

The Complete Guide to VAMPIRES

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The Complete Guide to Vampires introduces a number of new kinds of vampires, ranging from the mundane to the fantastic. The inferno vampire feeds on the pure energy of flame, occasionally experiencing violent outbursts of anger and hatred. The moglet vampire is almost exactly the opposite: musically inclined and of a sensitive temperament, moglets tend to be charismatic and charming.

Both moglet and inferno vampires are presented as racial classes, allowing a PC or NPC to slowly gain in power as it masters more of its vampiric heritage. This supplement to the Complete Guide to Vampires showcases examples of these new vampires: a minotaur that has been transformed into an inferno vampire, and a nymph that has been transformed into a moglet vampire.

INFERNO MINOTAUR

**Large Undead (Inferno Vampire 8)
(Augmented Monstrous Humanoid)**

Hit Dice: 6d12 (36 hp)
Initiative: +1
Speed: 30 ft.
Armor Class: 21 (-1 size, +1 Dex, +11 natural), touch 10, flat-footed — (see text)
BAB/Grapple: +6/+17
Attack: Greataxe +10 melee (3d6+8/x3) or gore +10 melee (1d8+5)
Full Attack: Greataxe +10/+5 melee (3d6+8/x3) and gore +5 melee (1d8+5)
Space/Reach: 10 ft./10 ft.
Special Attacks: Blood drain, create spawn, powerful charge 4d6+8
Special Qualities: Agent of the phoenix, damage reduction 10/magic and silver, darkvision 60 ft., dragon blood, fiery death, fire subtype,

gaseous form, natural cunning, radiate heat, rage 2/day, scent, undead traits, vampire weakness, 12 blood points

Saves: Fort +3, Ref +5, Will +5
Abilities: Str 21, Dex 12, Con —, Int 7, Wis 10, Cha 14
Skills: Knowledge (arcana) +6, Intimidate +5, Listen +7, Search +2, Spellcraft +6, Spot +7
Feats: Extra Blood Capacity, Great Fortitude, Power Attack

Environment: Underground
Organization: Solitary, pair, or gang (3-4)
Challenge Rating: 6
Treasure: Double standard
Alignment: Always chaotic evil
Advancement: By character class
Level Adjustment: +8

Inferno vampire minotaurs are proud, destructive forces who look for purpose in their new semblance of life. When they



become undead they gain the burning desire to do something with the raw power they now possess. Often they dedicate themselves to some task. It may be as mundane as digging a passage through a mountain, or as ambitious as wiping out a rival clan of ogres.

Inferno vampire minotaurs are bigger and stronger than standard minotaurs. They are 8 feet tall and weigh 900 pounds. Their hair turns fiery red and they gain explosive tempers. Inferno vampire minotaurs never feed on other minotaurs, and are usually accepted in minotaur clans.

Inferno vampire minotaurs speak Giant.

COMBAT

Inferno vampire minotaurs prefer melee combat, where their great strength serves them well. They rarely use their spellcasting abilities except for *bull's strength*, which they will cast immediately before combat. They love to rage, and use this ability indulgently, often expending both daily uses in their first two battles of the day.

The minotaur presented here had the following ability scores before vampiric racial adjustments: Str 19, Dex 10, Con 15, Int 7, Wis 10, Cha 8.

Powerful Charge (Ex): An inferno vampire minotaur typically begins a battle by charging at an opponent, lowering its head to bring its mighty horns into play. In addition to the normal benefits and hazards of a charge, this allows the beast to make a single gore attack with a +10 attack bonus that deals 4d6+8 points of damage.

Natural Cunning (Ex): Although inferno vampire minotaurs are not especially intelligent, they possess innate cunning and logical ability. This gives them immunity to *maze* spells, prevents them from ever becoming lost, and enables them to track enemies. Further, they are never caught flat-footed.

Skills: Minotaurs have a +4 racial bonus on Search, Spot, and Listen checks.

Vampiric Abilities: The inferno vampire's abilities are described on page 10 of the Complete Guide to Vampires.

Spellcasting: Inferno vampire minotaurs 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: *bull's strength, flaming sphere*.

