

VAMPIRE BALMORTIAN

The Balmortian Vampires differ greatly from Vampires known elsewhere. They are ancient beings, created through conflict and capable of becoming even more powerful than lichens.

The Book of Subraharak

The book of Subraharak is the ancient tome written by the priesthood of the Blood God Subraharak. Within its pages it contains the tale of the first vampires and how they were created. Aeons ago, when the Tamara continent was barren, devoid of any civilisation, several of the ancient races looked upon it as their opportunity to expand their lands. The continent was wild and lush, a perfect place for any race to prosper.

Two of the ancient races, the Asmodai and the Drauch, were interested in the continent for their lands were over-populated and their people sought new continents to inhabit. Both of them being large and powerful civilisations at this time, sent forth their champions to claim the Tamara continent. The Asmodai sent their five arch-wizards, Tugramoon, Silieste, Silberan, Hauerook and Gaerouth. At almost the same time, the Drauch sent a group of their proudest warriors and priests, nine Drauch of great power and renown; Yisiliith, Siilliith, Jiurii, Tilimir, Kispiin, Hijuii, Hiikariis, Thiithiilith and their leader, Biigiich. Both of these groups were given the task of exploring the continent and clearing it of all obstacles. As it might be expected, the two came into conflict. In the Rain Mountains, the two groups met while exploring the deep caverns within these mountains and after a brief conversation, combat ensued. Despite being outnumbered, the Asmodai wizards were able of routing the Drauch. None were slain in the combat, yet the Drauch were clearly not a match for the powerful Asmodai arch-wizards and fled.

The Drauch priests, seeing that the loss of the entire continent of Tamara was at hand, prayed to Subraharak, their Blood deity. Subraharak, being a vengeful deity, would only give them the power to vanquish the Asmodai at a price. This price was the serene nature of the Drauch that would have to be sacrificed. Since the Drauch were the first of the elven races, their bodies were pure and this purity was one of the most important aspects of the elven race. This sacrifice was the greatest price they could pay, and thus it would also be the greatest proof of their devotion to Subraharak. After a long discussion, the Drauch elves agreed upon the terms of Subraharak. After conducting a long ritual, lasting seven days and seven nights, the Drauch were transformed into vampires, infused with the power of their Blood God. The Asmodai wizards however, had been searching for the Drauch and when the ritual begun and the circle drawn, the Asmodai were also within the circle disguised as mice and insects in order to spy on them.

Thus, the Asmodai were also affected by the powerful ritual of the Drauch priests. When the Drauch turned, so did the Asmodai for the Asmodai had heard the discussion of the Drauch and knew they would lose Tamara if they did not gain the same power. Thus, they sacrificed themselves to combat their enemies. When the Drauch turned into the first vampires, they saw the Asmodai rising out of the ground, their polymorph spells being broken by the stress of the turning. The combat that ensued was known as the Battle of Turning. The Asmodai were though the victors, since the Drauch had lost the advantage they initially sought. Their leader, Biigiich, was slain in the battle and even today, the Rain Mountains have a place permanently scorched by the powerful magics and powers used during the battle. The Drauch fled the Tamara continent which fell into the hands of the Asmodai for many millennia before the War of Sourik ended their reign there.

The Book of Subraharak only tells a little of the events that followed the Battle of Turning. The Drauch fled, seeking a way to overcome the Asmodai vampires. The Asmodai wizards, permanently changed by the transformation, began constructing a mighty castle to protect what would become the Asmodai capitol in Tamara. The castle, Tsimoll, was constructed outside the Asmodai city Rahbes Sastes on the peninsula of Laumakis. Both Tsimoll and Rahbes Sastes stood for many millennia, yet when the Drauch summoned forth a demonic army from the Dark Gate, the Asmodai vampires cast a powerful spell on Tsimoll that allowed the castle to break from the ground and fly into the air. Thus, the Vampires fled the battle after their attempts to stop the demonic army had been in vain. Using powerful magic, the vampires disguised their castle, making it completely undetectable by any and all means.

The Drauch vampires, later known as the Circle of Blood, were later cast out of the Drauch society. The Drauch, being firm believers in the perfection of their being, hated the Circle of Blood for the imperfection. Thus, the Circle of Blood hid itself from its former brethren, forming an order dedicated to the destruction of the Asmodai vampires that had humiliated them many years back. The Circle of Blood found that they could create new vampires and sought powerful, evil wizards and priests to become members of the order. They used their new members to found other orders, ordering them to hide the vampiric nature from even their most powerful members. So, many evil cults and cabals were created, led by a puppet of the Circle of Blood. All these cults were given the task of finding the Asmodai vampires and slaying them if given the chance. The Asmodai on the other hand made a strict pact amongst themselves. Each of the five vampires would be allowed to make one vampire each, a champion of the Asmodai. Each carefully chose their champion, finding one that would not only have the power to battle the Circle of Blood, but also would have the self-control to adhere to the pact of the Asmodai. Yet, the Asmodai also found additional members to their society which they did not turn, merely people who were also interested in the eradication of the Circle of Blood. Many years after the destruction of the city of Rahbes Sastes, the castle of Tsimoll had become the centre of a large order, known as the Vanquishers of Blood, an order dedicated to slaying the Circle of Blood and all the cults and cabals they had created.

