfully use your *dominate* ability against a former enslaved spawn, the creature is not affected as usual but instead is immediately enslaved exactly as it once was. The creature counts toward your normal limit of enslaved spawn, and may require you to free another spawn. It remains enslaved until you free it, as usual.

GREATER TURNING [GENERAL]

Your turning or rebuking attempts are even more powerful.

Prerequisite: Improved Turning

Benefit: You turn or rebuke creatures as if you were two levels higher than you normally are with your turning ability.

Special: This feat stacks with Improved Turning, granting you a total of +3 to your effective level for turning checks.

IMPROVED BLOOD DRAIN [VAMPIRIC]

Your blood drain attack is especially potent.

Prerequisite: Sanguinary Affinity

Benefit: When you drain the blood of any victim, the effects are doubled. Your victim loses twice the normal amount of ability drain (or other effect), and you gain double the usual benefit in hit points or blood points. For example, a standard vampire with this feat would deal 2d4 Con damage with each successful blood drain, and gain either 10 temporary hit points or 2d4 blood points.

Compute the doubling *after* applying the affects of Sanguinary Affinity. For example, a standard vampire with a sanguinary affinity for humans would deal 2d4+2 Con damage when

draining the blood of humans, and gain either 12 temporary hit points or 2d4+2 blood points.

Special: This feat cannot be taken more than once. Its effects do not stack. This feat does not stack with the arch-vampire ability of the same name.

IMPROVED ENERGY DRAIN [GENERAL]

Your energy drain attack is more powerful than usual.

Prerequisite: Energy drain ability

Benefit: When you make a successful energy drain attack through your normal method, you inflict an additional negative level. For example, a standard vampire normally inflicts two negative levels with its energy drain ability. With this feat, you inflict three negative levels.

Special: This feat may be taken multiple times. Its effects stack.

When combined with Enervating Gaze, this feat increases the negative levels bestowed *before* they are halved to determine the effect of Enervating Gaze.

IMPROVED SPAWNING [VAMPIRIC]

You can control more enslaved spawn than usual.

Prerequisite: Create spawn ability

Benefit: You can retain control over a number of additional enslaved spawn equal to your hit dice.

Normal: A vampire can normally control enslaved spawn up to twice its HD. With this feat, that number increases to three times the vampire’s HD.

Special: This feat can be taken more than once, and its effects stack. For example, if you take this feat twice, you can control up to four times your HD in spawn.

MEDUSIC BITE [VAMPIRIC]

Your blood drain petrifies victims.

Prerequisite: Blood drain

Benefit: Anyone who loses 1 or more ability points to your blood drain attack must make a Fort save (DC 10 + total ability points lost to your blood drain) or be permanently turned to stone. If you kill a victim through blood drain, they are automatically turned to stone. You receive blood points for blood drained prior to turning a victim to stone, but once a victim becomes stone, you cannot drain their blood anymore. You cannot suspend this ability; any time you drain blood, you run the risk of turning the victim to stone.

MIDNIGHT SIRE [VAMPIRIC]

You have an extremely close connection to the children of the night.

Prerequisite: Children of the night ability

Benefit: When you use your children of the night ability, you develop a particularly strong connection to the creatures you summon. You are able to work closely with them, developing pack tactics not seen in other vampires. Any creatures summoned by your children of the night ability receive a +1 synergy bonus to attack rolls while under your command. In addition, any flanking bonuses gained by cooperation between you and the children of the night are increased by +2. For example, if you and a wolf you command



are flanking an enemy, you both gain a +4 flanking bonus rather than the usual +2.

Special: This feat cannot be taken more than once.

NECROTIC CHANNELER [GENERAL]

You can use channel negative energy into a powerful strike.

Prerequisite: Ability to rebuke undead

Benefit: You must have a divine focus of some sort (usually a holy symbol) to use this ability. You concentrate the negative energy of a rebuking attempt into that divine focus, then deliver the negative energy in a telling blow against a single opponent. First, you must make a rebuking attempt as a standard action. This counts toward your normal daily limit for rebuking attempts. Instead of the normal effects, however, the energy is concentrated in your divine focus.

If you succeed in a melee touch attack with the divine focus on the following round, the energy is released with a horrid hissing sound. If the stricken creature is alive (regardless of alignment), it automatically takes damage equal to your turning damage (2d6 + cleric level + Charisma modifier, modified by feats such as Improved Turning and Greater Turning). This is considered magical, evil damage. If the creature is undead, it is healed by the same amount. You may use this ability on yourself.

If you have not succeeded in a melee touch attack with the divine focus by the start of the third round, the energy dissipates and the rebuke attempt is wasted.

With this feat you may still make normal rebuking attempts. Simply declare before an attempt whether you will use the benefits of this feat or make a normal attempt.

Special: A good-aligned version of this feat, called Holy Channeler, causes damage to undead creatures. It is available to characters with the ability to turn undead.

SANGUINARY AFFINITY [VAMPIRIC]

You have a natural affinity for the blood of a particular creature, generally one which you hunted after you first became a vampire.

Prerequisite: Blood drain ability

Benefit: Choose one creature type. (Use the same creature types indicated on Table 3-14: Ranger Favored Enemies in the PHB.) You have a natural affinity for the blood of this particular creature. When dealing with this creature type, you gain the following benefits:

- You can smell creatures of this type as if you had the scent ability. If the creature is bleeding, you can pinpoint its exact location to within 90 feet; otherwise, the range is limited to 30 feet. Conditions that would normally block scent (such as being underwater) block this ability.
- The blood of this particular creature brings you added sustenance. You add +1 to ability point damage inflicted by attacks against this creature type, and also receive a +1 bonus to temporary hit points or blood points received by draining the blood of this creature.

Special: This feat may be taken more than once. Each time, you choose a new creature type.

SEPULCHRAL TOUCH [GENERAL]

Your attacks are especially potent when in realms of the dead.

Prerequisite: Free-willed undead

Benefit: You are unnaturally linked to areas where negative energies accumulate. When you are in cemeteries, graveyards, tombs, and other places where the dead are buried, as well as necrologies and locations where horrific crimes have taken place (such as gruesome murders, genocide, and cannibalism), your natural abilities are enhanced. When in such places, you receive a +2 bonus to the DC of all abilities granted by your undead nature. Simply carrying around tokens of the locations (such as grave dirt in your pocket) is not enough; you must be physically in the offending location.

Special: This feat cannot be taken more than once.

SPAWN SCRYER [VAMPIRIC]

You have an unnaturally strong connection to your spawn that allows you to scry on their locations.

Prerequisite: Create spawn ability, Wis 15

Benefit: You can scry on the locations of your spawn. As a full-round action requiring concentration, you can view the location of any currently enslaved spawn as if you had cast *scrying* on them. They do not receive a Will save; the benefits of the ability are automatic.

UNDEAD MASTER [GENERAL]

Your ability to control the undead is exceptional even among those who have passed beyond the grave.

Prerequisite: Improved Turning, Greater Turning, free-willed undead, evil alignment

Benefit: Your checks to rebuke or command undead are made as if you were two levels higher than you otherwise would be when using your turning ability. The undead you command have +2 turn resistance while under your control. This stacks with turn resistance from other sources.

Special: The bonus to your effective level when rebuking or commanding undead stacks with the benefits of Improved Turning and Greater Turning, granting a net effective level bonus of +5.

You cannot take this feat more than once.

VENGEFUL FORM [VAMPIRIC]

The transformation to vampire form is wrought with anger and hatred. You bitterly recall the early days of your vampiric life, particularly the first creature whose blood you drained. This hatred has manifested as the ability to change into that creature's form.

Prerequisite: Alternate form ability

Benefit: You can assume the form of any one other creature within one increment of your size. This must be a creature whose blood you drained when you were first transformed into a vampire. This creature cannot be your own form. In addition, you gain a +2 bonus on damage rolls against this creature type. (This bonus applies only to hit point damage, not blood drain or energy drain.) In all other respects, this is like the vampire's alternate form ability.

Special: You can take this feat more than once, provided you continue to assume the form of creatures you battled when you first became a vampire.



Chapter Four

New Equipment

Table 4-1: New Equipment

Item	Cost	Weight
Brigade dark cloak	1,000 gp	8 lbs.
Dark cloak	25 gp	10 lbs.
Dogwood stake	1 cp	1 lb.
Spore cloth	1 gp	1/2 lb.
Syringe and needle	20 gp	-
Tubular weapon	+1,000 gp	50%

Brigade Dark Cloak: Nicknamed by vampires after the Brigade of the Veldrane Hunters, from which they often escape using these cloaks, the Brigade dark cloak offers superb protection from light without looking out of the ordinary. A Brigade dark cloak looks like a normal cloak. A close inspection reveals it is masterwork quality. An Appraise or Knowledge (undead) check, or the appropriate Craft check (all DC 20) reveals the cloaks are specially designed to block the sunlight.

The dark cloak's hood is large. It can be pulled down over the face and has a built-in black cloth mask that can be pulled down to shade the eyes. The sleeves are long, with pockets at the end to hide the hands. The cloak touches the ground, with a tight skirt inside which prevents light from getting up past the waist. The front closes from top to bottom. There is a hidden black liner which stops any light that manages to creep through the thick outer weave. The liner also provides a vapor barrier to stop water. A clever elastic weave in the cloak causes holes to close up when the inflicting object is removed. The neck contains a fine chain-mail liner to stop garrotes.

The cloak is soft and warm. The liner stops rain and holy water, but a fine matching leather overcoat is included for wet weather. The stitching is superb with reinforcements in typical rip zones, such as the sleeves and at the shoulder. The cloak can support up to 300 lbs. before tearing.

A vampire wearing a Brigade dark cloak tailored to fit him, can walk about in the daylight without suffering the effects of sunlight exposure, although it is obvious to anyone near him that his face is hidden. The cloak has a hardness of 1 and 5 hit points. The vampire must take at least 10 points of damage from a single slashing or piercing attack, or total damage of 50 from slashing and piercing, for the light-impeding properties of the cloak to be negated. The cloak comes with strips of heavy cloth. As a standard action, they can be tied around holes to restore the light-impeding property.

The wearer gains a +4 circumstance bonus to saving throws against *light* and spells with the light descriptor. The wearer gains a saving throw against spells with the light descriptor even if one is not normally granted. The cloak itself is made of light-resistant materials, and this bonus applies to attempts to enchant the cloak itself with a light spell. The owners of most of these cloaks cast

continual darkness (a variation of *continual flame*) on them to enhance their properties.

Crafting a Brigade Dark Cloak: Because these cloaks have several components, they can be crafted separately by several tailors and then assembled. It takes 3 skilled tailors using masterwork equipment about 1-2 months to produce a single dark cloak. They must collectively make enough Craft (weaving) checks (DC 20) to produce 10,000 sp (1,000 gp). A tailor working by himself with average tools should expect to spend at least 5 months producing a dark cloak. The creator(s) must expend 333 gp in material costs to create the cloak.

Dark Cloak: This lesser version of the Brigade dark cloak is a fine heavy cloak with long sleeves, a hood, and a mask. It is tailored to skirt the ground. A vampire wearing such a cloak can walk around in the daylight without harm. If the wearer is damaged by a slashing or piercing weapon, the light-impeding property is negated. The cloak comes with strips of heavy cloth. As a standard action, they can be tied around holes to restore the light-impeding property. Up to 20 hp of damage can be repaired in this manner. Past that, the cloak is too damaged to provide protection.

These cloaks are treated as mundane gear. They have none of the exceptional properties of the Brigade dark cloak above, except where noted.

Crafting a Dark Cloak: A standard Craft (weaving) check is all that is required to create this kind of dark cloak. Masterwork dark cloaks serve as the basis for a Brigade dark cloak.

Dogwood Stake: The wood of the dogwood tree possesses special properties that make it particularly effective against vampires. A wooden stake crafted from a dogwood tree bypasses the vampire's damage reduction and receives a +1 divine bonus to attack rolls against vampires. The stake does 1d3 points of damage when used as a normal weapon, and of course it can be used to instantly slay a vampire if thrust through its heart. Generally a vampire can only be stabbed in this manner if it is pinned or otherwise held in place.

Spore Cloth: This simple cloth is woven such that it can be breathed through, but the weave is so fine that it stops the spores from a Veldrane mold vampire. Anyone wearing such a cloth over their mouth and nose is immune to spores left behind by the vampire, and gains a +5 circumstance bonus to saving throws made to avoid breathing in the spores at close range. The cloth does not affect spellcasting or speaking.

Syringe and Needle: Exactly like its modern-day counterpart, a needle can only be produced by the finest blacksmith, usually with magical assistance. A needle is extremely useful for withdrawing blood from a subject for all manner of purposes. Vampires often use these tools to procure samples of blood from various creatures, for medicinal or research purposes. Their enemies, the Veldrane Hunters, do the same, looking for substances to use against the dark lords. A needle inflicts 1 point of nonlethal damage when used as a weapon.



Crafting a Syringe and Needle: 200 sp (20 gp) must be produced using Craft (blacksmith) at DC 40. This DC is reduced by 10 if a spellcaster who can cast *telekinesis* is available for the entire crafting process.

