

GRM8-04

Witness

A Dangerous One-Round D&D[®] LIVING GREYHAWK[™]

Gran March Regional Adventure

Version 0.9.0

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"Leave a witness." - Master Vigilant Marax

To savor his rise in power and prominence, Master Vigilant Marax has demanded witnesses to his audacious triumphs. To savor his defeat, others now demand witnesses to his utter failure. A small, select group will be chosen to be either the victims of his final victory, or the mechanisms of his final defeat. A dangerous Gran March Regional adventure for APLs 4-16, and Part 7 of the Shattered Reflections series.

Note: This adventure will be of particular interest to those with the Favor of Baron Doulanfon, Knights of the Watch, and the Gran March Army. PCs with the Enmity of Baron Doulanfon from *GRM7-IN4, By Right of Conquest* cannot participate in this adventure.

Resources: *Monster Manual III*

Based on the original DUNGEONS & DRAGONS[®] rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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For questions specific to this document and your region please e-mail your triad point of contact (POC) at scon40@aol.com. For LIVING GREYHAWK campaign questions email rpgahq@wizards.com.

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Most likely you ordered this adventure as part of an RPGA even from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK campaign—a worldwide, ongoing D&D campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To sanction an RPGA event, you must be at least a HERALD-LEVEL gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

This adventure retires from RPGA-sanctioned play on December 31, 2008.

To learn more about the LIVING GREYHAWK character creation and development, RPGA event sanctioning, and DUNGEONS & DRAGONS REWARDS, visit the RPGA website at www.rpga.com.

PLAYERS READ NO FARTHER

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in the *Appendices*.

Along with this adventure you'll find a RPGA Table Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR).

LIVING GREYHAWK LEVELS OF PLAY

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportionate to the modified average character level of the PCs participating in the adventure. To determine this modified Average Party Level (APL) follow the steps below:

Determine the character level for each of the PCs participating in the adventure.

If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars, paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.

Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.

If you are running a table of six PCs, add one to that average.

	Mundane Animals Effect on APL	# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
6	6	8	9	10	
7	7	9	10	11	

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character receives only one-half of the experience points and gold for the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

Furthermore, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the adventure.

Gran March pay one Time Unit per round, all others pay two Time Units per round.

Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

A character who does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a Survival check (DC 20), the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *LIVING GREYHAWK Campaign Sourcebook*.

ADVENTURE BACKGROUND

In the early part of 593 CY, the top of an ancient ziggurat from the time of the Occluded Empire was uncovered in the Rushmoors (*GRM3-03, Shades of the Past*). Over the next two years, the Gran March army worked to uncover and explore the ziggurat, known as Fhar'anod. Those entering the ziggurat encountered a worshipper of the Whispered One from an ancient time and a mezzoloth in his service. They were able to uncover a few ancient artifacts that had been buried for a millennium (*SHE5-01 Sounds of Silence*). Most of these artifacts were moved to The Athenaeum for study. Other matters became higher priorities and the study of the old papers, writings and pottery was put on hold. Fhar'anod was dismantled.

In early 595 CY, an earthquake shook Shibolet, opening a long-sealed cavern hundreds of feet below the surface. Inside the cavern was an enormous mithral archway gilded in bronze that lead to the Bleak Eternity of Gehenna. The gate, dormant for centuries, was reawakened, and the residents of Gehenna began exploring this new

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.
2. Advise characters to buy riding dogs to help protect them, and fight for them.

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure, set in the Gran March. Characters native to the

territory with patient curiosity. The yugoloths exploring Gran March in 595CY were not the same ones who used the portal millennia ago, and knew nothing of their predecessors' dealings in the Sheldomar Valley.

As the yugoloths of Gehenna began exploring upward, the Order of World Travelers and the leaders of Syrloch, Gran March's arcane academy, began exploring downward to investigate the source of the earthquakes. Explorers from Gran March and Gehenna both encountered the Outpost, a civilization of reclusive vampires from the time of the Occluded Empire, hundreds of feet below Shiboeth. The vampires vacated, clearing the way for the humans and yugoloths to meet. When the two exploring groups met, the humans from Shiboeth struck first against the yugoloths. The cavern below Shiboeth was collapsed, sealing off the mithral gate.

During the weeks after the collapse, there were numerous yugoloth and Outpost vampire sightings in Shiboeth. They were seen fighting giants who invaded the city (*GRM5-IN5, In the Eleventh Hour*). PCs encountered a vampire named Boramante who was leading a few vampires that were being pursued by a small horde of yugoloths in *GRM6-01, All That Is Secret and Hidden*). An ultroloth named Lurana was seen beneath a newly constructed gladiatorial arena (*GRM6-02, Family Values*) in Shiboeth. An ultroloth wearing ornate full plate decorated in a twisted, demonic similarity to the Knights of the Watch broke into the Athenaeum in Hookhill (*GRM6-07, Athenaeum*). This ultroloth proclaimed himself Master Vigilant Marax, and claimed that the Knights of the Watch were a pale imitation of an older, daemonic knighthood named the Knights Vigilant. PCs also encountered half-fiend soldiers with yugoloth characteristics who claimed to have once been humans from Shiboeth.

