

## THE CELIRIAN VAMPIRE

“The Celirian vampire” is the term used to describe the mysterious creature preying upon travelers and vagabonds in the area. Although many suspect that the creature has been stalking the area for centuries, the truth remains unknown. It is a cautious, thorough creature that takes great care to maintain a low profile and avoid the attention of paladins, clerics, and other people who would burn it to cinders.

Most typically, the Celirian vampire adopts a guise as “Sister Angela,” claiming to be a holy sister from the nearby Monastery of the Eternal Sea. In this guise, she dresses in the blue habit and veil of a sister, stitched with wave patterns in silver thread. She wears pearls in her long, red hair and silver rings on her fingers. Although such a display is ostentatious for a holy sister, most people simply don’t notice that it may be a violation of their oath of poverty. She avoids those with knowledge of religious vows in this guise. Sister Angela typically strikes up a conversation with her target, playing the part of a demure, innocent sister that gains immediate affection for a person (or pliable to their whims, if they seem receptive). She will then ask her target to escort her back to the Monastery, since the sun has already set and she doesn’t want to go alone. Few refuse her such a short trip, only to be found weak and listless in the morning. Some such fools are never found again.

Another nearby phenomenon is suspected to be the same creature in a different guise. “Magdalena” is a young woman with long dark hair dressed as a commoner, weeping about town for her dead father and carrying a bunch of flowers. When she finds a sympathetic ear, she tries to convince them to escort her to place flowers on her father’s grave just as the moon rises. Unlike those who escort “Sister Angela” home, those who travel with “Magdalena” never return.

“Sister Angela”	Level 6 Elite Artillery
Medium shadow humanoid (undead)	XP 500
<b>Initiative</b> +3	<b>Senses</b> Perception +9; darkvision
<b>HP</b> 108; <b>Bloodied</b> 54, <i>see also</i> bloodied dissolution	
<b>AC</b> 20; <b>Fortitude</b> 18, <b>Reflex</b> 21, <b>Will</b> 21	
<b>Immune</b> disease, poison; <b>Resist</b> 5 necrotic	
<b>Vulnerable</b> radiant 10	
<b>Saving Throws</b> +2	
<b>Speed</b> 6	
<b>Action Points</b> 1	
⚡ <b>Numbing Blow</b> (standard; at-will)	
+13 vs. AC; 1d6+5 necrotic damage.	
🔥 <b>Burning Glance</b> (standard; at-will) ♦ <b>Psychic</b>	
Ranged 10; +11 vs. Fortitude; 1d10+4 psychic damage.	
👁️ <b>Dominating Gaze</b> (minor; recharge ⏳⏳) ♦ <b>Charm</b>	
Ranged 5; +7 vs. Will; the target is dominated (save ends, with a –2 penalty to the saving throw). <i>Aftereffect:</i> The target is dazed (save ends). Sister Angela can dominate only one creature at a time.	
🐍 <b>Nest of Vipers</b> (standard; encounter) ♦ <b>Illusion, Psychic</b>	
Ranged 10; +11 vs. Will; 3d6+4 psychic damage and the target is immobilized (save ends).	
🩸 <b>Blood Drain</b> (standard; encounter, recharges when an adjacent creature becomes bloodied) ♦ <b>Healing</b>	
Requires combat advantage; +8 vs. Fortitude; 3d6+4 damage and the target is weakened (save ends) and Sister Angela heals 27 hit points.	
<b>Bloodied Dissolution</b> (immediate interrupt, when Sister Angela becomes bloodied; at-will) ♦ <b>Polymorph</b>	
Sister Angela immediately assumes mist form and can shift up to six squares.	
<b>Mist Form</b> (standard; encounter) ♦ <b>Polymorph</b>	
Sister Angela becomes insubstantial and gains a fly speed of 12, but cannot make attacks. She can remain in mist form for up to 1 hour or end the effect as a minor action.	