Tubular Weapons: These weapons are made of hollow steel tubing. The smith first makes hundreds of long needle-like steel tubes, then fuses them together in the shape of the desired weapon. Blood along the edge of the weapon drains down to the handle or a reservoir in the hilt. This is useful for collecting blood, and a variety of blood magics become more effective when enchanting this kind of weapon. Each hit provides the user (usually a vampire) with blood equivalent to a single round of blood draining. A typical weapon hilt can hold the blood from four such drainings. A vampire using this weapon can ingest the blood from the weapon's hilt as a standard action. The blood can be stored there for up to 24 hours.

Finding a smith willing to put aside his morals and make this horrid weapon can be expensive. One can expect to pay at least

1,000 gp extra to have a tubular weapon made, twice that if it is of a unusual metal. These weapons inflict no extra damage and they require a lot of cleaning and frequent repairs. Magical mending and cleaning is almost the only way to keep the weapon functional if it is used frequently.

Tubular weapons have half the hardness and hit points of the base weapon. Many authorities ban these weapons, confiscating and destroying them on sight.

Crafting a Tubular Weapon: 5,000 sp (500 gp) worth of tubes must be produced using Craft (blacksmith or weaponsmith) at DC 20. Up to 50 smiths can be used to craft the tubes. A single smith then binds them into a weapon by producing the balance of the weapon's cost (usually 5,000 sp plus the weapon's base cost) using Craft (weaponsmith) at DC 30. If he fails by 5 or more, half the tubes are ruined and must be remade. Making the weapon out of special materials, such as adamantite, does not increase the silver piece amount that must be crafted, though the raw materials cost rises.

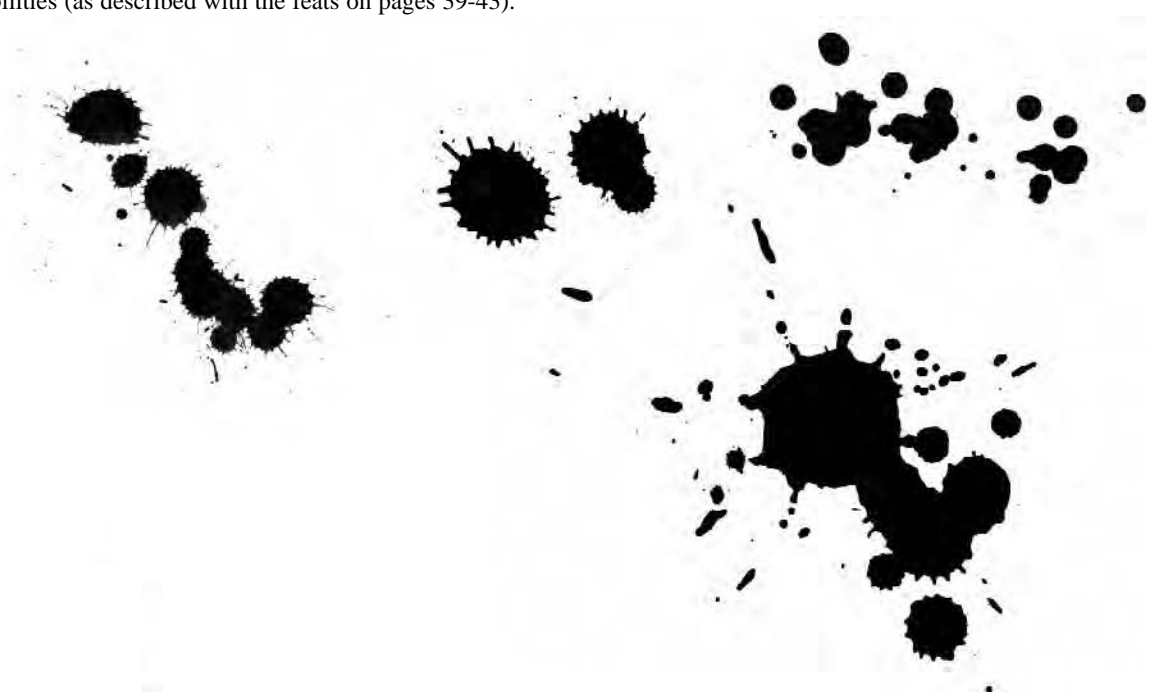
Chapter Five

Vampire Statistics

This chapter applies the templates and races in this book to create a variety of new monsters. The chapter is organized into three sections. The first section presents vampire "monsters" – generic creatures that demonstrate how the new vampire racial levels can be applied. The second section presents stats for generic NPCs with the standard vampire template from the MM. These can be used to generate fast, easy-to-run standard vampires of various challenge ratings. Finally, the third section presents stats for several highly detailed vampire NPCs that extensively use the new feats and racial levels presented herein.

A vampire of any race (e.g., possessing 5-8 levels of its racial class) has a CR modifier of +2. A vampire spawn of any race (e.g., possessing four or fewer levels of its racial class) has a CR modifier of +1.

When playing vampires using the rules in this book, don't forget about their blood points! A vampire can use blood points to heal itself, which is always useful in the midst of battle. Depending on their feat selection, they can also use blood points to fuel a variety of interesting abilities (as described with the feats on pages 39-43).





Vampiric Monsters

INFERNO GOBLIN

	Vampiric Goblin (Inferno Vampire 8, War1) Small Undead (Augmented humanoid) (goblinoid)	Leader (Inferno Vampire 8, War4) Small Undead (Augmented humanoid) (goblinoid)
Hit Dice:	1d12 (7 hp)	4d12 (26 hp)
Initiative:	+1	+2
Speed:	30 ft.	30 ft.
Armor Class:	18 (+1 size, +1 Dex, +6 natural), touch 12, flat-footed 17	19 (+1 size, +2 Dex, +6 natural), touch 13, flat-footed 17
BAB/Grapple:	+1/-2	+4/+2
Attack:	Morningstar +4 melee (1d6+2) or heat +1 touch (1d6 fire) or javelin +2 ranged (1d4+2)	Morningstar +8 melee (1d6+3) or heat +4 touch (1d6 fire) or javelin +7 ranged (1d4+3) or spit blood +7 ranged touch (1d4 per blood point)
Full Attack:	Morningstar +4 melee (1d6+2) or heat +1 touch (1d6 fire) or javelin +2 ranged (1d4+2)	Morningstar +8 melee (1d6+3) or heat +4 touch (1d6 fire) or javelin +7 ranged (1d4+3) or spit blood +7 ranged touch (1d4 per blood point)
Space/Reach:	5 ft./5 ft.	5 ft./5 ft.
Special Attacks:	Blood drain, create spawn	Blood drain, create spawn
Special Qualities:	Agent of the phoenix, damage reduction 10/magic and silver, darkvision 60 ft, dragon blood, fire subtype, fiery death, gaseous form, radiate heat, rage 2/day, spellcasting, undead traits, vampire weakness, 10 blood points	Silver, darkvision 60 ft, dragon blood, fire subtype, vampire weakness, 10 blood points
Saves:	Fort +2, Ref +1, Will -1	Fort +4, Ref +3, Will +1
Abilities:	Str 15, Dex 13, Con -, Int 10, Wis 9, Cha 14	Str 17, Dex 14, Con -, Int 11, Wis 10, Cha 16
Skills:	Hide +6, Knowledge (arcana) +8, Listen +2, Move Silently +6, Ride +5, Spellcraft +8, Spot +2	Hide +6, Knowledge (arcana) +8, Listen +5, Move Silently +6, Ride +5, Spellcraft +8, Spot +5
Feats:	Alertness	Alertness, Bloodspitter
Environment:	Temperate plains	Temperate plains
Organization:	Gang (4-9), band (10-100 plus 100% noncombatants plus 1 3rd-level sergeant per 20 adults and 1 leader of 4th-6th level), warband (10-24 with worg mounts), or tribe (40-400 plus 100% noncombatants plus 1 3rd-level sergeant per 20 adults, 1 or 2 lieutenants of 4th or 5th level, 1 leader of 6th-8th level, 10-24 worgs, and 2-4 dire wolves)	
Challenge Rating:	2	5
Treasure:	Double standard	Double standard
Alignment:	Always chaotic evil	Always chaotic evil
Advancement:	By character class	By character class
Level Adjustment:	+8	+8

Inferno vampire goblins revel in their power. A goblin imbued with the inferno vampire's power rises to a leadership role, then transforms its entire clan into vampires. Most goblins are willing, especially once they see the power granted by being a vampire. Not much smarter as undead, inferno vampire goblins are a little more charismatic, often moving out of their dirty lairs into the cleaner residences of their prey.

Inferno vampire goblins believe they are invulnerable, especially while raging, and rush into battle blindly. Inferno vampires

of other races prefer goblins as spawn because they are easy to control and get rid of. Most inferno goblins are a dull red color, stand 3 to 3-1/2 feet tall and weigh 40 to 45 pounds.

Inferno goblins speak Goblin; those with Intelligence scores of 12 or higher also speak Common.

COMBAT

Being bullied by bigger, stronger creatures has taught inferno goblins to exploit what few advantages they have: sheer num-



bers, malicious ingenuity, and immunity to all things hot and boiling. The concept of a fair fight is meaningless in their society. They favor ambushes, overwhelming odds, dirty tricks, and any other edge they can devise. This attitude is reinforced by their poor grasp of strategy, which makes odds all the more important. They are less cowardly than normal goblins, but still flee if a battle turns against them. With proper supervision, though, they can implement reasonably complex plans, and in such circumstances their numbers can be a deadly advantage.

The goblin warrior presented here had the following ability scores before vampiric racial adjustments: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8. The leader had these scores: Str 15, Dex 12, Con 13, Int 11, Wis 10, Cha 10.

Skills: Inferno goblins have a +4 racial bonus on Move Silently and Ride checks. Inferno goblin cavalry (mounted on worgs with special heat-resistant saddles) usually select Mounted Combat in place of their Alertness feat.

Vampiric Abilities: The inferno vampire's abilities are described on page 10.

Spellcasting: Inferno vampire goblins cast spells as 5th level sorcerers.

Typical spells prepared (5/6/3 known, 6/4/2 prepared): 0-level: *dancing lights, daze, flare, light, mending, open/close*, 1st-level: *burning hands, mage armor, magic missile, shield*, 2nd-level: *continual flame, flaming sphere*.

LYMPHATIC HARPY

Vampiric Harpy (Lymphatic Vampire 8) Medium Undead (Augmented Monstrous Humanoid)

Hit Dice:	7d12 (46 hp)
Initiative:	+4
Speed:	20 ft., fly 80 ft. (average)
Armor Class:	21 (+4 Dex, +7 natural), touch 14, flat-footed 17
BAB/Grapple:	+7/+10
Attack:	Club +10 melee (1d6+3)
Full Attack:	Club +10/+5 melee (1d6+3) and 2 claws +5 melee (1d3+3)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Blood drain, captivating song, create spawn, slam attack
Special Qualities:	Cure light wounds, damage reduction 10/magic and silver, darkvision 60 ft., fast healing 8, form of mist, healing aura, undead traits, turn resistance +4, resistance to cold and electricity 10, vampire weakness, 10 blood points

Saves:	Fort +2, Ref +9, Will +9
Abilities:	Str 16, Dex 19, Con –, Int 7, Wis 18, Cha 19
Skills:	Bluff +12, Intimidate +8, Listen +10, Perform (oratory) +6, Spot +6
Feats:	Dodge, Flyby Attack, Persuasive, Self-Sufficient, Track

Environment:	Temperate marshes
Organization:	Solitary, pair, or flight (7-12)
Challenge Rating:	6
Treasure:	Standard
Alignment:	Usually chaotic evil
Advancement:	By character class
Level Adjustment:	+3

Harpy Winglord (Lymphatic Vampire 8/Brd4) Medium Undead (Augmented Monstrous Humanoid)

Hit Dice:	11d12 (72 hp)
Initiative:	+5
Speed:	20 ft., fly 80 ft. (average)
Armor Class:	22 (+5 Dex, +7 natural), touch 15, flat-footed 17
BAB/Grapple:	+10/+13
Attack:	+1 <i>light mace</i> +14 melee (1d6+4)
Full Attack:	+1 <i>light mace</i> +14 melee (1d6+4) and 2 claws +8 melee (1d3+3)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Blood drain, captivating song, create spawn, slam attack
Special Qualities:	Bardic music, bardic knowledge, countersong, fascinate, inspire courage +1, inspire competence, cure light wounds, damage reduction 10/magic and silver, darkvision 60 ft., fast healing 8, form of mist, healing aura, undead traits, turn resistance +4, resistance to cold and electricity 10, vampire weakness, 10 blood points

Saves:	Fort +1, Ref +14, Will +13
Abilities:	Str 16, Dex 21, Con –, Int 9, Wis 18, Cha 21
Skills:	Bluff +22, Intimidate +10, Listen +10, Perform (oratory) +16, Spot +10
Feats:	Bloodstrike, Dodge, Flyby Attack, Persuasive, Self-Sufficient, Track

Environment:	Temperate marshes
Organization:	Solitary, pair, or flight (7-12)
Challenge Rating:	10
Treasure:	Standard (including +1 <i>light mace</i>)
Alignment:	Usually chaotic evil
Advancement:	By character class
Level Adjustment:	+3



Vampiric harpies entrance hapless travelers with their magical songs then lead them to unspeakable torments. Only when a harpy has finished playing with its new “toys” will it release them from suffering by killing and consuming them.