At the present time, many hundred years later, the Vanquishers of Blood have been successful in slaying one of the elder vampires of the Circle of Blood, the warrior vampire Hiikariis. Yet, the Circle of Blood has created many vampires, a number said to fall within the hundreds, so the task of the Vanquishers has become even more difficult, as each of the elder vampires of the Circle of Blood is protected behind a small entourage of vampires and other evil beings.

CREATING A VAMPIRE

The Vampire template of Balmortis differs greatly from those otherwise used in D&D. The template itself differs according to both the generation and age of the vampire. Each time a vampire creates another vampire, this new vampire is one generation higher than the vampire that created him. Thus, no more first generation vampires can be created.

Within the Vanquishers, only first and second generation vampires can be found, due to pact of the order. Yet, the Circle of Blood has no such pact and within their order, vampires can be found that are of eight or ninth generation. Yet, it has been discovered that there is a limit to the number of generations that can be created. Ninth generation vampires are extremely impure, their blood line being so disrupted that they are unable of creating additional vampires. These ninth generation vampires are known as Blood Spawn.

Vampires increase in power as they grow old, gaining additional powers and immunities. As their bodies purify the blood found within them, they grow stronger, and thus it is possible for a third generation vampire to grow stronger than for example a second generation vampire if it's older in age. When creating a vampire, first determine its generation and age and find the Vampiric level on the chart below.

Generation / Age

AGE	2 nd. Gen.	3 rd. Gen.	4 th. Gen.	5 th. Gen.	6 th. Gen.	7 th. Gen.	8 th. Gen.
0-100	8	7	6	5	4	3	2
100-250	9	8	7	6	5	4	3
250-500	10	9	8	7	6	5	4
500-1000	11	10	9	8	7	6	5
1000-2000	12	11	9	8	7	6	5
2000-5000	13	11	10	9	8	7	6
5000-	14	12	10	9	8	7	6

The numbers in this table shows the vampiric level, which determines the general power of the template. 1st generation vampires are automatically level 15 and 9th generation vampires are automatically level 1. Neither of these two generations can grow in power.

Basic template for all vampires

Hit Dice: Increase to d12

Speed: Increases according to vampiric level

AC: Increases according to vampiric level

Attacks: All vampires have a Claw attack that they can use with their normal attack bonus.

Damage: Increases according to vampiric level

Special Attacks: Depend on vampiric level

Special Qualities: Depend on vampiric level, undead, Vampiric Gifts, Vampiric Weaknesses

Saves: Same as the base creature

Abilities: Increased according to vampiric level. As undead they don't have a constitution score.

Skills: Increases according to vampiric level

Feats: All vampires have scent and track; some have additional feats according to their vampiric level.

VAMPIRIC LEVELS

Level 1

Level one vampires are also known as Blood Spawn and are little more than ghouls, obeying every command given to them by their masters.

Speed: 40 ft.

AC: Base natural armor improves by +2

Damage with Claw attacks: 1d6/1d6

Special Attacks: None

Special Qualities: All vampires of level 1 have the abilities they had in life, as long as those abilities are usable by anyone with their decreased ability scores. They also gain the undead type.

Abilities: Str +2, Dex +2, Int -6, Wis -6, Cha -6

Skills: No extra skills

Feats: No extra feats

Level 2

Speed: 50 ft.

AC: Base natural armor improves by +3

Damage with Claw attacks: 1d8/1d8

Special Attacks: See Table 1

Special Qualities: See Table 2

Abilities: Str +2, Dex +4, Int +0, Wis +0, Cha +2

Skills: All vampires of level 2 receive a +2 racial bonus to Hide, Listen, Move Silently, Search, Sense Motive and Spot checks. Otherwise, same as in life.

Feats: All vampires of level 2 gain Improved reflexes

Level 3

Speed: 55 ft.

AC: Base natural armor improves by +4

Damage with Claw attacks: 1d8/1d8

Special Attacks: See Table 1

Special Qualities: See Table 2

Abilities: Str +2, Dex +6, Int +2, Wis +2, Cha +4

Skills: All vampires of level 3 receive a +3 racial bonus to Hide, Listen, Move Silently, Search, Sense Motive and Spot checks. Otherwise, same as in life.

Feats: All vampires of level 3 gain Improved Initiative and Alertness.

Level 4

Speed: 60 ft., Burrow 10 ft.

AC: Base natural armor improves by +5

Damage with Claw attacks: 1d10/1d10

Special Attacks: See Table 1

Special Qualities: See Table 2

Abilities: Str +2, Dex +6, Int +4, Wis +4, Cha +6

Skills: All vampires of level 4 receive a +4 racial bonus to Hide, Listen, Move Silently, Search, Sense Motive and Spot checks. Otherwise, same as in life.

Feats: All vampires of level 4 gain Improved Initiative, Alertness and Dodge

Level 5

Speed: 70 ft., Burrow 15 ft.

AC: Base natural armor improves by +6

Damage with Claw attacks: 1d10/1d10

Special Attacks: See Table 1

Special Qualities: See Table 2

Abilities: Str +4, Dex +8, Int +6, Wis +6, Cha +8

Skills: All vampires of level 5 receive a +5 racial bonus to Hide, Listen, Move Silently, Search, Sense Motive and Spot checks. Otherwise, same as in life.