Mental Fugue ♦ Illusion, Psychic		
“Sister Angela” has mastered a subtle form of illusion magic that befuddles the mind of those she interacts with. Anyone attempting to remember specific details about their encounters with her must make a saving throw (with a –2 penalty) for each substantial piece of information to recall it clearly. Those who fail can only vaguely recall the incident in a hazy, dreamlike state with no useful details.		
Alignment Evil	Languages Common, Elven	
Skills Bluff +10, Heal +9, Insight +9, Perception +9, Religion +12, Stealth +8		
Str 10 (+3)	Dex 11 (+3)	Wis 13 (+4)
Con 12 (+4)	Int 19 (+7)	Cha 15 (+5)
Equipment Habit and wimple, rosary, key chain with keys to the crypts and cellars beneath the monastery.		

## CELIRIAN VAMPIRE TACTICS

The Celirian vampire is a subtle, patient stalker. She does not enter combat lightly or for the exhilaration of it. Combat is a last resort when she is cornered and discovered for what she is. Her typical tactic is to use *dominating gaze* on the most heavily armed or armored character, trying to make that character block other attackers from harming her. She’s also fond of getting one person in the middle to attack their allies. She may use *blood drain* for the sheer shock value, but she’s more likely to attempt a retreat by shifting and moving away instead of pressing an attack.

## LOCAL LORE

A character knows the following information with a successful History check.

**DC 15:** Approximately three centuries ago, a retiring cleric from the Order of Water settled outside Celiria with a charter to establish a temple site. The local folk aren’t particularly interested in the Order’s teachings, but grateful nobles remembered the Order’s healers during their last campaign. They gladly ceded the land to the Order, and within a few years, a humble but well-fortified monastery sat atop a hill approximately a league west of Celiria.

**DC 20:** Mother Eustacia, the monastery’s first reverend mother, was interred in the catacombs beneath the hill. The sisters sometimes inter others of their order within the catacombs, although most prefer their remains be sent to their families instead. The catacombs serve not only as a burial place, but also to store wine and food for the winter season. The site of the monastery would make an excellent site for a walled keep, and some nobles were resentful that the land was ceded to the Order during its construction.

**DC 25:** A natural spring is located in the caverns beneath the keep, which the aristocrats at the time took to be a sign that the site should go to the Order of Water. Since they have a limitless supply of fresh water, the keep could withstand a siege for as long as the walls and food hold out. The monastery’s construction served a clandestine purpose for the nobility when it was constructed. Not only was it designated as a refuge for commoners in the event of disaster, but the noble families of the land have a standing provision to send their undesirables into exile as sisters at the monastery. This allows them to avoid the unpleasant business of “cleaning house” when noble affairs go awry and puts undesirables in a place where they can be watched.

A character knows the following information with a successful Streetwise check.

**DC 15:** Some of the nobles resent the Monastery because it conflicts with their interests, but they have no qualms with the sisters themselves. They are popular with the commoners on holidays because they host feasts and give clothes and food to the poor, but most of the common folk pay lip service to their observances at best. They are some of the most skilled healers in Celiria, but few approach them because they don’t want to feel indebted to the sisters of their

Order. Only if the situation is dire will the commoners ask for medical help, although the sisters are glad to offer it.

**DC 20:** Rumor in the local courts and salons has it that the monastery is a debauched den of inequity, where nobles sequester their daughters away to get their lusts and vices out of their system before assuming their noble station. Many noble daughters go to the Monastery for formal education, but not all take vows. Rumors persist that some sort of fabulous revels are held in the catacombs with teenage girls and select young men, but such stories are always second-hand, “friend-of-a-friend” type of things.

**DC 25:** Despite their relatively mild image, the sisters of the Monastery have amassed a great deal of influence quietly and behind the scenes. They have offered free healing to local adventurers and needful people of all stations of life, which makes these folk more likely to work in the Monastery’s interests. Their penchant for dealing with wayward daughters has given them subtle influence within the noble houses as well—both for their insight into these house’s workings, and because of the daughters educated within their halls. Although they have not chosen to exercise this influence, many fear that no single noble house could stop them if they decided to set their mind to something.