COMBAT

When a harpy engages in battle, it prefers to use Flyby Attack and strike with a melee weapon. Winglords use their Bloodstrike feat to deliver devastating blows on the first few rounds of combat.

The harpy presented here had the following ability scores before vampiric racial adjustments: Str 10, Dex 15, Con 10, Int 7, Wis 12, Cha 17.

Captivating Song (Su): The most insidious ability of the harpy is its song. When a harpy sings, all creatures (other than harpies) within a 300-foot spread must succeed on a DC 16 Will save or become captivated. This is a sonic mind-affecting charm effect. A creature that successfully saves cannot be affected again by the same harpy’s song for 24 hours. The save DC is Charisma-based.

A captivated victim walks toward the harpy, taking the most direct route available. If the path leads into a dangerous area (through flame, off a cliff, or the like), that creature gets a second saving throw. Captivated creatures can take no actions other than to defend themselves. (Thus, a fighter cannot run away or attack but takes no defensive penalties.) A victim within 5 feet of the harpy stands there and offers no resistance to the monster’s attacks. The effect continues for as long as the harpy sings and for 1 round thereafter. A bard’s countersong ability allows the captivated creature to attempt a new Will save.

Vampiric Abilities: The lymphatic vampire’s abilities are described on page 13.

Skills: Harpies have a +4 racial bonus on Bluff and Listen.

HARPY WINGLORD

The winglord leads a band of harpy vampires. She has all the powers of a lymphatic vampire harpy, and is also a 4th level bard. She fights with a +1 *light mace* (considered part of her treasure).

The winglord had these ability scores before racial adjustments: Str 10, Dex 17, Con 10, Int 9, Wis 12, Cha 19.

MAGEBANE OGRE MAGE

	Vampiric Ogre Mage (Magebane Vampire 8)	Lich-Hunter (Magebane Vampire 8/Wiz10)
	Large Undead	Large Undead
	(Augmented Giant)	(Augmented Giant)
Hit Dice:	5d12 (33 hp)	15d12+12 (115 hp)
Initiative:	+5	+6
Speed:	40 ft., fly 40 ft. (good)	40 ft., fly 40 ft. (good)
Armor Class:	19 (-1 size, +1 Dex, +5 natural, +4 mage armor), touch 10, flat-footed 18	23 (-1 size, +2 Dex, +5 natural, +4 <i>mage armor</i> , +3 <i>ring of protection</i>), touch 14, flat-footed 21
BAB/Grapple:	+3/+12	+8/+19
Attack:	Greatsword +8 melee (3d6+9/19-20) or longbow +3 ranged (2d6/x3)	+2 <i>greatsword</i> +16 melee (3d6+13/19-20) or mighty composite (+5) longbow +9 ranged (2d6+5/x3)
Full Attack:	Greatsword +8 melee (3d6+9/19-20) or longbow +3 ranged (2d6/x3)	+2 <i>greatsword</i> +16 melee (3d6+13/19-20) or mighty composite (+5) longbow +9 ranged (2d6+5/x3)
Space/Reach:	10 ft./10 ft.	10 ft./10 ft.
Special Attacks:	Create spawn, blood drain, spell-like abilities	Create spawn, blood drain, spells, spell-like abilities
Special Qualities:	Darkvision 90 ft., fast healing 5, gaseous form, low-light vision, power resistance 13, regeneration 5, spell-casting, spell resistance 19, resistance to fire and electricity 10, spell thief, spontaneous dispel, undead traits, vampiric weakness, 10 blood points	Darkvision 90 ft., fast healing 5, gaseous form, low-light vision, power resistance 13, regeneration 5, spell-casting, spell resistance 19, resistance to fire and electricity 10, spell thief, spontaneous dispel, undead traits, vampiric weakness, 10 blood points
Saves:	Fort +7, Ref +1, Will +3	Fort +7, Ref +6, Will +10
Abilities:	Str 23, Dex 12, Con –, Int 20, Wis 14, Cha 17	Str 25, Dex 14, Con –, Int 21, Wis 14, Cha 18
Skills:	Concentration +8, Intimidate +11, Jump +14, Listen +10, Knowledge (arcana) +13, Spellcraft +13, Spot +10	Concentration +18, Intimidate +12, Listen +20, Knowledge (arcana) +21, Knowledge (local) +13, Spellcraft +24, Spot +18, Survival +12
Feats:	Combat Expertise, Empower Spell, Extend Spell, Improved Initiative, Quicken Spell	Alertness (when familiar is present), Augment Spawning, Bloodcaster, Combat Expertise, Empower Spell, Extend Spell, Greater Spawning,



Improved Initiative, Improved Spawning, Quicken Spell

Environment:	Cold hills	Cold hills
Organization:	Solitary, pair, or troupe (1-2 plus 2-4 ogres)	Troupe (1 plus 2-6 ogre spawn)
Challenge Rating:	10	21
Treasure:	Double standard	Double standard (including +2 <i>greatsword</i> and +3 <i>ring of protection</i>)
Alignment:	Always lawful evil	Always lawful evil
Advancement:	By character class	By character class
Level Adjustment:	+15	+15

Magebane vampire ogre mages are more intelligent and arrogant than their mundane cousins. They are usually found leading ogre clans, possibly with ogre mages serving under them. If more than one is encountered, only the first is a magebane ogre mage, while the rest are ogre mages and normal ogres.

Magebane vampire ogre magi stand about 10 feet tall and weigh 700 pounds. Their skin varies in color from light green to light blue, and their hair is black or very dark brown. They tend to wear black and shun armor.

Vampiric ogre mages speak Common, Draconian, and Giant.

COMBAT

Magebane vampire ogre mages rely on their spell-like abilities, resorting to physical combat only when necessary. When faced with obviously superior forces, they prefer to retreat using *gaseous form* rather than fight a losing battle.

The ogre mage presented here had the following ability scores before vampiric racial adjustments: Str 21, Dex 10, Con 17, Int 14, Wis 14, Cha 17.

Spell-Like Abilities: At will – *darkness*, *invisibility*; 1/day – *charm person* (DC 14), *cone of cold* (DC 18), *gaseous form*, *polymorph*, *sleep* (DC 14). Caster level 17th. The save DCs are Charisma-based.

Flight (Su): An ogre mage can cease or resume flight as a free action. While using *gaseous form*, it can fly at its normal speed and has perfect maneuverability.

Regeneration (Ex): Fire and acid deal normal damage to an ogre mage. An ogre mage that loses a limb or body part can reattach it by holding the severed member to the stump. Reattachment takes 1 minute. If the head or some other vital organ is severed, it must be reattached within 10 minutes or the creature dies. An ogre mage cannot regrow lost body parts.

Vampiric Abilities: The magebane vampire's abilities are described on page 15.

Spellcasting: Magebane vampire ogre mages cast spells as a 7th level sorcerer.

Typical Spells Known (7/5/3/2 known, 6/7/7/4 per day): 0-level: *daze*, *detect magic*, *mage hand*, *mending*, *prestidigitation*, *read magic*, *touch of fatigue*, 1st-level: *identify*, *expeditious retreat*, *mage armor*, *magic missile*, *shield*, *sleep*, 2nd-level: *alter self*, *eagle's splendor*, *owl's wisdom*, 3rd-level: *dispel magic*, *fireball*.

LICH-HUNTER

This elder magebane ogre mage has dedicated its existence to eradicating liches, the only creatures who can threaten its potential to become the most powerful spellcaster of the land. He seeks no company but that of his spawn, who always accompany him. In combat he favors the creation of spawn as much as possible, as he enjoys seeing his attackers confront their newly raised former allies.

The lich-hunter is a 400-year-old vampire. This gives it an additional +4 bonus to ability scores, +12 bonus hit points, and additional skill points equal to (2 + Int bonus) x 4. All of these adjustments are already factored into the stats above. They increase CR by +4/5, rounded up to +1. The lich-hunter had these ability scores before vampiric racial adjustments: Str 22, Dex 10, Con 17, Int 14, Wis 14, Cha 18.

The lich-hunter has a bat familiar, as detailed below.

Spells: The lich-hunter casts spell as a 7th level sorcerer and 10th level wizard, as follows.

Sorcerer Typical Spells Known (7/5/3/2 known, 6/7/7/5 per day): 0-level: *detect magic*, *disrupt undead*, *ghost sound*, *mage hand*, *ray of frost*, *read magic*, *resistance*; 1st-level: *burning hands*, *protection from good*, *mage armor*, *magic missile*, *ray of enfeeblement*; 2nd-level: *bull's strength*, *mirror image*, *summon monster II*; 3rd-level: *dispel magic*, *fireball*.

Wizard Typical Spells Prepared (4/6/5/4/4/3): 0-level: *acid splash*, *daze*, *dancing lights*, *open/close*; 1st-level: *color spray* (x2), *enlarge person*, *expeditious retreat*, *feather fall*, *jump*; 2nd-level: *alter self*, *arcane lock*, *cat's grace*, *touch of idiocy*, *web*; 3rd-level: *hold person*, *magic missile* [empowered], *rage*, *suggestion*; 4th-level: *animate dead*, *charm monster*, *enervation*, *fire shield*; 5th-level: *baleful polymorph*, *magic missile* [quicken] x2.

Bat Familiar: HD 15d8; hp 57; Init +2; Spd 5 ft., fly 40 ft.; AC 21, touch 16, flat-footed 19; BAB +0; Grp –17; Atk/Full Atk –; SQ Blindsight 20 ft., low-light vision; SQ Improved evasion, share spells, empathic link, deliver touch spells, speak with master, speak with animals of its kind; SV Fort +7, Ref +6, Will +10; Str 1, Dex 15, Con 10, Int 10, Wis 14, Cha 4.

Skills: Hide +14, Listen +18, Move Silently +6, Spot +16 (others as master).



MOGLET SATYR

Medium Undead (Moglet Vampire 8) (Augmented Fey)

Hit Dice:	5d12 (33 hp)
Initiative:	+4
Speed:	40 ft.
Armor Class:	22 (+4 Dex, +8 natural), touch 14, flat-footed 18
BAB/Grapple:	+2/+3
Attack:	Head butt +3 melee (1d6+1) or shortbow +6 ranged (1d6/x3)
Full Attack:	Head butt +3 melee (1d6+1) and dagger -2 melee (1d4+1/19-20); or shortbow +6 ranged (1d6/x3)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Blood drain, create spawn, dominate, pipes
Special Qualities:	Aficionado, bardic music, broken, damage reduction 10/cold iron, magic and silver, dispel magic, dream, eagle's splendor, form of sound, low-light vision, mass eagle's splendor, musical fast healing 5, performance of a thousand souls, touch of insanity, undead traits, vampiric weakness, 10 blood points
Saves:	Fort +2, Ref +8, Will +5
Abilities:	Str 12, Dex 19, Con -, Int 12, Wis 13, Cha 19
Skills:	Bluff +12, Craft (any one) +9, Diplomacy +6, Disguise +4 (+7 acting), Hide +16, Intimidate +3, Knowledge (nature) +9, Listen +23, Move Silently +16, Perform (wind instruments) +20, Sense Motive +9, Spot +23, Survival +1 (+3 above-ground)
Feats:	Alertness, Dodge, Mobility, Skill Focus
Environment:	Temperate forests
Organization:	Solitary, pair, band (3-5), or troop (6-11)
Challenge Rating:	4 (without pipes) or 6 (with pipes)
Treasure:	Double standard
Alignment:	Always chaotic evil
Advancement:	By character class
Level Adjustment:	+10

Moglet satyrs can be easily mistaken for their living counterparts. Little changes about them, except for a marked improvement in their musical talents and the occasional bout of malicious evil. Their hair fades slightly to a dull red or brown, but their hooves and horns remain jet black. Moglet satyrs are about as tall and heavy as a half-elf. They speak Sylvan and occasionally Common as well.



COMBAT

A vampiric satyr's natural awareness makes it virtually impossible to surprise. Conversely, with their own natural grace and agility, satyrs can sneak up on travelers who are not carefully watching the surrounding wilderness. They delight in using their talents to surprise passing travelers, then using their musical abilities for great cruelty.

A moglet satyr prefers combat where it can dominate or control opponents, using its enemies to finish off each other. Most moglet satyrs are armed with a bow and a dagger, or better weapons if they can find them. If combat is inevitable, they seek to escape and set an ambush. Then they loose arrows from hiding, weakening their enemy as much as possible before melee begins.

The satyr above had these ability scores before vampiric racial adjustments: Str 10, Dex 13, Con 12, Int 12, Wis 13, Cha 13.

Pipes (Su): Moglet satyrs can still play their pan pipes. A moglet satyr is likely to try to steal such an instrument if it does



not have one. When it plays, all creatures within a 60-foot spread (except satyrs) must succeed on a DC 16 Will save or be affected by *charm person*, *sleep*, or *fear* (caster level 10th; the satyr chooses the tune and its effect). In the hands of other beings, these pipes have no special powers. A creature that successfully saves against any of the pipe's effects cannot be affected by the same set of pipes for 24 hours. The save DC is Charisma-based.

