

# 3.5ed Vampire Templates By Ray Maloney (Darkholme)

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This Article makes use of a modified Undead Creature Type description. It is similar to the one in the monster manual, but with a few changes, and a few less immunities/abilities. It's purpose is to revise how the vampire is designed, as I believe the original template to be exuberant and poorly done.

## Undead Creature Type

- Charisma is used instead of Constitution in terms of Hit-Point Bonuses, as well as in Concentration Checks. The undead creature's will is what gives it power.
- Mindless undead have a d12 Hit Die.
- No constitution score.
- Darkvision 60 feet.
- Immunity to poison, disease, sleep effects, stunning, paralysis, and death effects.
- Not subject to critical hits, nonlethal damage, called shots, coup-de-gras, and the effects of fatigue and exhaustion.
- Immune to Energy Drain.
- Immune to effects requiring Fortitude Saves, unless they are harmless or also damage inanimate objects.
- Healing magic and Negative Energy magic both heal undead creatures.
- When reduced to 0 hit points or less, is immediately destroyed.
- Unaffected by *Raise Dead* and *Reincarnate* spells and abilities. *Resurrection* and *True Resurrection* spells turn Undead creatures back into what they were before becoming undead.
- Undead do not eat, sleep, or breathe.

## Half-Vampire

Tainted from birth, they forego any chance at a normal life due to the unusual parentage and condition of their parents.

Half-Vampires are created when an expecting mother at least half-way through pregnancy is turned into a vampire (but not if the mother becomes a vampire spawn). If the mother carries the child to term, then the creature born from her lifeless womb is a Half-Vampire. When this happens the mother often does not realize the baby is truly alive.

Half-Vampires look much like their races usually do, but with a pallid skintone, and dull colored eyes. They have fangs like a vampire, though smaller, and occasionally a Half-Vampire has red or orange irises.

## Creating a Half-Vampire

"Half Vampire" is an inherited template that can be added to any humanoid, monstrous humanoid, or fey - and outsiders and humanoid dragons when logically feasible such as Tieflings or Half-Dragons. (referred to hereafter as the base creature).

A Half-Vampire uses the base creature's statistics and special abilities except as noted here.

Due to the nature of this template, it can be taken with other inherited templates, such as Half-Dragon.

**Resistances:** The Half Vampire retains any of the base creature's resistances, and gains those listed below. If the same resistance exists on the base creature and on the Half-Vampire, use the higher value.

*Cold/Electricity Resist 5.*

+2 on saves vs Poison, Disease, and Paralysis.

**Size and Type:** The creature's type remains the same. Size is unchanged.

**Special Attacks:** A Half-Vampire Retains any Special attacks possessed by the Base creature in addition to the following.

*Feeding:* With a successful grapple, the Half Vampire can drink a creature's blood, causing 1d4 Constitution drain, and restoring the same quantity of Blood-Hunger drained constitution to the Half-Vampire. If the Half-Vampire is not suffering from the effects of Blood Hunger, they instead gain 5 temporary Hit Points. Half-Vampires can never have more than 5 Temporary Hit Points gained in this way.

**Special Qualities:** A Half-Vampire retains the special qualities of the base creature, and acquires the special Qualities listed below.

*Half-Dead:* Half-Vampires have the Half Dead property, which gives them the following special traits.

- They are detected as undead of ½ their HD.
- They receive 1d4 damage from a direct hit from a vial of holy water.
- When making a Save vs Negative energy, They receive no damage on a pass, and only ½ damage on a failed save
- Unintelligent Undead have to make a DC 18 Wisdom Check to realize that the Half-Vampire is not undead.

*Improved Healing:* Half Vampires heal double what the base creature would heal while resting. If the Base creature has fast healing or regeneration, it's effectiveness is doubled. This ability does not function if the half-vampire is starving due to blood hunger.

*Vampire Blooded:* A Half-Vampire has a 3% chance per HD of rising as a Vampire 1d4 turns after it's death. This ability is suppressed while

the Half-Vampire is in daylight, or in the radius of a Daylight spell. (Once removed from daylight, if still dead, the effect resumes.)

If a Half-Vampire at any time becomes a vampire, the Half Vampire Template is lost before the Vampire Template is applied.