Feats: All vampires of level 5 gain Improved Initiative, Alertness, Dodge, Combat Reflexes and one Toughness (granting +3 hit points)

Level 6

Speed: 80 ft., Burrow 20 ft.

AC: Base natural armor improves by +7

Damage with Claw attacks: 1d12/1d12

Special Attacks: See Table 1

Special Qualities: See Table 2

Abilities: Str +6, Dex +8, Int +6, Wis +6, Cha +8

Skills: All vampires of level 6 receive a +6 racial bonus to Hide, Listen, Move Silently, Search, Sense Motive and Spot checks. Otherwise, same as in life.

Feats: All vampires of level 6 gain Improved Initiative, Alertness, Dodge, Combat Reflexes, Lightning Reflexes and two times Toughness (granting +6 hit points)

Level 7

Speed: 90 ft., Burrow 25 ft., Fly 90 ft. (Average)

AC: Base natural armor improves by +8

Damage with Claw attacks: 1d12/1d12

Special Attacks: See Table 1

Special Qualities: See Table 2

Abilities: Str +6, Dex +10, Int +8, Wis +8, Cha +10

Skills: All vampires of level 7 receive a +7 racial bonus to Hide, Listen, Move Silently, Search, Sense Motive and Spot checks. Otherwise, same as in life.

Feats: All vampires of level 7 gain Improved Initiative, Alertness, Dodge, Combat Reflexes, Lightning Reflexes and three times Toughness (granting +9 hit points)

Level 8

Speed: 100 ft., Burrow 25 ft., Fly 100 ft. (Average)

AC: Base natural armor improves by +9

Damage with Claw attacks: 2d6/2d6

Special Attacks: See Table 1

Special Qualities: See Table 2

Abilities: Str +8, Dex +10, Int +10, Wis +10, Cha +10

Skills: All vampires of level 8 receive a +8 racial bonus to Hide, Listen, Move Silently, Search, Sense Motive and Spot checks. Otherwise, same as in life.

Feats: All vampires of level 8 gain Improved Initiative, Alertness, Dodge, Combat Reflexes, Lightning Reflexes and four times Toughness (granting +12 hit points)

Level 9

Speed: 120 ft., Burrow 30 ft., Fly 120 ft. (Good)

AC: Base natural armor improves by +10

Damage with Claw attacks: 2d6/2d6

Special Attacks: See Table 1

Special Qualities: See Table 2

Abilities: Str +8, Dex +12, Int +10, Wis +10, Cha +12

Skills: All vampires of level 9 receive a +10 racial bonus to Hide, Listen, Move Silently, Search, Sense Motive and Spot checks. Otherwise, same as in life.

Feats: All vampires of level 9 gain Improved Initiative, Alertness, Dodge, Combat Reflexes, Lightning Reflexes, Flyby Attack and five times Toughness (granting +15 hit points)

Level 10

Speed: 140 ft., Burrow 40 ft., Fly 140 ft. (Good)

AC: Base natural armor improves by +12

Damage with Claw attacks: 2d8/2d8

Special Attacks: See Table 1

Special Qualities: See Table 2

Abilities: Str +10, Dex +14, Int +12, Wis +12, Cha +14

Skills: All vampires of level 10 receive a +12 racial bonus to Hide, Listen, Move Silently, Search, Sense Motive and Spot checks. Otherwise, same as in life.

Feats: All vampires of level 10 gain Improved Initiative, Alertness, Dodge, Combat Reflexes, Lightning Reflexes, Flyby Attack and six times Toughness (granting +18 hit points)

Level 11

Speed: 160 ft., Burrow 50 ft., Fly 160 ft. (Good)

AC: Base natural armor improves by +14

Damage with Claw attacks: 2d10/2d10

Special Attacks: See Table 1

Special Qualities: See Table 2

Abilities: Str +10, Dex +16, Int +14, Wis +14, Cha +18

Skills: All vampires of level 11 receive a +14 racial bonus to Hide, Listen, Move Silently, Search, Sense Motive and Spot checks. Otherwise, same as in life.

Feats: All vampires of level 11 gain Improved Initiative, Alertness, Dodge, Combat Reflexes, Lightning Reflexes, Flyby Attack, Weapon Focus (Claw) and seven times Toughness (granting +21 hit points)

Level 12

Speed: 180 ft., Burrow 60 ft., Fly 180 ft. (Good)

AC: Base natural armor improves by +16

Damage with Claw attacks: 2d12/2d12

Special Attacks: See Table 1

Special Qualities: See Table 2

Abilities: Str +12, Dex +18, Int +16, Wis +16, Cha +22

Skills: All vampires of level 12 receive a +16 racial bonus to Hide, Listen, Move Silently, Search, Sense Motive and Spot checks. Otherwise, same as in life.

Feats: All vampires of level 12 gain Improved Initiative, Alertness, Dodge, Combat Reflexes, Lightning Reflexes, Flyby Attack, Weapon Focus (Claw), Iron Will and eight times Toughness (granting +24 hit points)

Level 13

Speed: 200 ft., Burrow 70 ft., Fly 200 ft. (Good)

AC: Base natural armor improves by +18

Damage with Claw attacks: 3d8/3d8

Special Attacks: See Table 1

Special Qualities: See Table 2

Abilities: Str +14, Dex +20, Int +18, Wis +18, Cha +26

Skills: All vampires of level 13 receive a +18 racial bonus to Hide, Listen, Move Silently, Search, Sense Motive and Spot checks. Otherwise, same as in life.