Skills: Satyrs have a +4 racial bonus on Hide, Listen, Move Silently, Perform, and Spot checks.

Vampiric Abilities: The moglet vampire's abilities are described on page 17.

He's beautiful. I found him in the forest playing the most delectable melody. Now he can play it forever. I had to kill his family in front of him to set the conditions for immortality, but he'll appreciate what I've done for him in the long run.

– Lisa Beaujour

SUKKO FROST GIANT

Frost Giant (Sukko Vampire 8)

Large Undead
(Augmented Monstrous Humanoid (giant)) (Cold)

Hit Dice:	14d12 (91 hp)
Initiative:	+1
Speed:	40 ft.
Armor Class:	29 (-1 size, +1 Dex, +15 natural, +4 chain shirt), touch 10, flat-footed 29
BAB/Grapple:	+10/+25
Attack:	Huge great axe +20 melee (3d6+16/x3) or slam +20 melee (1d4+11) or rock +11 ranged (2d6+11)
Full Attack:	Huge greataxe +20/+15 melee (3d6+16/x3) or 2 slams +20 melee (1d4+11) or rock +11 ranged (2d6+11)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Blood drain, break the spirit, create spawn, rock throwing
Special Qualities:	Alternate form, cold feet, damage reduction 10/magic and silver, form of water, immunity to cold, low-light vision, rock catching, racial skills, radiate cold, spirit of the north, turn resistance +4, undead traits, vampiric weakness, vulnerability to fire, 10 blood points
Saves:	Fort +14, Ref +5, Will +6
Abilities:	Str 33, Dex 13, Con –, Int 16, Wis 14, Cha 11
Skills:	Bluff +10, Climb +15, Craft (any one) +6, Hide +9, Intimidate +6, Jump +19,

Spot +12

Feats: Cleave, Great Cleave, Improved Overrun, Improved Sunder, Improved Unarmed Strike, Power Attack

Environment: Cold mountains

Organization: Solitary, gang* (2-5), band* (6-9), or tribe* (21-30)

Challenge Rating: 11

Treasure: Double standard

Alignment: Always chaotic evil

Advancement: By character class

Level Adjustment: +12

Sukko vampire frost giants are dangerous and rare. The evil-aligned frost giant tribes are willing to accept vampires as their leaders, and sukko frost giants often ascend to such roles. Particularly intelligent or charismatic ones unite other tribes into small empires. The sukko frost giant's vampiric nature is hardly an impediment when interacting with other frost giants, as they are immune to his cold nature. However, his giant-sized need for warm, living creatures to feed on can become a problem. Sukko vampire frost giants rarely create others of their kind because another vampire would threaten their position as leader.

Sukko vampire frost giants have light blue or almost white skin, with eyes and hair to match. They dress in white pelts or skins. They carry all the jewelry they own, but these gems are always white or dull colors. Like other frost giants, the sukko vampire frost giant is about 15 feet tall and weighs about 2,800 pounds. They speak Giant and Common.

COMBAT

Sukko vampire frost giants plan more complicated strategies than the typical frost giant. These may include multiple ambushes, traps, and clever use of avalanches and deep snow drifts to capture foes. They are only likely to parley if their target has something the vampire wants. They begin a combat at a distance, using rocks prepared in advance. If the foe survives, they send in regular frost giants first before joining the battle. They wield enormous battleaxes.

Sukko vampire ambushes often come from the least expected places. Since they are immune to cold and no longer need to breathe, sukko vampires can lie in wait underwater, completely covered in snow drifts, encased in ice, and in other such remote locations.

The frost giant above had these ability scores before vampiric racial adjustments: Str 29, Dex 9, Con 21, Int 10, Wis 14, Cha 11.

Rock Throwing (Ex): The range increment is 120 feet for a frost giant's thrown rocks.

***Organization:** If more than one is encountered, only the first frost giant is a sukko vampire and the rest are regular frost giants.

Vampiric Abilities: The sukko vampire's abilities are described on page 20.



VELDRANE MOLD TREANT

Hit Dice:	Huge Plant (Veldrane Mold Vampire 8) 7d8+63 (95 hp)
Initiative:	+5
Speed:	30 ft.
Armor Class:	22 (-2 size, +1 Dex, +13 natural), touch 9, flat-footed 21
BAB/Grapple:	+5/+24
Attack:	Slam +14 melee (2d6+11)
Full Attack:	2 slams +14 melee (2d6+11)
Space/Reach:	15 ft./15 ft.
Special Attacks:	Animate plants, animate trees, blood drain, create spawn, dominate, double damage against objects, fungal infection, spore cloud, trample 2d6+15
Special Qualities:	Control plants, damage reduction 10/slashing, darkness, dark photosynthesis, fast healing 5, form of spores, green thumb, low-light vision, plant traits, racial skills, regeneration 5, scent, vampiric weaknesses, vulnerability to fire
Saves:	Fort +14, Ref +3, Will +6
Abilities:	Str 33, Dex 12, Con 29, Int 14, Wis 14, Cha 10
Skills:	Bluff +8, Diplomacy +2, Hide +1*, Intimidate +5, Knowledge (nature) +7, Listen +15, Move Silently +9, Sense Motive +15, Spot +7, Survival +15 (+17 above ground)
Feats:	Endurance, Improved Initiative, Improved Sunder, Iron Will, Power Attack
Environment:	Temperate forests
Organization:	Solitary
Challenge Rating:	10
Treasure:	Double standard
Alignment:	Always neutral evil
Advancement:	By character class
Level Adjustment:	+13

A Veldrane mold vampire-treant no longer changes its leaves during the seasons. It remains forever in a washed-out reflection of the season when it turned into a vampire: dull green in the spring and summer or dull yellow, orange, or red in the fall and winter. The treant's bark and leaves are coated in a slick, green mold that smells rank, and its face takes on a hollow, evil appearance.

Even though Veldrane mold vampire-treants are evil, their prime directive – “protect the grove!” – is not forgotten. But it is twisted and corrupted. They become obsessed with protecting their forest, killing all intruders and often turning them into vampire minions in the greater interest of their grove. They may even turn portions of their own grove into Veldrane creatures “for their

own protection.” They may recruit the assistance of necrologists to kill their groves in order to raise them into eternal undeath.

In the distant wilderness, a Veldrane treant-vampire can exist for ages without disturbing anyone, but closer to society there are usually problems. These treants never harm plants – at least, in their own minds they don't; what they think is best for the plant may not seem the best to a living treant. They may spare those humanoids which show a strong dedication to preserving nature, such as druids and even rangers. A sorcerer or wizard with a plant familiar could make a strong case for being spared.

Other treants, druids, and rangers will not act against a Veldrane mold vampire-treant unless they are certain they can destroy it. They do not wish to incur its anger. They may guide travelers around the territory of the vampire treant for the same reason, and to protect the innocent from being harmed while they try to locate a skilled vampire hunter.

A treant is about 30 feet tall, with a “trunk” about 2 feet in diameter. It weighs about 4,500 pounds. Treants speak their own language, plus Common and Sylvan.

COMBAT

Stronger and faster than their mortal kin, these treants attack more willingly, sometimes without taking the time to properly evaluate an opponent. They often animate other trees. They have vampiric minions for help and do not hesitate to use them, even if the opponent is clearly outmatched without such help.

The treant above had these ability scores before vampiric racial adjustments: Str 29, Dex 8, Con 21, Int 12, Wis 16, Cha 12.

Animate Trees (Sp): A treant can animate trees within 180 feet at will, controlling up to two trees at a time. It takes 1 full round for a normal tree to uproot itself. Thereafter it moves at a speed of 10 feet and fights as a treant in all respects. Animated trees lose their ability to move if the treant that animated them is incapacitated or moves out of range. The ability is otherwise similar to *liveoak* (caster level 12th). Animated trees have the same vulnerability to fire that a treant has.

Double Damage against Objects (Ex): A treant or animated tree that makes a full attack against an object or structure deals double damage.

Trample (Ex): Reflex DC 24 half. The save DC is Strength-based.

Skills: *Treants have a +16 racial bonus on Hide checks made in forested areas.

Vampiric Abilities: The Veldrane mold vampire's abilities are described on page 22.



VAMPIRIC ORC

	<p>Orc Vampire (War1/Standard Vampire 8) Medium Undead (Augmented Humanoid (Orc))</p>	<p>Orc Vampire Chieftain (War7/Standard Vampire 8/Arch-Vampire 4) Medium Undead (Augmented Humanoid (Orc))</p>
Hit Dice:	1d12 (7 hp)	7d12 (46 hp)
Initiative:	+6	+7
Speed:	30 ft.	40 ft.
Armor Class:	18 (+2 Dex, +6 natural), touch 12, flat-footed 16	23 (+3 Dex, +6 natural, +4 +1 <i>studded leather armor</i>), touch 13, flat-footed 20
BAB/Grapple:	+1/+7	+11/+18
Attack:	Greataxe +7 melee (1d12+6/x3) or javelin +3 ranged (1d6+6) or slam +7 melee (1d6+6 plus energy drain)	+2 <i>greataxe</i> +20 melee (1d12+9/x3) or javelin +14 ranged (1d6+7) or claw +18 melee (1d8+7 plus energy drain) or slam +18 melee (1d6+7 plus energy drain) or unarmed attack (bite) +18 melee (1d4+7 plus blood drain) (no AoO)
Full Attack:	Greataxe +7 melee (1d12+6/x3) or javelin +3 ranged (1d6+6) or slam +7 melee (1d6+6 plus energy drain)	+2 <i>greataxe</i> +20/+15/+5 melee (1d12+9/x3) or javelin +14/+9/+4 ranged (1d6+7) or claws +18/+13/+8 melee (1d8+7 plus energy drain) or slam +18/+13/+8 melee (1d6+7 plus energy drain) or unarmed attack (bite) +18/+13/+8 melee (1d4+7 plus blood drain) (no AoO)
Space/Reach:	5 ft./5 ft.	5 ft./5 ft.
Special Attacks:	Blood drain, create spawn, dominate, energy drain	Improved blood drain, create spawn, dominate, energy drain
Special Qualities:	Alternate form, children of the night, damage reduction 5/magic and silver, fast healing 5, gaseous form, racial skills, resistance to cold and electricity 10, spider climb, turn resistance +4, undead traits, vampiric weaknesses, 10 blood points	Alternate form, children of the night, damage reduction 5/magic and silver, fast healing 5, fast movement, gaseous form, heartwell, racial skills, resistance to cold and electricity 10, spider climb, turn resistance +6, undead traits, vampiric weaknesses, 14 blood points
Saves:	Fort +3, Ref +4, Will -1	Fort +7, Ref +11, Will +6
Abilities:	Str 23, Dex 15, Con -, Int 10, Wis 9, Cha 10	Str 24, Dex 16, Con -, Int 12, Wis 11, Cha 16
Skills:	Listen +3, Spot +3	Climb +12, Jump +12, Listen +12, Spot +12
Feats:	Alertness, Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes	Alertness, Combat Reflexes, Dodge, Fanged Lunge, Improved Initiative, Improved Unarmed Strike, Improved Spawning, Leadership (base score 22), Lightning Reflexes
Environment:	Temperate hills	Temperate hills
Organization:	Solitary or gang (2-4), squad (11-20), or band (30-100)	Solitary or leading band
Challenge Rating:	3	12
Treasure:	Double standard	Double standard (including +2 <i>greataxe</i> and +1 <i>studded leather armor</i>)
Alignment:	Always chaotic evil	Always chaotic evil
Advancement:	By character class	By character class
Level Adjustment:	+8	+8



Orcs who become vampires are banned from the tribe by dictate of the current leaders, who fear competition. But if the vampiric orc survives its early days away from the tribe, it usually gains great power and returns to dominate its brethren, often turning the entire tribe into vampires.

Vampire orcs have a dusky gray skin color, with a hint of the green or brown that marks their living cousins. They often have gray hair and pink or red eyes. Like living orcs, a vampire orc weighs about 210 pounds and stands a little over 6 feet tall. They speak Orc and may know Goblin or Giant as well.

COMBAT

Vampire orcs can't escape their natural lust for blood-splattering combat. They charge into melee swinging their greataxes wildly, enjoying the bloodletting even more now that they are vampires.

The orc above had these ability scores before vampiric racial adjustments: Str 17, Dex 11, Con 12, Int 8, Wis 7, Cha 6.

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

Vampiric Abilities: The standard vampire's abilities are described on page 8.

VAMPIRE CHIEFTAIN

This powerful orc was already a tribal leader when he became a vampire. He retained his position in the tribe and developed his abilities to the point of becoming a low-level arch-vampire. He creates spawn carefully, preferring to use this ability to take control of rival bands by turning their leaders into spawn loyal to him. He is feared by all other creatures within his immediate domain.

The vampire chieftain had these ability scores before vampiric racial adjustments: Str 18, Dex 12, Con 12, Int 10, Wis 9, Cha 12.