*Vampiric Intuition:* Half-Vampires can sense Vampires, Vampire Spawn, and other Half-Vampires within a 200ft radius of themselves. They cannot however, sense the direction or distance of these creatures.

**Special Weaknesses:** A Half-Vampire acquires the special weaknesses listed below

*Blood Hunger:* After 3 days without drinking at least 4 Con points of blood, the Half-Vampire needs to make a DC (3 x days without blood) Fortitude save or take 2 temporary constitution damage. When a half-vampire has Constitution damage due to Blood Hunger, they must make another save each day. The constitution damage is cumulative. The constitution damage cannot be healed magically, only by feeding enough to remove the damage. The temporary hit points from feeding are drained instead of Constitution if they are there (at a rate of 5 temporary hit points = 1 cha)..

\*A Half-Vampire who dies of Blood Hunger starvation has no chance to come back as a vampire.

*Light Sensitive:* Half Vampires are Dazzled by bright sunlight, or within the radius of a "Daylight" spell.

*Vulnerability to Turning:* A turning attempt which would turn an undead creature with the Half-Vampire's HD gives a -4 Penalty to Attack Rolls, Saves, Skill Checks, and Ability Checks, until the 'turner' attacks the Half-Vampire, up to a maximum number of rounds equal to 'turner' class level/2. If the turning attempt would have killed an undead creature with the HD of the Half-Vampire, the Half-Vampire is stunned for 2d4 rounds.

**Abilities:** Increase from the base creature as follows: Str +2, Dex + 2.

**Environment:** Usually the same as the Base Creature

**Organization:** Solitary, with Vampires, or as Base Creature.

**Challenge Rating:** Same as Base Creature +1

**Alignment:** Usually nongood.

**Advancement:** By character Class

**Level Adjustment:** Same as Base Creature+1

## Vampire Spawn

Vampire spawn are created through more powerful vampires. Vampire spawn are much like other vampires, but they lack the ability to make more of their kind, and are weaker.

A Vampire spawn that lives for a century becomes a Vampire.

### Creating a Vampire Spawn

“Vampire Spawn” is an acquired template that can be added to any humanoid, monstrous humanoid, or fey - and outsiders and humanoid dragons when logically feasible (such as Tieflings or Half-Dragons). (referred to hereafter as the base creature).

A Vampire Spawn uses the base creature’s statistics and special abilities except as noted here.

**Resistances:** The Vampire Spawn retains any of the base creature’s resistances, and gains those listed below. If the same resistance exists on the base creature and on the Vampire Spawn, use the higher value.

*Cold/Electricity Resist 10.*

**Size and Type:** The creature’s type changes to undead. Size is unchanged.

**Special Attacks:** A Vampire Spawn Retains any Special attacks possessed by the Base creature in addition to the following.

*Feeding:* With a successful grapple, the Vampire Spawn can drink a creature’s blood, causing 1d4 Constitution drain, and restoring the same quantity of Blood-Hunger drained charisma to the Vampire Spawn. If the Vampire Spawn is not suffering from the effects of Blood Hunger, they instead gain 5 temporary Hit Points. A Vampire Spawn can never have more than 5 Temporary hit points gained in this way.

*Slam Attacks:* Vampire Spawn Have Slam Attacks. If the base creature does not have this attack form, use the appropriate damage value from the table below, according to creature size. Creatures with natural attacks retain them, and gain the use of slam attacks as well. If the Base Creature has a slam attack, use the better damage value.

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

**Special Qualities:** A Vampire Spawn retains the special qualities of the base creature, and acquires the special Qualities listed below.

*Undead:* Vampire Spawn are undead, and have all undead traits except as noted here.

*Vital Spots:* Vampire Spawn are subject to critical hits, Called Shots, and coup de Gras.

*Disease:* While Vampire Spawn are immune to disease, they can carry them while there is live blood in their bodies. If a Vampire Spawn feeds on something diseased, the disease remains in the Vampire Spawn’s system, and can be passed on through bite, unless the vampire spawn goes long enough without feeding that they have to make their Will Save for Blood Hunger.