Feats: All vampires of level 13 gain Improved Initiative, Alertness, Dodge, Combat Reflexes, Lightning Reflexes, Flyby Attack, Weapon Focus (Claw), Iron Will, Improved Critical (Claw) and nine times Toughness (granting +27 hit points)

Level 14

Speed: 240 ft., Burrow 80 ft., Fly 240 ft. (Perfect)

AC: Base natural armor improves by +20

Damage with Claw attacks: 3d10/3d10

Special Attacks: See Table 1

Special Qualities: See Table 2

Abilities: Str +16, Dex +22, Int +20, Wis +20, Cha +28

Skills: All vampires of level 13 receive a +22 racial bonus to Hide, Listen, Move Silently, Search, Sense Motive and Spot checks. Otherwise, same as in life.

Feats: All vampires of level 14 gain Improved Initiative, Alertness, Dodge, Combat Reflexes, Lightning Reflexes, Flyby Attack, Weapon Focus (Claw), Iron Will, Improved Critical (Claw), Run and ten times Toughness (granting +30 hit points)

Level 15

15th Level vampires are first generation vampires. No lower generation vampires can achieve the 15th Vampiric level, no matter their age.

Speed: 360 ft., Burrow 120 ft., Fly 360 ft. (Perfect)

AC: Base natural armor improves by +25

Damage with Claw attacks: 4d12/4d12

Special Attacks: See Table 1

Special Qualities: See Table 2 plus:

Immunities (Ex): These ancient vampires are immune to acid, cold, electricity and fire.

Abilities: Str +22, Dex +30, Int +26, Wis +26, Cha +36

Skills: All vampires of level 15 receive a +26 racial bonus to Hide, Listen, Move Silently, Search, Sense Motive and Spot checks. Otherwise, same as in life.

Feats: All vampires of level 15 gain Improved Initiative, Alertness, Dodge, Combat Reflexes, Lightning Reflexes, Flyby Attack, Weapon Focus (Claw), Iron Will, Improved Critical (Claw), Run and fifteen times Toughness (granting +45 hit points)

VAMPIRIC GIFTS

As vampires grow older, they gain powers beyond those that can be defined by mere ability scores. They tap into their ancestral source of energy, the blood that resides within them. Even a young, low generation vampire will have access to some of these powers, yet only for the older vampires will it truly become a boon, as they gain access to the greater powers of their vampiric nature. A vampire has a pool of vampire points which he uses to power his abilities. The amount of vampire points is equal to his vampiric level x his charisma modifier. Every evening, just as the sun sets, a vampire regains one vampire point. First generation vampires regain two points. Thus, a vampire who has used up all of his vampire points will often use several days, even weeks, to get refilled. Below, vampire points are simply called VP.

Even though many Vampire Gifts are free actions, a vampire cannot use more than one each round. The DC against abilities which allow a saving throw is the same as for the other abilities of vampire.

Lesser Gifts

Blood Consumption

Requirements: None

Blood Consumption is one of the most basic of vampire gifts. Most vampires will have chosen it as their first gift, since it is one of the most usable. A vampire with Blood Consumption can actually use the blood he drains from his victims to do several things, instead of merely using it to feed himself. In order to invoke the Blood Consumption gift, a vampire needs to be “full”, meaning that he cannot use blood to power his Blood Consumption gift if he is hungry (refer to the Blood Hunger chart). A vampire with Blood Consumption can use drained blood to refill his pool of VP. For each point of constitution it drains, he gains one VP. This is the fastest way a vampire can regain VP and taken into account the very slow VP recovery rate, it’s an option most evil vampires use. Good vampires will often have some servants that they drain, after which they cast *Greater Restoration* on them. This way, they can regain VP faster without having to kill any innocents. A vampire cannot get more VP from a person than that person has constitution.

In order for the vampire to suck blood from a creature, that creature is required to have a normal biology. The vampire cannot suck blood from any creature of type Elemental, Construct, Undead, Outsider, Plant or Ooze. It is the DM’s decision whether a vampire can suck blood from a specific creature.

If a vampire sucks blood from a creature that is either connected to the elemental plane of fire or the positive energy plane, he takes damage as the energy of the plane mingles with his blood. The damage caused is equal to 1d8 for each point of constitution drained. The damage type is considered the same as that of the plane to which the creature is connected. Thus, a vampire that sucks blood from a Red Dragon for example, would take 1d8 points of fire damage for each point of constitution he drains. Should a vampire drain blood from a divine creature, such as an Unicorn, he would take 1d8 points of holy damage for each point of constitution drained.