Standard Vampire NPCs

Use these pregenerated stats when you need a vampire encounter but don't have time to prepare stats. All of the following vampires use the standard MM vampire template, which is equivalent to 8 levels of the standard vampire race as presented in this book. None of the new feats from this book are used, though you can easily swap them out as you see fit.

These vampires are organized from lowest CR to highest.



Kreckalzt, Male Gnome Vampire Sor1: CR 3; Medium Undead (Augmented Humanoid (Gnome)); HD 1d12; hp 9; Init +3; Spd 20 ft; AC 20 (+1 size, +6 natural, +1 Dex), touch 13, flat-footed 16; BAB +0; Grp -2; Atk/Full Atk light mace +3 melee (1d4+2) or slam +3 melee (1d4+3 plus energy drain) or masterwork light crossbow +5 ranged (1d6/19-20); SA Blood drain, children of the night, create spawn, dominate, energy drain, spells; SQ Alternate form, blood points (10), DR 10/silver and magic, darkvision 60 ft., fast healing 5, gaseous form, gnomish traits, resistance to cold 10 and electricity 10, spider climb, undead traits, vampire weaknesses; AL NE; SV Fort +0, Ref +3, Will +4; Str 14, Dex 17, Con -, Int 16, Wis 15, Cha 21.

Skills: Concentration +4, Craft (alchemy) +5, Hide +7, Knowledge (arcana) +7, Listen +4, Search +4, Spellcraft +7, Spot +3.

Feats: Toughness.

Possessions: Light mace, masterwork light crossbow, 10 bolts, 2x *potion of protection from good*, *scroll of identify*, 4x thunderstone, pouch containing 128 gp.

Spells Known (5/4; DC 15 + spell level; *DC 16 + spell level for illusions): 0 – *acid splash*, *arcane mark*, *detect magic*, *read magic*; 1st – *disguise self**, *mage armor*.

Gregor, Male Human Vampire Mnk3: CR 5; Medium Undead (Augmented Humanoid (Human)); HD 3d12; hp 19; Init +4; Spd 40 ft; AC 25 (+6 natural, +4 Dex, +5 Wis), touch 19, flat-footed 21; BAB +2; Grp +7; Atk/Full Atk unarmed strike +7 melee (1d6+5 plus energy drain) or sai +7 melee (1d4+5) or +1 *sling* +7 ranged (1d4+5); SA Blood drain, children of the night, create spawn, dominate, energy drain, flurry of blows, unarmed strike; SQ Alternate form, blood points (10), DR 10/silver and magic, darkvision 60 ft., evasion, fast healing 5, gaseous form, resistance to cold 10 and electricity 10, spider climb, still mind, undead traits, vampire weaknesses; AL LE; SV Fort +5, Ref +7, Will +8; Str 20, Dex 19, Con -, Int 15, Wis 20, Cha 15.

Skills: Balance +12, Hide +10, Listen +11, Move Silently +10, Sense Motive +8, Spot +8, Tumble +13.

Feats: Deflect Arrows, Great Fortitude, Skill Focus (Tumble), Snatch Arrows, Stunning Fist.

Possessions: Sai, +1 *sling*, 10 sling bullets, *potion of inflict light wounds*, 2x *potion of magic fang*, pouch containing 48 gp, 9 sp.

Semmitt, Male Human Vampire Clr3/Rog2: CR 7; Medium Undead (Augmented Humanoid (Human)); HD 5d12; hp 32; Init +5; Spd 30 ft; AC 24 (+3 studded leather, +6 natural, +5 Dex), touch 15, flat-footed 19; BAB +3; Grp +7; Atk/Full Atk +1 *short sword* +8 melee (1d6+5/19-20) or slam +7 melee (1d6+6 plus energy drain) or masterwork light hammer +9 ranged (1d4+4); SA Blood drain, children of the night, create spawn, dominate, energy drain, smite foe (1/day; +4 to attack, +3 to damage), sneak attack +1d6, spells; SQ Alternate form, blood points (10), DR 10/silver

and magic, darkvision 60 ft., evasion, fast healing 5, gaseous form, resistance to cold 10 and electricity 10, rebuke undead, spider climb, spontaneous casting, trapfinding, undead traits, vampire weaknesses; AL CE; SV Fort +3, Ref +9, Will +8; Str 18, Dex 20, Con -, Int 16, Wis 20, Cha 19.

Skills: Concentration +6, Disable Device +7, Heal +11, Hide +9, Intimidate +8, Knowledge (religion) +10, Listen +7, Move Silently +9, Open Lock +7, Search +7, Spellcraft +9, Spot +9.

Feats: Combat Casting, Combat Reflexes, Scribe Scroll.

Possessions: Studded leather armor, 2x masterwork light hammers, +1 *short sword*, *potion of resist energy (fire)* 10, *scroll of alarm*, *scroll of magic weapon*, starburst-shaped solid gold amulet (900 gp), 38 gp.

Spells Prepared (4/3/2; DC 15 + spell level; Domains: Chaos, Destruction): 0 – *detect magic* (x2), *guidance*, *resistance*; 1st – *bane*, *doom*, *entropic shield*, *inflict light wounds**; 2nd – *darkness*, *shatter**, *silence*. *Domain spells.

Krrom, Male Half-orc Vampire Bbn9: CR 11; Medium Undead (Augmented Humanoid (Half-orc)); HD 9d12; hp 58; Init +4; Spd 40 ft; AC 23 (+2 heavy spiked wooden shield, +1 *ring of protection*, +6 natural, +4 Dex), touch 15, flat-footed 19; BAB +9; Grp +17; Atk +1 *warhammer* +18 melee (1d8+9/x3) or heavy spiked wooden shield +17 melee (1d6+8) or +1 *composite longbow* (+4) +14 ranged (+1 within 30 feet) (1d8+5/x3) or slam +17 melee (1d6+12 plus energy drain); Full Atk +1 *warhammer* +18/+13 melee (1d8+9/x3) or +1 *warhammer* +12/+7 melee (1d8+9/x3) and heavy spiked wooden shield +7 melee (1d6+8) or +1 *composite longbow* (+4) +14/+9 ranged (+1 within 30 feet) (1d8+5/x3) or slam +17 melee (1d6+12 plus energy drain); SA Blood drain, children of the night, create spawn, dominate, energy drain, rage 3/day; SQ Alternate form, blood points (10), DR 1/-, DR 10/silver and magic, darkvision 60 ft., fast healing 5, fast movement, gaseous form, half-orc traits, illiteracy, improved uncanny evasion, resistance to cold 10 and electricity 10, spider climb, trap sense +3, undead traits, vampire weaknesses; AL CE; SV Fort +6, Ref +7, Will +4; Str 26, Dex 18, Con -, Int 10, Wis 13, Cha 14.

Skills: Climb +13, Intimidate +14, Jump +13, Listen +6, Spot +3, Survival +6, Tumble +6.

Feats: Cleave, Improved Shield Bash, Point Blank Shot, Power Attack.

Possessions: Heavy spiked wooden shield, +1 *warhammer*, +1 *composite longbow* (+4), 20 arrows, *bead of force*, *brooch of shielding* (unused), *potion of inflict moderate wounds*, *ring of protection* +1, pouch containing 70 gp.

Yedril, Female Halfling Vampire Rog11: CR 13; Medium Undead (Augmented Humanoid (Halfling)); HD 11d12; hp 71; Init +10; Spd 20 ft; AC 23 (+1 size, +6 natural, +6 Dex),



touch 17, flat-footed 17; BAB +8; Grp +7; Atk +1 *shocking burst rapier* +16 melee (1d4+4 plus 1d6 electrical (+1d10 electrical on crit)/19-20) or slam +12 melee (1d4+4 plus energy drain) or masterwork dart +17 ranged (1d3+3 plus possible poison); Full Atk +1 *shocking burst rapier* +16/+11 melee (1d4+4 plus 1d6 electrical (+1d10 electrical on crit)/19-20) or slam +12 melee (1d4+4 plus energy drain) or masterwork darts +17/+12 ranged (1d3+3 plus possible poison); SA Blood drain, children of the night, create spawn, crippling strike, dominate, energy drain, sneak attack +6d6; SQ Alternate form, blood points (10), DR 10/silver and magic, darkvision 60 ft., evasion, fast healing 5, gaseous form, halfling traits, improved uncanny dodge, resistance to cold 10 and electricity 10, spider climb, trapfinding, trap sense +3, uncanny dodge, undead traits, vampire weaknesses; AL LE; SV Fort +4, Ref +14, Will +5; Str 16, Dex 23, Con -, Int 14, Wis 13, Cha 18.

Skills: Appraise +9, Balance +13, Bluff +11, Climb +5, Diplomacy +13, Disguise +13, Escape Artist +13, Gather Information +13, Hide +21, Jump +5, Knowledge (local) +9, Listen +10, Move Silently +19, Open Lock +13, Search +11, Sense Motive +8, Spot +8, Use Magic Device +13.

Feats: Dodge, Improved Initiative, Mobility, Weapon Finesse.

Possessions: +1 *shocking burst rapier*, 4x masterwork darts, masterwork thieves' tools, *potion of blur*, 4 doses of poison (shadow essence: injury DC 17, initial 1 Str (permanent), secondary 2d6 Str), black velvet mask with numerous citrines (in total worth 105 gp), pouch containing 23 gp.

Fel'tahnis, Male Elf Vampire Ftr7/Wiz6: CR 15; Medium Undead (Augmented Humanoid (Elf)); HD 13d12; hp 84; Init +8; Spd 30 ft; AC 25 (+5 elven chain, +6 natural, +4 Dex), touch 14, flat-footed 21; BAB +10; Grp +15; Atk +1 *keen thundering longsword* +17 melee (1d8+8 (+1d8 sonic on crit)/17-20) or slam +15 melee (1d6+7 plus energy drain) or +1 *longbow* +16 ranged (1d8+1/x3); Full Atk +1 *keen thundering longsword* +17/+12 melee (1d8+8 (+1d8 sonic on crit)/17-20) or slam +15 (1d6+7 plus energy drain) or +1 *longbow* +16/+11 ranged (1d8+1/x3); SA Blood drain, children of the night, create spawn, dominate, energy drain, spells; SQ Alternate form, blood points (10), DR 10/silver and magic, darkvision 60 ft., fast healing 5, gaseous form, elf traits, resistance to cold 10 and electricity 10, spider climb, undead traits, vampire weaknesses; AL CE; SV Fort +9, Ref +10, Will +10; Str 20, Dex 19, Con -, Int 20, Wis 13, Cha 16.

Skills: Concentration +16, Decipher Script +8, Intimidate +8, Knowledge (arcana) +21, Listen +5, Ride +9, Search +7, Spellcraft +21, Spot +5, Swim +10.

Feats: Alertness, Blind-fight, Brew Potion, Craft Wand, Improved Initiative, Point Blank Shot, Rapid Shot, Scribe Scroll, Spell Penetration, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: Elven chain, +1 *keen thundering*

longsword, +1 *longbow*, 20 arrows, *cloak of resistance* +2, *potion of protection from energy (fire)*, *potion of rage*, *wand of magic missile* (CL 9th) (14 charges), *wand of silence* (23 charges), gold-plated gargoyle statuette clutching a black pearl (699 gp).

Spells Prepared (4/5/4/3; DC 15 + spell level; 20% arcane spell failure): 0 – *detect magic*, *flare*, *open/close*, *resistance*; 1st – *disguise self*, *grease*, *shield*, *magic missile*, *true strike*; 2nd – *acid arrow* (x2), *scare*, *see invisibility*; 3rd – *fireball* (x2), *major image*.

Spellbook: 0 – all; 1st – *disguise self*, *grease*, *hold portal*, *identify*, *magic missile*, *shield*, *true strike*, *unseen servant*; 2nd – *acid arrow*, *gust of wind*, *obscure object*, *scare*, *see invisibility*; 3rd – *fireball*, *major image*, *shrink item*, *tongues*.

Dreginnik, Male Dwarf Vampire Rgr11/Def4: CR 17; Medium Undead (Augmented Humanoid (Dwarf)); HD 15d12+3; hp 100; Init +8; Spd 20 ft; AC 24 (+3 leather, +6 natural, +3 Dex, +2 AC bonus from Def), touch 15, flat-footed 19; BAB +15; Grp +21; Atk +2 *keen dwarven waraxe* +22 melee (1d10+8/19-20/x3) and +2 *frost handaxe* +22/+17/+12 melee (1d6+8/x3) or slam +21 melee (1d6+9 plus energy drain); Full Atk +2 *keen dwarven waraxe* +22/+17/+12 melee (1d10+8/19-20/x3) and +2 *frost handaxe* +22/+17/+12 melee (1d6+8/x3) or slam +21 melee (1d6+9 plus energy drain); SA Blood drain, children of the night, create spawn, defensive stance 2/day, dominate, energy drain, favored enemies (dragons +4, elementals +2, magical beasts +4), spells; SQ Alternate form, blood points (10), DR 10/silver and magic, darkvision 60 ft., evasion, fast healing 5, gaseous form, resistance to cold 10 and electricity 10, spider climb, swift tracker, trapfinding, trap sense +1, uncanny dodge, undead traits, vampire weaknesses, wild empathy, woodland stride; AL LE; SV Fort +12, Ref +13, Will +11; Str 23, Dex 18, Con -, Int 13, Wis 16, Cha 15.