*Fast Healing:* A Vampire Spawn heals 2 hp per round. When reduced to 0 hit points or lower, a Vampire Spawn is for all intents and purposes “dead”. It cannot move, speak, or sense anything, and it heals at a rate of 1 hp per round until reaching 1 hit point. It is not uncommon for them to pretend to be longer if they believe it will give them a better chance to escape. A Vampire Spawn will not heal if decapitated or if its body has been destroyed.

*Vampiric Intuition:* Vampire Spawn can sense Vampires, Half-Vampires, and other Vampire Spawn within a 300ft radius of themselves. They cannot however, sense the direction or distance of these creatures.

**Special Weaknesses:** A Half-Vampire acquires the special weaknesses listed below

*Blood Hunger:* After 1 day without drinking at least 4 Con points worth of blood, the Half-Vampire needs to make a DC (9 x days without blood) Will Save or take 2 temporary charisma damage. When the Vampire Spawn has Charisma Damage due to Blood hunger, they must make another Will Save every 6 hours. The charisma damage is cumulative. The charisma damage cannot be healed magically, only by feeding enough to remove the damage. The temporary hit points from feeding are drained instead of Charisma if they are there (at a rate of 5 temporary hit points = 1 cha).

*Daylight Immolation:* Vampire Spawn Cannot survive in Daylight. While exposed to direct sunlight or within the radius of a Daylight Spell, Vampire Spawn burst into flame. They take 1d6 fire damage per round for an area the size of 2 hands. Indirect sunlight (such as in the shade of a building on a sunny day or being outside on a cloudy day) causes 1d3 fire damage per round for an area the same size exposed.

Turn Resistance subtracts from the fire damage taken.

*Daylight Sensitivity:* Vampire Spawn are dazzled by bright sunlight or within the radius of a Daylight Spell.

*Decapitation:* A Headless vampire is a dead vampire.

*Running Water:* Vampire Spawn cannot willingly cross running water. They can be carried over without actively resisting, but they cannot will themselves to cross it.

Additionally, a Vampire Spawn submersed in running water takes 2d6 Acid Damage per round.

Turn Resistance subtracts from the acid damage taken.

The running Water Weakness does not apply to vampires whose base creature is aquatic or has a swim speed.

*Holy Symbol:* Vampire Spawn have problems with the Holy Symbols of Good and Neutral gods.

Vampire Spawn are compelled not to go closer than 10 feet to the exposed holy symbol of a good or neutral god.

To ignore their compulsion, a Vampire Spawn has to pass a DC 25 Will Save.

Contact with a Good or Neutral Holy Symbol will cause 1d6 Holy Damage Per Round, and the Vampire Spawn must make a DC 35 Will Save to do anything other than run outside of the 10 foot safe range.

There are two exceptions to the range compulsion. When the owner of the holy item knows the vampire spawn’s nature and alignment, and is comfortable with the vampire being within that range, and also, when the Vampire Spawn worships that deity, and is of a compatible alignment.

Turn Resistance subtracts from the holy damage taken.

*Impalement:* A vampire impaled through the heart is rendered disabled. They are lowered to 0 hit points immediately, and their

fast healing doesn't take effect until the object is removed.

*Invitation:* A vampire spawn cannot enter a living humanoid, monstrous humanoid, or fey's home without an invitation from someone who lives there.

**Abilities:** Increase from the base creature as follows: Str +2, Wis +2 Dex + 2.

**Feats:** Improved Initiative

**Environment:** Any

**Challenge Rating:** Same as Base Creature

**Alignment:** Usually Evil.

**Advancement:** By Character Class

**Level Adjustment:** Same as Base Creature + 1

## Vampire

Vampires can come about either by being created by a more powerful vampire, or as a Vampire Spawn by living for a century.

### Creating a Vampire

"Vampire" is an acquired template that can be added to any humanoid, monstrous humanoid, or fey - and outsiders and humanoid dragons when logically feasible (such as Teiflings or Half-Dragons), who have the Vampire Spawn Template. (referred to hereafter as the base creature).

A Vampire uses the base creature's statistics and special abilities except as noted here.

**Resistances:**

*Damage Reduction 5 Silver/Magic*

*Turn Resistance +2*

**Special Attacks:**

*Feeding:* The maximum on temporary Hit Points is raised to 25.

**Special Qualities:**

*Create Spawn:* After feeding on a creature, if it's constitution score reaches 0 before being healed, the vampire can raise it as a Vampire Spawn by feeding it some of it's own blood (4

Blood Hunger's Worth or 20 temporary Hit Points).