Blood Healing

Requirements: Blood Consumption

Blood Healing is the reason most vampires are so hard to kill. It enables a vampire to use the power of his blood to heal his body. As a free action, the vampire can use 1 VP to heal himself of 1d4 points of damage. A vampire can use a number of VP equal to it’s vampiric level each round to heal itself of damage. Yet, each point of VP it uses in this fashion reduces the time before Blood Hunger occurs by one day. Thus, if a vampire of Vampiric level 8 has just drunk blood, and thus has 1 month before he would require blood again, uses 10 VP during a battle to heal himself would have 21 days before he would require blood again. If a vampire uses so many VP to heal himself that the number of days he has left before requiring blood drops to a negative number, he begins losing ability scores as if though he was suffering from Blood Hunger.

Greater Alternate Form

Requirements: Must have the Alternate Form ability

When a vampire has the Greater Alternate Form ability, he is able of using his natural ability of changing shape to a greater extent. He can change into anything from size tiny to a size large creature. He can even duplicate another creature, thus enabling him to take over another person’s identity as a Doppelganger would. Yet, he doesn’t gain any information on the personality of the creature or person he changes into, he only gains it’s appearance. If a vampire uses the Greater Alternate Form gift to disguise himself, he gains a +20 bonus to his disguise check. Only *True Seeing*, will reveal his true nature.

Unlike most other gifts, this gift doesn’t require any VP to be spent. Also, a vampire can use his other gifts even when he has assumed another form. Yet, like the Alternate Form ability, he must change into his normal vampiric form before he can change into a new form. The Vampire cannot use the Greater Alternate Form gift unless he has at least 5 VP in store.

Fire Gift

Requirements: None

The Fire Gift is feared amongst vampires, since it uses one of the vampire's weaknesses to cause damage. A vampire with the Fire Gift can agitate the molecules of his target, causing his target to burn from within. By expending 1 VP, the vampire can cause 1d6 points of fire damage in his target. A Will save against a DC equal to the DC of the other abilities of the vampire allows the target to suffer only half damage. A vampire can use as many VP a round as his Vampiric Level. Thus, a vampire of Vampiric Level 8 can cause 8d6 points of fire damage by using 8 VP in a round. Invoking the Fire Gift in this manner is a free action, so when a vampire with the Fire Gift fights a dangerous opponent, the opponent will most probably burn until the vampire is either slain or runs out of VP. The range of the Fire gift is 30 ft. + 10 ft /Vampiric Level.

Another way of using the Fire Gift is by igniting a weapon. Each round the vampire expends 1 VP, his weapon acts as a Flaming weapon. Any hit with the weapon causes an additional 1d6 points of fire damage. Any damage caused by a Flaming weapon acts as if all the damage was fire damage, not just the 1d6 points of extra damage. The Vampire can even make his natural weapons gain the Flaming attribute. Thus, this ability is often used by vampires against other vampires. A vampire cannot use the Fire Gift against two different targets at once and it cannot use the Fire Gift to ignite a weapon and cause damage to a target at the same time neither. The vampire needs a clear line of sight to his target in order to invoke the Fire Gift.

Mind Gift

Requirements: None

The Mind Gift is what vampires are most notorious for amongst mortals. This ability allows them to twist and corrupt the thoughts of their victims. A vampire cannot invoke the Mind Gift on a target with more HD than himself. It cost 5 VP to invoke the Mind Gift and 1 VP for each round it is maintained. The vampire needs a clear line of sight to his target to invoke the gift. He cannot affect creatures that are immune to mind-influencing spells or effects.

The target rolls a Will saving throw against the vampires normal DC. If it fails, it falls under the will of the vampire, being telepathically controlled. A controlled creature can be commanded to do almost anything, even attack it's allies and friends. The only thing the creature cannot be commanded to do is something that is clearly suicidal. A vampire can only control one creature at a time using the Mind Gift. If he wishes to take over the mind of another creature, he must first break his control over the creature he is already commanding. If the vampire commands a controlled creature to step outside his line of sight, the control is instantly broken once it cannot see it's target any more.

Vampiric Rage

Requirements: Must be of Evil alignment

Some evil vampires have the ability to go into a rage, much like that of a barbarian. Unlike the barbarian rage, the vampire's rage is fueled by his evil blood instead of anger or hate. Each round a vampire wishes to stay in Vampiric Rage, he expends one VP. Initiating Vampiric Rage is a free action and the vampire receives the benefits for doing so the same round he initiates it. In Vampiric Rage, the vampire gets a +8 bonus to his Strength and Dexterity. Once a vampire leaves Vampiric Rage, he isn't fatigued as by the Barbarian Rage. Instead, he is drained of energy, which means the time before Blood Hunger occurs is automatically reduced to one day, no matter how many days it would normally take before Blood Hunger occurs. He cannot enter another Vampiric Rage until he has drunk blood.

If a vampire only has one day before Blood Hunger occurs, whatever the cause, he cannot invoke the Vampiric Rage.

Lesser Unholy Speed

Requirements: Dexterity 20+

A vampire with Unholy Speed is a terrifying opponent indeed. Able of moving with a speed which is unfathomable by mortal beings, the vampire becomes a hurricane of death. When a vampire has Unholy Speed, he automatically gains one extra partial action each round as if though he was permanently hasted. He can move further each round and he gains the +4 AC bonus from his unnatural speed. Lesser Unholy Speed cannot be used if the Vampire has less than 5 VP in store.