Skills: Climb +11, Hide +18, Knowledge (nature) +13, Listen +21, Move Silently +18, Search +8, Spot +21, Survival +9.

Feats: Dodge, Endurance, Improved Initiative, Power Attack, Toughness, Track, Weapon Focus (dwarven waraxe), Weapon Focus (handaxe).

Possessions: +1 *leather armor*, +2 *dwarven waraxe*, +2 *frost handaxe*, *cloak of resistance* +1, *horn of blasting*, 2x red garnets (102 gp each).

Spells Prepared (2/2/1; DC 13 + spell level): 1st – *entangle*, *longstrider*; 2nd – *protection from energy*, *speak with plants*; 3rd – *tree shape*.

Turakis the Grey, Female Half-elf Vampire Wiz15/Arc2: CR 19; Medium Undead (Augmented Humanoid (half-elf)); HD 17d12; hp 110; Init +5; Spd 40 ft; AC 21 (+6 natural, +5 Dex), touch 15, flat-footed 16; BAB +8; Grp +10; Atk +1 *unholy wounding sickle* +12 melee (1d6+3 plus 1 Con (+2d6 vs. good-aligned)) or slam +10 melee (1d6+3 plus



energy drain); Full Atk +1 *unholy wounding sickle* +12/+7 melee (1d6+3 plus 1 Con (+2d6 vs. good-aligned)) or slam +10 melee (1d6+3 plus energy drain); SA Blood drain, children of the night, create spawn, dominate, energy drain, mastery of elements, spell-like ability (2/day – *acid arrow*), spells; SQ Alternate form, blood points (10), DR 10/silver and magic, darkvision 60 ft., fast healing 5, gaseous form, half-elf traits, resistance to cold 10 and electricity 10, spider climb, undead traits, vampire weaknesses; AL LE; SV Fort +5, Ref +10, Will +13; Str 15, Dex 21, Con -, Int 23, Wis 13, Cha 20.

Skills: Concentration +20, Craft (alchemy) +20, Diplomacy +7, Gather Information +7, Knowledge (arcana) +26, Knowledge (the planes) +26, Listen +5, Search +14, Spellcraft +31, Spot +5.

Feats: Craft Magic Arms and Armor, Craft Wand, Improved Familiar, Maximize Spell, Quicken Spell, Scribe Scroll, Skill Focus (Spellcraft), Spell Focus (Evocation), Spell Focus (Necromancy), Weapon Focus (sickle).

Possessions: +1 *unholy wounding sickle*, boots of striding and springing, ring of evasion, ring of mind shielding, scroll of chain lightning, scroll of delayed blast fireball, wand of slow (16 charges), wand of web (40 charges), pouch containing 69 gp.

Spells Prepared (5/4; DC 16 + spell level (+1 for evocation and necromancy)): 0 – *arcane mark*, *dancing lights*, *detect magic*, *mage hand*; 1st – *burning hands*, *mage armor*, *magic missile*, *ray of enfeeblement*, *reduce person*, *shield*; 2nd – *alter self*, *darkness*, *flaming sphere*, *mirror image*, *scare*; 3rd – *dispel magic* (x2), *fireball*, *slow*; 4th – *animate dead*, *fear*, *fire shield*, *greater invisibility*, *magic missile* [maximized]; 5th – *cloudkill*, *cone of cold*, *telekinesis*, *teleport*; 6th – *chain lightning*, *disintegrate*, *globe of invulnerability*, *greater dispel magic*, *invisibility* [quickened]; 7th – *greater teleport*, *prismatic spray*, *reverse gravity*; 8th – *polar ray*; 9th – *meteor swarm*.

Spellbook: 0 – all; 1st – *burning hands*, *cause fear*, *comprehend languages*, *feather fall*, *identify*, *mage armor*, *magic missile*, *ray of enfeeblement*, *reduce person*, *shield*, *sleep*; 2nd – *acid arrow*, *alter self*, *darkness*, *flaming sphere*, *ghoul touch*, *invisibility*, *mirror image*, *scare*; 3rd – *blink*, *dispel magic*, *fireball*, *hold person*, *ray of exhaustion*, *slow*, *summon monster II*; 4th – *animate dead*, *fear*, *fire shield*, *greater invisibility*, *locate creature*, *magic missile* (maximized), *wall of fire*; 5th – *cloudkill*, *cone of cold*, *hold monster*, *telekinesis*, *teleport*, *waves of fatigue*; 6th – *chain lightning*, *contingency*, *create undead*, *disintegrate*, *globe of invulnerability*, *greater dispel magic*; 7th – *delayed blast fireball*, *finger of death*, *greater teleport*, *prismatic spray*, *reverse gravity*; 8th – *create greater undead*, *greater prying eyes*, *polar ray*, *prismatic wall*; 9th – *gate*, *meteor swarm*, *wail of the banshee*.

Belbazi, Turakis' imp familiar: CR 2; Tiny outsider (evil, extraplanar, lawful); HD 3d8; hp 55; Init +3; Spd 20 ft., fly 50 ft. (perfect); AC 24 (+2 size, +9 natural, +3 Dex),

touch 15, flat-footed 21; BAB +8; Grp +0; Atk/Full Atk sting +13 melee (1d4 plus poison); Space/Reach 2 1/2 ft./0 ft.; SA Poison, spell-like abilities; SQ Alternate form, DR 5/good or silver, darkvision 60 ft., familiar special abilities (alertness within 5 ft., improved evasion, share spells, empathic link, deliver touch spells, speak with master, SR 22, scry on familiar), fast healing 2, immunity to poison, resistance to fire 5; AL LE; SV Fort +5, Ref +8, Will +13; Str 10, Dex 17, Con 10, Int 14, Wis 12, Cha 14.

Skills: Concentration +20, Craft (alchemy) +22, Diplomacy +8, Knowledge (arcana) +22, Knowledge (the planes) +22, Listen +9, Move Silently +9, Search +9, Spellcraft +22, Spot +9, Survival +1 (+3 following tracks).

Feats: Dodge, Weapon Finesse.

SQ – Poison (Ex): Injury DC 13, initial 1d4 Dex, secondary 2d4 Dex.

SQ – Spell-like abilities: At will – *detect good*, *detect magic*, *invisibility* (self only); 1/day – *suggestion* (DC 15). Caster level 6th. Once per week, an imp can use *commune* to ask six questions. The ability otherwise works as the spell (caster level 12th).

Vampire NPCs of Note

Mox Ootat

Background: Bordering the eastern desert is a range of great mountains. In one of the larger fertile valleys dwelled a barbarian village of half-orcs. This simple tribe of spirit-worshippers was Mox's family. He was easily the fiercest warrior by the time youthful foolishness was lost. The tribe's warrior caste required the slaying of a dragon before a youth could join the ranks of the warriors. These mountains were crawling with red wyrms and, once a suitable specimen was found, Mox required but a week's time to track and defeat it. The half-orc drank the blood of the dragon as ritual dictated and soon became the leader of the warrior caste. But when a watching inferno vampire decided to add Mox's ability to his cadre of spawn, it spelled doom for the rest of the tribe. While many of the males joined the vampire's ranks as spawn, the women and children were hunted for sport before their blood ran into undead gullets.

Mox's extraordinary combat prowess placed him among the master vampire's personal attendants. The master kept possession of the isolated valley as a base from which to launch attacks against travelers using the nearby trade route. Mox thrives among the master's spawn and delights in killing for killing's sake. After defeating a foe, he rends a bone from its corpse before immolating it. The ghastly souvenir is then emblazoned with Mox's *arcane mark* (a greataxe with a single droplet of blood hanging from its edge). These bones are kept piled high within Mox's hut as a tribute to his abilities.

Combat: Mox's idea of stealth is to get behind an enemy using *gaseous form* before striking. He casts *reduce person* on any foes within reach before casting *shield* on himself and then



wading into combat. Raging while using the Bloodstrike feat, the inferno vampire pushes his combat power to the maximum threshold. He refuels blood points by draining foes who either attempt to flee or who dare to challenge him alone. Mox's ability to decimate opponents quickly puts him at the vanguard of every assault directed by his master. Enemy spellcasters become the target of a *magic missile* volley if Mox cannot reach them immediately. A *fireball* from his agent of the phoenix ability or magical necklace is used only if a battle is not going well.

Description: Blood-red eyes highlight this half-orc's ashen face. A greasy smattering of black hair tops his nearly 6-foot frame. Mox travels with greataxe always in hand, dagger at his belt. A specially made strap worn across his armor holds his two wands at the ready. He paces before melee begins and is often found clenching and unclenching his fists expectantly in his own lair.

Mox Ootat, Half-orc Vampire Bbn15/Inferno6: CR 17; Medium Undead (Augmented Humanoid (Half-orc)); HD 15d12+6; hp 103; Init +8; Spd 40 ft.; AC 22 (+4 studded leather, +4 natural, +4 Dex), touch 14, flat-footed 22; BAB +15; Grp +20; Atk +3 *greataxe* +24 melee (1d12+5/x3) or +2 *dagger* +22 melee (1d4+5/19-20) or bite +20 melee (1d4+5 plus blood drain) or longbow +14 ranged (+1 within 30 feet) (1d8/x3); Full Atk +3 *greataxe* +24/+19 melee (1d12+3/x3) or +2 *dagger* +22/+17 melee (1d4+5/19-20) or bite +20/+15 melee (1d4+5 plus blood drain); SA agent of the phoenix, blood drain, fiery death, greater rage, radiate heat, rage 5/day, spellcasting (as Sor3); SQ age (200 years: +6 hp, +2 Cha, +4 skill points), blood points (12), create spawn, dispel magic 2/day, dream 1/day, DR 3/-, DR 5/silver, fire resistance 5, gaseous form (at will), improved uncanny dodge, racial skills, trap sense +5, undead traits, vampiric weaknesses (repelling): mint, sunlight, water; slaying: running water, stone shard); AL CE; SV Fort +12, Ref +12, Will +9; Str 21, Dex 18, Con -, Int 11, Wis 12, Cha 19.

Skills: Climb +23, Intimidate +22, Listen +19, Survival +19.

Feats: Bloodstrike, Extra Blood Capacity (x2), Fanged Lunge, Improved Initiative, Weapon Focus (*greataxe*).

Possessions: +1 *spell resistance* (15) *studded leather*, +2 *dagger*, +3 *greataxe*, *cloak of resistance* +3, *necklace of fireballs*, type II (unused), 2x *potion of inflict serious wounds*, *wand of bull's strength* (30 charges), *wand of detect magic* (50 charges), fire opal ring (405 gp).

Spells Known (6/6; DC 14 + spell level; arcane spell failure: 15%): 0 – *acid splash*, *arcane mark*, *daze*, *message*, *resistance*; 1st – *magic missile*, *reduce person*, *shield*.

Jelik Mantist

Background: Jelik Mantist grew up in the faith of the White Goddess. Because of his devotion, he sought the status of paladin at an early age. After becoming a paladin, Jelik rose rapidly in

their ranks. Peers and citizens of the city approved of the young man's friendly demeanor and incorruptible morals. So much so, in fact, that when the Prelate of the local order died, Jelik's name was among those spoken of to replace him. While Jelik never desired a leadership position in the official ranks, he could not deny the potential influence that direct control over the local sect would grant. But the White Goddess demanded that all Prelates possess a working knowledge of arcane matters before taking such a station. To this end, Jelik traveled to a friendly wizard's tower for instruction. Once the paladin was knee-deep in wizardly studies, a lymphatic vampire took the opportunity to strike at one of the most prominent leaders of a group it abhorred.

Not long after Jelik was turned into a lymphatic vampire, his sire was slain in battle. Out from under a controlling mind, Jelik's former paladin teachings resurfaced and allowed the human to claw his way out of evil's embrace. With no hope of returning to the church, much less attaining the Prelate position, the lymphatic vampire focused his powers on hunting the creatures that had robbed his life from him. Jelik continues to pray to the White Goddess as before. She is pleased to see one of her most talented followers dedicating his existence to eradicating one of her most hated foes – vampires. The former paladin still prays to the White Goddess every morning for forgiveness and uses the Energy Purge feat whenever visiting a sacred place belonging to this faith. To feed the need for fluids, Jelik oversees a sanitarium for persons with incurable maladies. In this way, the vampire can feed on those who are soon to die anyway, all the while evading suspicions of his vampiric nature. Jelik never feeds on the healthy.

Combat: Once a vampire's presence is confirmed, Jelik tries to stake it with a wooden bolt fired from his crossbow. The former paladin never fires in this manner unless he is certain the foe is one of these hated undead. If a vampire is detected before combat is inevitable, the human prefers to lure the creature into a carefully laid trap, often inviting a known vampire into a special room where the creature's weaknesses are within easy reach. In combat with normal foes, Jelik is content to cast *shield* on himself before wading into the fray with his warhammer. Under no circumstances (except those of imminent peril) will Jelik utilize his slam or blood drain attacks, the vampire resisting even these helpful abilities because of what they represent: a step backward.