MOGLET NYMPH

Medium Undead (Moglet Vampire 8)
(Augmented Fey)

Hit Dice:	6d12 (39 hp)
Initiative:	+6
Speed:	30 ft., swim 20 ft.
Armor Class:	27 (+6 Dex, +7 deflection, +4 natural), touch 23, flat-footed 21
BAB/Grapple:	+3/+4
Attack:	Dagger +9 melee (1d4+1/19-20)
Full Attack:	Dagger +9 melee (1d4+1/19-20)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Blood drain, blinding beauty, create spawn, spells, spell-like abilities, stunning glance
Special Qualities:	Aficionado, bardic music, broken, damage reduction 10/cold iron, magic and silver, dispel magic, dominate, dream, form of sound, <i>eagle's splendor</i> , low-light vision, <i>mass eagle's splendor</i> , musical fast healing 5, performance of a thousand souls, touch of insanity, undead traits, unearthly grace, vampiric weakness, wild empathy, 10 blood points
Saves:	Fort +12, Ref +18, Will +15
Abilities:	Str 12, Dex 23, Con -, Int 16, Wis 17, Cha 25
Skills:	Concentration +9, Diplomacy +9, Escape Artist +12, Handle Animal +16, Heal +12, Hide +15, Listen +12, Move Silently +15, Ride +8, Sense Motive +12, Spot +12, Swim +9, Use Rope +6 (+8 with bindings)
Feats:	Combat Casting, Dodge, Skill Focus, Weapon Finesse
Environment:	Temperate forests
Organization:	Solitary
Challenge Rating:	9
Treasure:	Double standard
Alignment:	Always chaotic evil
Advancement:	By character class
Level Adjustment:	+15

Moglet nymphs always smile. They are under the mistaken impression that they are creatures of good. Like all moglets, they can be kind and caring, especially relating to areas of crafting, arts, and music. But when it comes to other areas, or when they are in a foul mood, they can be utterly cruel and without compassion. A moglet nymph might serenade travelers or slay



them, depending on how she feels.

Moglet nymphs are about the height and weight of a female elf, with an unearthly beauty that even mortal nymphs cannot achieve, but there is always something disturbing about their beauty. It is a vague sense of unease, an indecipherable flaw, that offers the only warning that they are undead.

Moglet nymphs speak Sylvan and Common.

COMBAT

The nymph had these ability scores before vampiric racial adjustments: Str 10, Dex 17, Con 12, Int 16, Wis 17, Cha 19.

Blinding Beauty (Su): This ability affects all humanoids within 30 feet of a nymph. Those who look directly at a moglet nymph must succeed on a DC 17 Fortitude save or be blinded permanently as though by the *blindness* spell. A moglet nymph can suppress or resume this ability as a free action. The save DC is Charisma-based.

Spell-Like Abilities: 1/day – *dimension door*. Caster level 7th.

Spells: A moglet nymph casts divine spells as a 7th-level druid.

Typical Druid Spells Prepared (6/5/4/3/1, save DC 13 + spell level): 0-level: *inflict minor wounds, detect magic, flare,*

guidance, light, resistance; 1st-level: *calm animal, cause light wounds, entangle, longstrider, speak with animals*; 2nd-level: *barkskin, heat metal, lesser restoration, tree shape*; 3rd-level: *call lightning, inflict moderate wounds, protection from energy*; 4th-level: *rusting grasp*.

Stunning Glance (Su): As a standard action, a wrathful moglet nymph can stun a creature within 30 feet with a look. The target creature must succeed on a DC 17 Fortitude save or be stunned for 2d4 rounds. The save DC is Charisma-based.

Unearthly Grace (Su): A moglet nymph adds her Charisma modifier as a bonus on all her saving throws and as a deflection bonus to her Armor Class. (The statistics block already reflects these bonuses).

Wild Empathy (Ex): This power works like the druid's wild empathy class feature, except that a moglet nymph has a +6 racial bonus on the check.

Skills: A nymph has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. She can always choose to take 10 on a Swim check, even if distracted or endangered. She can use the run action while swimming, provided she swims in a straight line.

Vampiric Abilities: The moglet vampire's abilities are described on page 17 of the Complete Guide to Vampires.



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