*Control Spawn:* A Vampire Controls it's spawn. They can choose when or when not to exert control.

A Vampire can control a maximum of 4 Vampire Spawn. After 4 Controlled Spawn, creating new spawn release other spawn in order of seniority.

Spawn can attempt to free themselves by passing a Will Save with a DC of 20 + ECL + Cha.

Spawn can attempt to ignore a command with a DC of 10 + ECL + Will Save.

*Fast Healing:* The Fast healing rate is 4, and 2 when below 0 hit points.

*Vampiric Intuition:* Vampires can determine the distance (but not direction), to an accuracy of 10 feet.

**Abilities:** Increase from the base creature as follows: Str +2, Cha + 2.

**Environment:** Any

**Challenge Rating:** Same as Base Creature + 1

**Alignment:** Usually Evil.

**Advancement:** By Character Class

**Level Adjustment:** Same as Base Creature + 1

## Greater Vampire

Greater Vampires can come about either by being created by a more powerful vampire, or as a Vampire by living for 250 Years.

### Creating a Greater Vampire

"Greater Vampire" is an acquired template that can be added to any humanoid, monstrous humanoid, or fey - and outsiders and humanoid dragons when logically feasible (such as Teiflings or Half-Dragons), who have the Vampire AND Vampire Spawn Template. (referred to hereafter as the base creature).

A Greater Vampire uses the base creature's statistics and special abilities except as noted here.

**Resistances:**

*Damage Reduction 10 Silver/Magic*

*Turn Resistance +4*

**Special Qualities:**

*Create Spawn:* 4 Blood Hunger's Worth Makes a Vampire, 2 Makes A Vampire Spawn

*Control Spawn:* A Greater Vampire can control a maximum of 2 Vampires and 6 Vampire Spawn.

*Dominate:* As the spell *Dominate Monster* but is a gaze attack, a full round action, and the victim has to be able to see the Greater Vampire's Eyes, and be within 30 feet. Additionally, commands for dominate can only be given while making eye contact and concentrating.

The victim gets a Will Save as against the spell cast by a Wizard of the same level as the Greater Vampire's ECL.

*Fast Healing:* The Fast healing rate is 8, and 4 when below 0 hit points.

*Vampiric Intuition:* Greater Vampires can intuit the direction as well.

**Abilities:** Increase from the base creature as follows: Str +2, Dex +2, Int +2.

**Environment:** Any

**Challenge Rating:** Same as Base Creature + 1

**Alignment:** Usually Evil.

**Advancement:** By Character Class

**Level Adjustment:** Same as Base Creature + 2

## Master Vampire

Greater Vampires can come about when a Greater Vampire lives for 500 Years.

## Creating a Master Vampire

"Master Vampire" is an acquired template that can be added to any humanoid, monstrous

humanoid, or fey - and outsiders and humanoid dragons when logically feasible (such as Tieflings or Half-Dragons), who have the Greater Vampire AND Vampire AND Vampire Spawn Template. (referred to hereafter as the base creature).

A Greater Vampire uses the base creature's statistics and special abilities except as noted here.

**Resistances:**

*Damage Reduction 15 Silver/Magic*

*Turn Resistance +6*

**Special Qualities:**

*Create Spawn:* 4 Blood Hunger's Worth Makes a Greater Vampire, 2 Makes A Vampire, 1 Makes a Vampire Spawn

*Control Spawn:* A Greater Vampire can control a maximum of 2 Greater Vampires, 4 Vampires, and 8 Vampire Spawn.

*Gaseous Form:* As a standard action, a Master Vampire can assume Gaseous form at will as per the spell (caster level 5th), but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability

*Fast Healing:* The Fast healing rate is 12, and 6 when below 0 hit points.

*Vampiric Intuition:* Master vampires can sense the location and direction well enough that invisibility is treated as Displacement, and Displacement is completely ignored.

**Abilities:** Increase from the base creature as follows: Str +2, Dex +2, Int +2.

**Environment:** Any

**Challenge Rating:** Same as Base Creature + 1

**Alignment:** Usually Evil.

**Advancement:** By Character Class

**Level Adjustment:** Same as Base Creature + 2