Description: Jelik stands at an impressive 6 ft. 5 in. and sports a mop of light brown hair. His once-bright blue eyes have dulled considerably since his transformation into undead and now hang drowsily half-open. This alone might fool others into thinking the human weak but the omnipresent warhammer and loaded crossbow mark Jelik as someone not to be trifled with.

Jelik Mantist, Human Vampire Pal7/Wiz2/Lymphatic2/Veldrane Hunter 4: CR 13; Medium Undead (Augmented Humanoid (Human)); HD 12d12; hp 78; Init +4; Spd 30 ft.; AC 19 (+4 mithral shirt, +1 natural, +4 Dex), touch 14, flat-footed 15; BAB +11; Grp +13; Atk +1 *disruption warhammer* +14 melee (1d8+2/x3) or +1 *light crossbow* +16 ranged (1d8+1/19-20); Full Atk +1 *disruption warhammer* +14/+9



melee (1d8+2/x3) or +1 *light crossbow* +14/+14 ranged (+1 within 30 feet) (1d8+1/17-20); SA blood drain, hunting technique (+1), negate vampiric ability (DC 25), spells; SQ blood points (4), form of mist (on death), summon familiar, turn resistance +2, undead traits, vampiric weaknesses (repelling: holy symbol, mirror, soap; slaying: moonlight, running water, wooden stake); AL LN; SV Fort +8, Ref +8, Will +15; Str 14, Dex 18, Con –, Int 15, Wis 21, Cha 15.

Skills: Concentration +10, Diplomacy +14, Gather Information +6, Heal +15, Knowledge (religion) +12, Knowledge (undead) +7, Listen +15, Sense Motive +18, Spellcraft +7, Spot +15.

Feats: Dodge, Energy Purge, Improved Critical (*light crossbow*), Iron Will, Leadership, Lightning Reflexes, Point Blank Shot, Rapid Reload, Scribe Scroll.

Possessions: mithral shirt, +1 *disruption warhammer*, +1 *light crossbow*, 15 bolts (5 standard, 10 wooden), *potion of inflict moderate wounds*, *wand of invisibility* (20 charges), *wand of magic missile* (CL 5th) (15 charges), 27 gp.

Spells Prepared (4/3; DC 14 + spell level; arcane spell failure: 10%): 0 – *detect magic*, *disrupt undead*, *light* (x2); 1st – *protection from evil*, *shield*, *true strike*.

Spellbook: 0 – all; 1st – *detect undead*, *disguise self*, *mount*, *protection from evil*, *shield*, *true strike*, *unseen servant*.

Hej'Vall Anariis

Background: When he was but an apprentice, Anariis' forested village was ransacked by marauding orcs. The elf escaped certain death with a well-timed *sleep* spell and sought refuge in the closest civilized metropolis. Here, a more experienced wizard named Gelbhin took in the arcane-inclined elf and tutored him for a number of seasons. But at the end of Anariis' apprenticeship, a magebane vampire blasted his way into Gelbhin's tower in search of something called the "Lantern of Fire." The attack left the elder mage paralyzed from the neck down by an unknown spell. Gelbhin was, perhaps, more fortunate than Anariis, who joined the ranks of the undead as a magebane himself. Local authorities, with clerical assistance, vanquished the attacker before he could escape from the city.

His undead nature unknown to all but Gelbhin, Anariis decided to leave the city and take the human mage with him. If this Lantern of Fire was enough to make a magebane attack the wizard's tower, than it was worth the elf's time to keep Gelbhin around, for this artifact was never mentioned by the apprentice's master. Anariis has since learned that the Lantern is a magical device whose power reveals the location of a magical cache left by ancient travelers from the stars. Gelbhin had been constructing the Lantern since he learned the procedure two years ago. Now Anariis has picked up where his master left off and is almost finished. The magebane has been toting the human around, keeping him alive with longevity magics so he can continue to contribute to the Lantern's construction. Only one component remains before the Lantern of Fire can be activated and the loca-





tion of the ancient magical trove revealed.

Gelbhin is treated well. The human believes his former apprentice means to use magic in the secret horde to cure his paralysis in exchange for his assistance. Anariis, of course, plans to slay the frustrating burden once the cache is in his possession. The two have trekked across the lands in their nobleman's carriage using a wealthy cripple/able bodyguard act with Anariis' need to feed causing only a handful of disturbances.

Combat: Anariis' role as guardian necessitates the acquisition of offensive magic items while his prepared spells are used for defense. If Gelbhin is in danger, the magebane casts *resilient sphere* or a shaped *wall of ice* to protect him. Anariis prefers to *blink* during combat. He retreats to a safe distance, hoping to either lead the foes away from his charge or to use his array of ranged magics to annihilate them quickly.

Description: Hej'Vall Anarris is bald and always wears a stern demeanor. The business of becoming the greatest mage in the world is a serious one and there is no place for levity. The magebane is always seen cloaked in his special dark cloak with notable bulges representing his scrolls and other magical paraphernalia. Anariis has a tendency to sneer when things do not go his way (and sometimes even when they do!). The sole person he is amicable toward is Gelbhin, his crippled charge, who the vampire keeps garbed in only the finest, if blandly colored, attire.

Hej'Vall Anariis, Elf Vampire Wiz5/Magebane5: CR 7; Medium Undead (Augmented Humanoid (Elf)); HD 5d12+3; hp 35; Init +3; Spd 30 ft.; AC 17 (+4 natural, +3 Dex), touch 13, flat-footed 14; BAB +2; Grp +3; Atk/Full Atk masterwork quarterstaff +4 melee (1d6+1) or masterwork light crossbow +6 ranged (1d8/19-20); SA blood drain, spellcasting (as Wiz9); SQ age (100 years: +3 hp, +1 Int, +9 skill points), blood points (7), create spawn, fast healing 2, gaseous form (at will), resistance to fire 10 and electricity 10, spontaneous dispel, undead traits, vampiric weaknesses (repelling: burning book, holy symbol; slaying: fire damage, sunlight); AL LE; SV Fort +3, Ref +4, Will +6; Str 12, Dex 16, Con –, Int 25, Wis 14, Cha 14.

Skills: Concentration +8, Craft (alchemy) +15, Decipher Script +15, Knowledge (arcana) +15, Knowledge (undead) +15, Listen +7, Search +9, Spellcraft +17, Spot +4

Feats: Bloodcaster, Brew Potion, Great Fortitude, Scribe Scroll, Spell Penetration

Possessions: masterwork quarterstaff, masterwork light crossbow, 10 bolts, dark cloak, *potion of cure moderate wounds*, *potion of inflict moderate wounds*, 2x *scroll of blink*, *scroll of fireball*, *scroll of lightning bolt*, *scroll of sleet storm*, *wand of magic missile* (10 charges) (CL 5th), 2x *potion of mage armor*, 2x *smokestick*, *thunderstone*, 4 gp.

Spells Prepared (4/6/6/5/3/2; DC 17 + spell level): 0 – *dancing lights*, *detect magic*, *detect poison*, *resistance*; 1st – *alarm*, *hold portal*, *magic missile* (x2), *protection from good*, *sleep*; 2nd – *acid arrow*, *blur*, *detect thoughts* (x2), *resist energy*, *see invisibility*; 3rd – *deep slumber*, *invisibili-*

ty sphere, *lightning bolt*, *nondetection*, *summon monster III*; 4th – *fire shield*, *resilient sphere*, *wall of ice*; 5th – *cone of cold*, *summon monster V*.

Spellbook: 0 – all; 1st – *alarm*, *disguise self*, *hold portal*, *magic missile*, *protection from good*, *sleep*; 2nd – *acid arrow*, *arcane lock*, *blur*, *detect thoughts*, *resist energy*, *see invisibility*; 3rd – *deep slumber*, *invisibility sphere*, *lightning bolt*, *nondetection*, *protection from energy*, *summon monster III*; 4th – *fire shield*, *resilient sphere*, *wall of ice*; 5th – *cone of cold*, *summon monster V*, *telekinesis*.

Keltan Imferriz

Background: Keltan's story begins when a sukko vampire wizard brought him into the undead fold. The master sukko required an experienced rogue to help infiltrate an old white dragon's lair. The wym's treasure was reputed to be enough for two lifetimes so the master did not mind "sharing" it with his spawn (as much as any enslaved creature can share in spoils). The wizard's overconfidence led him to disaster. While the white dragon was indeed slain, there was little treasure to be had. The encounter had two positive results for the rogue spawn: the master sukko was slain and the dragon's lair became a base for the now free-willed Keltan.

Keltan had already become familiar with the locals and their ways from his scouting the region in search of information on the dragon. The rogue's first act was to turn the shaman of the largest frost giant tribe into a sukko spawn. The shaman (today a Clr7) declared the vampire as their ice deity and claimed his transformation was a blessing from this god. A native clan of berserker humans summons him as a spirit of the land and he uses their naiveté to direct the tribe in his plans of conquest (all the while in the guise of a helpful spirit). Between the humans and the giants (and the giants' winter wolf, ogre, and white dragon allies), the sukko rogue controls a vast portion of northland. Numerous adventuring bands have tried to uncover the vampire's identity and lair, but all have fallen to his allies. Keltan has amassed quite a treasure trove over his 500 years. All manner of coins, gems, and items of both mundane and magical quality wait for those foolish enough to try to take them from the vampire.

Combat: Stealthy as the wind, Keltan is not seen unless he desires it. He favors the form of water when confronting particularly powerful or intelligent foes on his own. For the more gullible, Keltan assumes the form of an arctic hare or fox. Using this animal form, the sukko leads his prey into an ambush set by his frost giant minions. Keltan is prepared for any type of combat – melee, ranged, or unarmed – but prefers to direct his minions from afar. "While the strong conquer, the sly rule," the vampire is fond of noting. The frost giant tribe and tundra barbarians over whom he has influence give him dominion over a vast section of northland. Adventurers almost assuredly meet these forces before encountering Keltan himself (if they ever encounter him). The only exception is if these foes possess something or someone the sukko believes can expand his domain, in which case he may personally oversee their demise.



Description: Keltan travels light when he bothers to travel in humanoid form. Rapier at his side and shortbow across his back, the sukko vampire occasionally makes his way into the northern humanoid settlements to practice his thieving abilities. Disguised convincingly as a tundra nomad, the half-elf's powerful figure, bluish skin, and frost-rimmed brow dissuade any from challenging his cover story.

Keltan Imferriz, Half-elf Vampire Rog7/Sukko8: CR 10; Medium Undead (Augmented Humanoid (Half-elf)); HD 7d12+15; hp 60; Init +8; Spd 30 ft.; AC 24 (+6 natural, +8 Dex), touch 24, flat-footed 24; BAB +5; Grp +10; Atk/Full Atk +1 rapier +11 melee (1d6+6/18-20) or bite +11 melee (unarmed strike with no AoO) (1d4+5 plus 1d6 cold plus blood drain) or +1 composite shortbow +14 ranged (+1 within 30 feet) (1d6+3/x3); SA blood drain, break the spirit (DC 15), radiate cold, sneak attack +4d6; SQ age (500 years: +15 hp, +3 Dex, +1 Int, +1 Cha, +41 skill points), alternate form, blood points (10), create spawn, cold feet, cold subtype, evasion, DR 10/magic and silver, form of water (at will), racial skills, spirit of the north, trapfinding, trap sense +2, turn resistance +4, uncanny dodge, undead traits, vampiric weaknesses (repelling: diamonds, raw spicy peppers, soot; slaying: fire damage, sunlight); AL NE; SV Fort +4, Ref +13, Will +4; Str 20, Dex 26, Con –, Int 24, Wis 14, Cha 16.

Skills: Balance +17, Bluff +10, Diplomacy +7, Disable Device +18, Escape Artist +14, Gather Information +17, Hide +25, Intimidate +15, Knowledge (local) +17, Listen +20, Move Silently +25, Open Lock +18, Search +18, Sense Motive +19, Spot +20, Survival +12, Tumble +18, Use Magic Device +17

Feats: Fanged Lunge, Great Fortitude, Improved Unarmed Strike, Improved Spawning, Point Blank Shot, Power Attack

Possessions: +1 rapier, +1 composite shortbow (+2), 20 arrows, brooch of shielding (101 hp), potion of inflict serious wounds, masterwork thieves' tools.

Lisa Beaujour, Vampire

The vampire Lisa Beaujour is introduced through the sidebars in this volume. Her base stats are Str 12, Dex 16, Con 15, Int 11, Wis 10, and Cha 9. The following stat blocks show her stats at three points along her career.

Lisa Beaujour, Inexperienced Vampire (Rog1/Moglet4): CR 2; Medium Undead (Augmented Humanoid (Human)); HD 1d12+3; hp 11; Init +6; Spd 30 ft.; AC 20 (+2 leather, +2 natural, +6 Dex), touch 16, flat-footed 14; BAB +0; Grp +2; Atk/Full Atk shortsword +2 melee (1d6+2/19-20) or dagger +2 melee (1d4+2/19-20) or shortbow +6 ranged (+1 within 30 feet) (1d6/x3); SA blood drain, sneak attack +1d6; SQ age (100 years: +3 hp, +1 Dex, +2 skill points), bardic music, blood points (6), broken (event: facial disfiguration),

dispel magic 2/day, DR 5/silver, dominate (DC 12), form of sound, musical fast healing 2, performance of a thousand souls, racial skills, *touch of insanity* 1/day, trapfinding, undead traits, vampiric weaknesses (repelling: crafting or performing, foul music; slaying: sunlight, running water, wooden stake); AL CE; SV Fort +2, Ref +8, Will +0; Str 14, Dex 23, Con –, Int 11, Wis 10, Cha 15.