Greater Unholy Speed

Requirements: Lesser Unholy Speed

With Greater Unholy Speed, the Vampire can use his VP to gain extra speed, in times of need. By expending one VP in a round, he gains an extra full round action instead of a partial action. Invoking this gift is a free action, so a vampire can gain an extra full round actions for as many rounds as he has VP. A vampire of vampiric level 8 or above can gain two extra full round actions by expending two VP. A 15th level vampire can gain three extra actions by expending three VP.

Greater Gifts

Ability Absorption

Requirements: Blood Consumption

Ability Absorption allows a vampire to drain a target of its inherent abilities. If the vampire is draining a target of blood, using the Blood Consumption gift, he can also transfer one of the target's abilities to himself. The vampire can only transfer one ability and it cannot be a class-related ability. Thus, a vampire cannot transfer the Sneak Attack ability from a rogue. Yet, a vampire could transfer the Sneak Attack ability if he was draining a creature that had it as a natural ability. He can also transfer any special quality or special attack. Thus, a vampire that was draining blood from a Red Dragon could temporarily transfer its fire resistance to himself. Even though draining blood from a Red Dragon is a dangerous task, it does give the vampire an edge when fighting someone who knows about his weaknesses. A vampire can only have one such transferred ability at a time.

He can though choose to replace it with another ability if he successfully drains blood from a creature that has an ability he would prefer instead of the one he already has. The same rules that apply for Blood Consumption apply for Ability Absorption. A vampire cannot acquire the ability of a creature he cannot suck blood from, such as Elementals, Constructs, Undead, Outsiders, Plants or Oozes. A vampire needs to drain the target creature completely in order for him to gain the ability.

If the Vampire drops below 5 VP, he loses any ability he might have acquired from Ability Absorption.

Greater Blood Healing

Requirements: Blood Healing, Must be of Good alignment

Greater Blood Healing enables a vampire to use his Blood Healing gift to cure others than himself. By expending one VP, he can cure anyone within 60 ft. of 1d6 points of damage. He can spend as many VP as his Vampiric Level each round to cure damage in this fashion. When using Blood Healing on himself, he cures 1d6 points of damage instead of 1d4 for each VP he spends.

The vampire can also use his Blood Healing to cause damage to undead. This acts as a melee touch attack. The vampire charges his hands with the divine energy of his blood. He can use as many VP as his Vampiric Level to charge his hands causing damage equal to 1d6 times the amount of VP used. There is no saving throw against this damage. A good vampire can even use this ability against other vampires.

Inferno Gift

Requirements: Fire Gift

The Inferno Gift signifies a vampire that has gained supreme control over his ability to use fire. Instead of causing 1d6 when he initiates his Fire Gift, he now causes 1d10 for each VP used. This also applies to the extra damage caused when he uses the Fire Gift to ignite a weapon. As with the Fire Gift the Vampire can ignite his natural weapons. The DC of the gift is not increased though. All the limitations that apply to the Fire Gift still apply to the Inferno Gift. The vampire can only cause damage to one target at a time and he cannot cause his weapon to burn when he is causing damage directly to a target.

Spell Magnification

Requirements: Must be able of casting spells

This ability is probably the most valuable gift for any spell-casting vampire, as it enables him to use Metamagic feats without increasing the level of the spell he is casting. The vampire can use his own energy to fuel Metamagic feats. Even spellcasters that cannot apply Metamagic feats to spells they have already memorised can use the Spell Magnification gift. They need to have the required Metamagic feat in order to use the Spell Magnification gift though.

By expending a number of VP equal to the number of spell levels the Metamagic feat would have increased the spell, the vampire can strengthen his spells while casting them. The spell gains the benefits of the Metamagic feat without requiring a higher spell slot to cast. Thus, a vampire wizard could cast a Maximised *Fireball* as a third level spell by expending 3 VP to fuel the Metamagic feat. A vampire can only apply one Metamagic feat using the Spell Magnification gift.

It is possible to use the gift on a spell that is already affected by another Metamagic feat though. Thus, a wizard that is casting a spell that is memorised as Empowered could also apply Maximise to it by using the Spell Magnification gift. Of course, most spellcasting vampires that have access to a Greater Gift chooses Spell Magnification. The same rules apply to Spell Magnification as they do to all Vampiric Gifts: a vampire can only use one Vampiric Gift each round.

VAMPIRIC WEAKNESSES

The following weaknesses apply to all Balmortian Vampires, irrespective of their age.

- **Magic Nature**

Vampires are not natural beings. They are humanoid creatures that have been changed by divine magic. Thus, they are partly magical. Vampires have a good resistance towards magic, but this resistance works against them as well. Since the resistance isn't as natural to them as it is to other creatures, they can not control it. A vampire cannot choose to lower his magic resistance to receive beneficial spells.

As undead, they are immune to ability drain, but this protection is also a double-edged blade, since it makes them unable of being affected by spells or items that increase their ability scores as well. Any protection or otherwise beneficial spell that is cast on a vampire has to beat his spell resistance every round or be dispelled.