Skills: Balance +10, Bluff +8, Climb +5, Hide +10, Listen +8, Move Silently +10, Perform (pan flute) +10, Sense Motive +8, Spot +8.

Feats: Alertness, Point Blank Shot.

Possessions: leather armor, dagger, shortsword, shortbow, 30 arrows, pan flute.

Lisa Beaujour, Experienced Vampire (Rog4/Ftr4/Moglet8): CR 10; Medium Undead (Augmented Humanoid (Human)); HD 8d12+6; hp 58; Init +11; Spd 30 ft.; AC 23 (+2 leather, +4 natural, +7 Dex), touch 17, flat-footed 16; BAB +7; Grp +9; Atk +1 shortsword +10 melee (1d6+3/19-20) or dagger +9 melee (1d4+2/19-20) or bite +9 melee (unarmed strike with no AoO) (1d4+2 plus blood drain) or longbow +14 ranged (+1 within 30 feet) (1d8/x3); Full Atk +1 shortsword +10/+5 melee (1d6+3/19-20) or bite +9/+4 melee (unarmed strike with no AoO) (1d4+2 plus blood drain) or longbow +12/+12/+7 ranged (+1 within 30 feet) (1d8/x3); SA blood drain, sneak attack +2d6; SQ aficionado (Perform (pan flute)), age (200 years: +6 hp, +2 Dex, +4 skill points), bardic music, blood points (10), broken (event: facial disfiguration), create spawn, *dispel magic* 2/day, *dream* 1/day, DR 10/silver, dominate (DC 12), *eagle's splendor* 1/day, evasion, form of sound, *mass eagle's splendor* 1/week, musical fast healing 5, performance of a thousand souls, racial skills, *touch of insanity* 2/day, trapfinding, trap sense +1, uncanny dodge, undead traits, vampiric weaknesses (repelling: crafting or performing, foul music; slaying: sunlight, running water, wooden stake); AL CE; SV Fort +7, Ref +11, Will +4; Str 14, Dex 24, Con –, Int 12, Wis 10, Cha 16.

Skills: Balance +14, Bluff +12, Climb +8, Hide +14, Jump +14, Listen +13, Move Silently +14, Open Lock +10, Perform (pan flute) +43, Sense Motive +11, Sleight of Hand +10, Spot +11, Survival +3.

Feats: Alertness, Fanged Lunge, Improved Initiative, Improved Unarmed Strike, Iron Will, Point Blank Shot, Rapid Shot, Skill Focus (Perform (pan flute)).

Possessions: leather armor, dagger, +1 shortsword, longbow, 30 arrows, Lisa's pan flute, 3x *potion of inflict moderate wounds*, *ring of invisibility*.

Lisa Beaujour, Elder Vampire (Rog7/Ftr4/Moglet8/ Arch-Vampire 3): CR 17; Medium Undead (Augmented Humanoid (Human)); HD 14d12+15; hp 108; Init +13; Spd 40 ft.; AC 27 (+4 +2 leather armor of spell resistance (17), +4 natural, +9 Dex), touch 19, flat-footed 19; BAB +9; Grp +11; Atk +3 unholy tubular longsword +14 melee (1d6+5/19-20, +2d6 vs. good alignment) or dagger +11



melee (1d4+2/19-20) or bite +11 melee (unarmed strike with no AoO) (1d4+2 plus blood drain) or claws +11 melee (1d6+2) or longbow +18 ranged (+1 within 30 feet) (1d8/x3); Full Atk +3 *unholy tubular longsword* +14/+9 melee (1d6+3/19-20, +2d6 vs. good alignment) or bite +11/+6 melee (unarmed strike with no AoO) (1d4+2 plus blood drain) or claws +11/+6 melee (1d6) or longbow +16/+16/+11 ranged (+1 within 30 feet) (1d8/x3); SA blood drain, sneak attack +4d6; SQ aficionado (Perform [pan flute]), age (500 years: +15 hp, +5 Dex, +10 skill points), bardic music, blood points (15), broken (event: facial disfigurement), create spawn, *dispel magic* 2/day, dream 1/day, DR 10/silver, dominate (DC 12), *eagle's splendor* 1/day, evasion, form of sound, heartwell, *mass eagle's splendor* 1/week, musical fast healing 5, performance of a thousand souls, racial skills, SR 17, *touch of insanity* 2/day, trapfinding, trap sense +2, turn resistance +2, uncanny dodge, undead traits, vampiric weaknesses (repelling: crafting or performing, foul music; slaying: sunlight, running water, wooden stake); AL CE; SV Fort +9, Ref +17, Will +11; Str 14, Dex 28, Con -, Int 12, Wis 16, Cha 16.

Skills: Balance +16, Bluff +12, Climb +8, Diplomacy +6, Disable Device +10, Disguise +12, Escape Artist +18, Hide +16, Jump +14, Listen +16, Move Silently +16, Open Lock +12, Perform (pan flute) +43, Sense Motive +14, Sleight of

Hand +12, Spot +14, Survival +6.

Feats: Alertness, Dodge, Extra Blood Capacity, Fanged Lunge, Improved Initiative, Improved Unarmed Strike, Iron Will, Leadership (base score 25), Mobility, Point Blank Shot, Rapid Shot, Skill Focus (Perform [pan flute]).

Possessions: Brigade dark cloak, +2 *leather armor of spell resistance* (17), dagger, +3 *unholy tubular longsword*, longbow, 30 arrows, *Lisa's pan flute*, *pipes of pain*, *periapt of Wisdom* (+6), 3x *potion of inflict moderate wounds*, *ring of invisibility*.

Lisa's Pan Flute: For five hundred years, Lisa Beaujour walked the earth as a performer and vampire. She carried this crystal flute for centuries. It is well known as a herald of death and splendid performance. The flute is made of a nearly transparent crystal that has been magically hardened so that it is as strong as steel. Anyone playing the flute gains a +10 enhancement bonus to their related Perform check, but each time it is played someone contracts a horrible illness. The affected person is determined randomly. It is never the performer, but always someone within one mile of her. The illness has an incubation time of 1d3 hours and causes permanent loss of 4d6 Con unless a Fort save (DC 20) is made.

Moderate transmutation; CL 10th; Craft Wondrous Item, *eagle's splendor*, Price: 25,000 gp.





Chapter Six

Running a Vampire Campaign

This chapter offers ideas to assist the GM in running a game centered around vampires.

Handling Vampire Player Characters

Playing vampiric characters can create some interesting situations. Here's some advice on how to deal with them.

Good and Evil in the Party: Not every player wants to play a vampire. As a result, the vampiric players begin play evil, while other party members may be good. This creates a difficult situation for the players, and can lead to player versus player fights. There are a couple of easy solutions. The first is a metaplot where the vampire characters work toward redemption of some sort. The guidelines for resisting evil given on page 4 provide a mechanism by which PCs can actively work to become good. In this way the good players can try to help redeem their comrades while still dealing with the evils of being a vampire.

If vampiric players refuse to confront their evil, you as the GM could consider asking everyone else if they would consider playing evil. Evil campaigns are difficult for moral reasons but can be fun for shorter campaigns if run carefully.

A final option is for you as the GM to sit down and insist your players decide amongst themselves whether to side with good or evil. Neutral characters have the benefit of being able to get along with either side, but good and evil PCs should not adventure together for long periods except in extenuating circumstances.

Mass Use of the Create Spawn Ability: Sooner or later, a player character is going to try to arrange the creation of hundred of vampires, all at his command. How will you handle this? Well, first remember that not all victims will come back as undead. There are a number of spells which can prevent a deceased NPC from being raised as an undead. In a location where vampires are common (such as a place where a PC is making a concerted effort to raise a spawn army), the locals will pay clerics to protect their immortal soul and make sure it travels to its proper resting place. If the problem is significant enough, the local authorities or churches may even forcibly implement protective measures to keep the vampire spawn problem from getting out of hand. The higher level a victim is (and the more desirable he is as a vampire minion), the higher the chance he has been protected against vampirism. Furthermore, clerics, paladins, and the exceptionally faithful have a small but real chance of divine intervention preventing them from becoming vampires.

But not everyone is going to protect themselves, especially the poor and destitute. A vampire who is not particular can amass a low-level band of minions. The trouble in game play comes in that vampires gain levels. Even if a few of the minions only gain

one or two levels, the vampire PC may find himself suddenly unable to control them. The minions who are freed will soon have their own minions, and now they are free to oppose the original vampire lord while amassing their own army of the undead. Be sure to use this situational reality to derail any PC attempts to create unbalancing spawn armies.

Finally, large numbers of undead are a veritable magnet for vampire hunters, good clerics, paladins, and adventurers. Many will travel long distances just to investigate the rumor of a vampire swarm appearing in some distant town. These are the reasons why vampires do not control large areas of any given campaign world... unless in your campaign, they do!

Vampired to Death: Here is a new book with half a dozen new vampires, new vampiric prestige classes, vampiric monsters, vampire feats, and so on. Do not inundate your players with vampirism until they are sick of it. Some groups will be more interested in vampires than others, but everyone will have their limit. Stop before every monster in your campaign is a vampire, including all the PCs.

A new type of vampire can be fresh and interesting, but you might want to wait for a bit before introducing the next new type of vampire. Make vampires one of many themes running throughout the campaign.

Vampire Weaknesses: The single most important thing the GM can do to maintain control of his game is continually be aware of the weaknesses of the vampire PCs in his game – and enforce these weaknesses carefully. These weaknesses are important from a combat perspective and a role-playing perspective. Even if a player does not role-play the vampire, his vampiric nature should influence him often. Both the player and GM should not carelessly forget that a vampire cannot cross the stream that runs through the middle of town.

Staking a Vampire

There are three ways an attacker can successfully stake a vampire. Any time the attacker can deliver a coup de grace, he may stake a vampire with a successful attack roll. A critical hit with a stake hits the desired target (usually the heart). Finally an attacker can declare a called shot. He takes a -8 penalty to his attack roll. If he hits, it becomes a threat (dealing normal damage) and the attacker must make another attack roll with the -8 penalty. If the second attack is successful, the vampire has been staked.

These rules do not allow characters to take a penalty in order to score a critical hit. This is only for the purpose of staking a vampire and does not work on non-vampires.



Too Many Abilities

Some vampiric characters will have a large number of abilities that may become complicated and difficult to remember. Players have the benefit of only having one character to attend to, but GMs may have many monsters and they usually change from game to game.

You can simplify things by reviewing the vampire beforehand to determine what abilities will and what won't be used during a given encounter. The Veldrane mold vampire treant has many different abilities, but a good number of them are not important for many encounters. Create spawn, dark photosynthesis, and green thumb are not combat-related. Furthermore, Improved Initiative and Iron Will are accounted for in the vampire's stats elsewhere, and do not need to be remembered.

Now evaluate how this creature will fight. It has double damage against objects, Improved Sunder, and a high Strength score. In melee combat, it is likely to sunder its opponent's weapons and equipment. Its only ranged weapon is its spores, which are used in conjunction with its dominate ability. This vampire is unlikely to blood drain, or use its fungal infection. Veldrane mold vampires have a Wisdom penalty so they are unlikely to use complicated strategies. Typically it will use one attack method unless it stops working, in which case it will try something else. Evaluating special abilities beforehand in this manner, and ignoring those you don't need to remember, can make vampire combats run more smoothly.

In the end, however, vampires are still complicated foes. That is what makes them great villains. Never simplify a vampire to the point where you are weakening it because it is too complicated. Instead, try using fewer vampires. Most vampires can dominate others and could use non-vampire minions which may be considerably simpler to run. One really excellent villain and his minions are more memorable than several so-so villains.

The sword pierced my breast with remarkable ease. I was, after all, used to my undead flesh turning aside all manner of weapons. It was a surprise as much as it was painful. I looked up at the paladin and gasped. He was beautiful and I knew it was an honest beauty, not won by deals with dark forces. I smiled. Emotion overwhelmed me.

I hated this paladin for killing me. I loved his beauty and the nobility in his actions. So I cheered him. The anger of my life flooded through me. I remembered the terror of losing my face and the long ride home right afterwards. I thought about beautiful music. I heard the ring of the hammer on the forge.

Then I knew. I looked up into this paladin's eyes and realized that he was a blacksmith, one of legend. He had forged the sword that now flowed from his hands down through my breast and out behind me in a flawless silver arc of steel running thick with my blood. It was not a normal sword either but a holy avenger, a thing of master craftsmanship. I looked down at the blade.

"It's a beautiful sword," I cried.

The paladin blinked and his cold demeanor melted into sorrow. It meant he understood and that brought me my last moment of joy.

"Thank you."

The necromantic healing faded first. He saw what was left of my real face before I turned to ash and he did not look away. He smiled and it was a real smile.

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