Magic items held by a vampire begin losing their power from the second he grasps it. A sword or armor will lose one "plus" every round it is held or worn by a vampire. After it has lost all its plusses, it will lose any other abilities it might have. Only once a vampire drops the weapon will the magic abilities begin to come back, one ability or plus returning to the item every five rounds. If a vampire grabs a scroll, it will lose its spell / spells if it is held for more than one round. Wand, staves, rods and any other item that has charges will permanently lose one charge every round. A potion will become non-magical if held for more than one round as well. It is impossible for a vampire to invoke any special powers from any magical item, be that rod, staff, scroll, potion or anything else. It can not even invoke artifacts and relics although their powers do not go away.

- **Unnatural**

The unnatural creation of vampires forbids them from entering any site sanctified to a deity. This means that temples, churches and most cemeteries are off limits for vampires. Through no means can they enter such areas. Even their spawn and undead created by *Animate Dead* or *Create Undead*, are affected by this.

The only exceptions to this are temples dedicated to the two deities who were involved in the birth of vampires, Subraharak and the deity of the Asmodai, Thakulion. Evil vampires can freely enter temples of Subraharak while good vampires can enter the churches of Thakulion.

- **Curse of the Sun**

The god that embodies all things natural is Jasindra, the ancient god of nature. She is also known as the sun god, the earth mother. Under her vengeful eye, vampires are abominations. She would like nothing else but to have them vanquished from the land and thus, when her eye raises high in the sky, vampires can feel her wrath.

Each round a vampire is under the burning sun, it takes 4d10 points of fire damage. This damage is not reduced by any spells that reduce fire damage or damage in general. The only thing that can protect them is deep shadows. Even wearing thick clothing will not protect them sufficiently. As long as their skin is touched by the sunlight they will feel the burn. Yet, the fire protection granted from drinking the blood of a red dragon will grant them some protection against the wrath of the sun. The good elder vampires are actually immune to the damage inflicted upon them from being in the sun, having made their peace with Jasindra aeons ago, by promising to her that they would end their own life once their evil brethren is killed. Their spawn however still suffer from the effects of the sun.

The fire immunity granted to the ancient (15th Level), evil vampires does not protect them against the Curse of the Sun. They will receive half damage from the Sun even if they have drunk the blood of a red dragon. Good vampires who are anything but first generation will receive half damage from the Curse of the Sun and no damage if they have drunk from the veins of the red dragon. Thus, the good vampires have a powerful weapon to combat their more numerous evil brethren; the power of daylight.

- **Silver and Mercury**

Many vampires are vulnerable to weapons made of silver, yet most older vampires have grown immune to these weapons, needing magical weapons to harm them. Some have mistakenly thought that these old vampires gained complete immunity towards silver, yet this is not the truth. They simply gained tougher bodies so that the silver would not even enter through their skin. Yet, it was found that when silver is mixed with mercury to form a silvery, metal liquid, the vampires lose some of that immunity. This mixture is known as Vampire Poison in alchemist communities, a rare commodity in many countries. When smeared upon a weapon, it will enable the user to harm vampires more efficiently.

When smeared on a weapon, that weapon counts as having two plusses extra for the purpose of determining damage reduction on vampires. Thus, if smeared on a +1 weapon, it could break through a vampiric level 12 vampire's damage reduction, even though its description states that it requires a weapon of at least +3 enchantment to receive damage. Even a non-magical weapon can be made to count as a +2 weapon against vampires when it is smeared with Vampire Poison. The bonus received from Vampire Poison doesn't grant any bonuses to hit or damage vampires, it only grants the ability to pass through their damage reduction.

A vial of Vampire Poison, which contains enough fluid to prepare one sword or ten arrow heads, costs 20gp if anyone is lucky enough to find a place where it is sold. Once the liquid is smeared on a weapon, it will only give the weapon the ability to penetrate damage reduction for one 15 rounds. After that, it will have been used up and the poison will need to be applied

again. If it is applied and the weapon isn't used, it will dissipate after roughly 24 hours. Any vampire that is affected by vampire poison cannot regenerate anymore. The poison stops the unnatural healing processes of the vampire for as long as he has the poison in his veins (24 hours).

Yet, the biggest benefit of the Vampire Poison isn't its ability to penetrate through a vampires damage reduction. Its greatest power is that of paralysing a vampire. When a vampire is reduced to zero hit points it automatically sinks into the ground, attempting to hide and regenerate slowly. Yet, if it has Vampire Poison in it's body, it will instead enter into a coma-like state, unable to move and regenerate. During this time, anyone can pick up the vampire, put it in a cage, place it in sunlight, or do anything they like. Once Vampire Poison has entered the body of the vampire, it will remain there for 24 hours. After that time, the body will have rejected the poison. Since the only two ways of slaying a vampire is through burning it or placing it in the sun, the poison is basically a vampire hunter's best option for getting the vampire pacified so that he can kill it without risking escape.

Some vampires however have found that this Vampire Poison can actually be used by them. Should a vampire drink a vial of Vampire Poison, he will enter into a comatose state, as if though he had been reduced to 0 hit points. In this state, he is paralysed and even stops radiating magic. Thus, he is hard to detect. Also, he will not die due to lack of blood while in this state. Therefore, some vampires use it when they need to stay inactive for long periods of time. Since they can adjust the time they are in a coma by adjusting the amount of Vampire Poison they drink, they can control the period of rest. Thus, if a vampire has over-fed on an area and is concerned that the inhabitants will either flee or die out, it will wilfully enter into the state of coma in order for the population to settle down and grow. The vampire is extremely vulnerable while in this state, since it cannot protect itself if anyone should find it, it cant even choose to wake up if anyone handles it. Therefore, most vampires choose carefully the places for their rest and many bury themselves far into the ground or in other inaccessible locations such as in a stone coffin on the bottom of the ocean.

Even if it is used purposefully, the fluid is still a poison. When the vampire awakens, he will only have 1 hit point left, as his body is extremely fatigued by the poison and he will not regenerate for 2d8 hours.

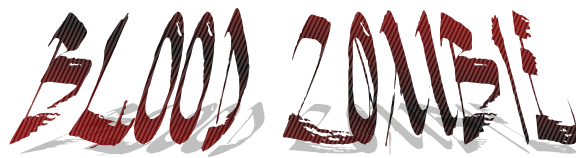
• **Blood Hunger**

The vampire needs blood to survive. Since all vampires were cursed or blessed, depending on who you ask, the Blood God wanted his creations to bend to his will and suck the blood of the living. There is an amount of time a vampire can go without blood, depending on it's vampiric level.

The chart below, shows the amount of time a vampire can go without blood. Every day that goes by after this time has ended and it hasn't drunk blood, it loses one point in every single ability score, excluding constitution. Thus, many vampires try to drink blood some time before this time has elapsed, since some accident or misfortune may prevent them from feeding. The ability loss through Blood Hunger is permanent and cannot be removed by any means, even divine intervention. If they are reduced to zero in any ability score, they will perish, erupting in flames as their hunger consumes their own bodies.

Table of Blood Hunger	
Vampiric Level	Max. Time between blood
1	1 Day
2	2 Days
3	5 Days
4	1 Week
5	10 Day
6	2 Weeks
7	3 Weeks
8	1 Month
9	2 Months
10	3 Months
11	6 Months
12	1 Year
13	2 Years
14	5 Years
15	25 Years

Good vampires eat as seldom as possibly, feasting on living blood only rarely and many try to find evil humanoids to kill. When a vampire sucks blood, it is like sweet nectar and many evil vampires enjoy the taste of blood, thus drinking far more often than is actually necessary. As it can be seen on the table, vampires of low levels have to drink blood so often that they can become a real danger to the rest of the vampire population, since their hunger requires them to drink once every few days. Should they satisfy their hunger, they would quickly deplete the population of even large cities if they are not stopped by vampire hunters or the church before they had the time to do so. Thus, even evil vampires try not to create too impure vampires as they are a liability. Blood Spawn, the nick name used for ninth generation vampires, are hardly ever made for they would simply run amok because of their hunger for blood.



Blood Zombie

Medium-size Undead

Hit Dice: 3d12 (19 hp)

Initiative: +8 (+4 Dex, +4 Improved Initiative)

Speed: 40 ft.

AC: 17 (+4 Dex, +3 natural)

Attacks: 2x Claws +5,

Damage: 2x Claws 1d8 +3

Face/Reach: 5 ft. by 5ft./5ft.

Special Attacks: Drain Health, Rend 2d8+6

Special Qualities: Undead, Spider Climb, Sprint

Saves: Fort +1, Ref +5, Will +2

Abilities: Str 16, Dex 18, Con –, Int 1, Wis 8, Cha 8

Skills: Hide +12, Listen +8, Move Silently +12, Search +8, Spot +8

Feats: Improved Initiative, Weapon Focus (Claws)

Climate/Terrain: Any

Organisation: Group (2-20 Blood Zombies)

Challenge Rating: 3

Treasure: None

Alignment: Always chaotic evil

Advancement: 4–6 HD (Medium-size)

The Blood Zombies are created through the use of the Animate Dead ability of the Baalmortian Vampires and are unique to them since no spell has been found to date that can duplicate their ability. Blood Zombies are far more powerful than their regular kind and they are the perfect minions of the vampires, having the speed and agility to keep up with their masters.

Blood Zombies vary in appearance since they retain much of their former appearance when among the living. Their eyes however, are always a milky white and their most striking feature is their long nails that continue to grow and harden even though they are long dead.

Vampire Victims killed through blood or constitution drain are perfect candidates for reanimation as blood zombies.

COMBAT

Blood Zombies are always commanded by the intelligent vampires. Thus, their masters dictate their tactics. Due to their natural ability to hide and move silently, they are often used in clever ambushes. Since they don't require air to survive, they are often ordered to burrow underneath a road or track, waiting for victims to pass above. Then, by the command of their creator, they dig their way out of the ground and attack their prey.

The Blood Zombies are relentless opponents, able of moving with a grace and speed unseen in normal zombies.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, energy drain, ability damage, or death from massive damage.

Drain Health (Su): Any claw attack that hits its intended target and causes damage heals the zombie for a number of hp equal to the damage caused.

Rend (Ex): If a Blood Zombie hits a target with both its claws, it causes an additional 2d8+6 points of damage.

Spider Climb (Su): The Blood Zombie can climb vertical surfaces as if affected by Spider Climb.

Sprint (Ex): A Blood Zombie can sprint for a number of rounds per day equal to its HD. While sprinting it can move at double its normal speed but it must use all of the rounds it has available per day in one continuous sprint. It cannot choose to sprint one round and then save the last two rounds of sprint for later.