In *GRM7-06 The Order of Underworld Travelers*, the PCs descended into the depths of Shiboeth and found the remains of the vampiric Outpost. They also found evidence that the yugoloths were still active beneath the city. PCs encountered an ultroloth named Euryale and learned that the half-yugoloth soldiers that have been encountered with the daemons were not lying about having once been human Gran March soldiers. Some kidnapped victims (PCs) have escaped from the yugoloths before they could be fully transformed, but now have a fiendish taint. The escapees all recall being aided by a mysterious dark figure.

Four months ago, a horde of yugoloths and their minions invaded Shiboeth. A large force of fiends created a distraction by attacking Baron Doulanfon's estate in southeastern Shiboeth. Other yugoloths created a large hole in southwestern Shiboeth and dragged the large bronzed mithral gate from beneath the city. They also carried a captive solar and numerous fiendish and celestial prisoners. They flew southwest, toward the Rushmoors. Some of the monsters that attacked Baron Doulanfon's Manor were not aware that they were just a distraction, and attacked the manor with all their might. The fiends were all dressed in tabards that looked like a perversion of Gran March heraldry (player handout 3), and claimed the city of Shiboeth by right of Conquest in the name of New Gran March. Many soldiers and civilians were killed, including Baron Doulanfon's personal bodyguard. The monsters thought they had killed the Baron, but magic kept him alive until he could be healed. The Baron has decided to find these fiends and kill every last one of them.

One month after they dragged the mithral gate from beneath Shiboeth, Master Vigilant Marax was found in Fhar'anod. He had uncovered a secret from the Occluded Empire that allowed him to transform himself into an outsider form of vampire (vampir). He had made a spawn of the solar Baradiel and the two of them created the beginnings of a vampir army composed of both fiendish and celestial outsiders, all in thrall to Marax. Though the solar seemed to resist the undead urge, he followed his ultroloth master's commands and Marax and Baradiel escaped to an unknown location. No sign of the bronzed gate was found.

ADVENTURE SUMMARY

Introduction

PCs are summoned to the estate of Baron Doulanfon. PCs with meta-org connections will be sent on behalf of their organizations. PCs who have the Baron's Favor from previous scenarios will be summoned even if they do not have other connections. PCs with the Enmity of Baron Doulanfon cannot participate in this scenario. Another ultroloth, Lurana, has come forth to give information to Baron Doulanfon on the whereabouts of Marax and Baradiel. Lurana indicates that she does not support Marax in his madness, and it suits her ambitions to see him fall. The Baron does not trust her, but he feels that he and the PCs should hear her information. Lurana

was last seen in *GRM6-02, Family Values*. She may also have experiences with PCs who do not immediately recognize her as their rescuer from *GRM7-06, The Order of Underworld Travelers*.

Encounter 1

PCs can follow Lurana's information to the site of a bullywug village that was attacked the night before. There are bullywugs still present in this village, and they have been enslaved to dig within an ancient ruin during the day. If the PCs enter the ruin or wait around until nightfall, they will be attacked by daemoniac vampirs. PCs will need to decide what to do about the bullywug prisoners.

Encounter 2

If the PCs confronted the vampirs in the bullywug village, Lurana will provide additional information that leads to another underground ruin in the Rushmoors. This one is where Marax, Baradiel and their vampiric thralls have been hiding for the last four months. PCs will face other vampirs who are showing signs of deterioration.

Encounter 3

Exploring the ruins, PCs will find signs of relics from ancient Flan civilizations. All of them have been broken apart and lay discarded around the ruins. They will find desiccated corpses of celestial and fiendish vampirs.

Encounter 4

PCs will find a decomposing Master Vigilant Marax sitting in a throne at the lowest floor of the ruin, surrounded by the remains of several vampirs. He will be despondent but defiant. At lower APLs, his decomposition is so severe that he is blind and has lost most of his hit dice and powers.

Encounter 5

The solar Baradiel is also present, and even more decayed than Marax. The PCs can choose to attack him or talk to him. His power is greatly reduced as well, even at higher APLs.

Conclusion

PCs should report the destruction of Master Vigilant Marax and the vampirs to Baron Doulanfon. Their victory will be hailed by bards and scribes throughout Shibolet and Gran March. PCs might deduce that anonymous parties have paid the bards and scribes to record the downfall of the arrogant and foolhardy Marax.

PREPARATION FOR PLAY

PCs with the Enmity of Baron Doulanfon from *GRM7-IN4, By Right of Conquest* cannot participate in this adventure.

Any PC who is a member of the Gran March army or is a Knight of the Watch/Dispatch who has 10 or more ranks in Search or 10 or more ranks in Survival with the Track Feat should be given Player Handout 1.

The DM should note which PCs played *GRM7-06, The Order of Underworld Travelers*. In this adventure, the PCs will encounter a minor NPC from that scenario. The DM should note if any PC has the Ire of Baron Doulanfon from that scenario.

The DM should note which PCs played *GRM7-08, Thrall*. Any PC who agreed to monitor Fhar'anod as noted on that scenario's AR will be known to the Baron and he will treat them more genially.

The DM should note if any PCs have the AR item A Dangerous Thing from *GRM7-06, The Order of Underworld Travelers*. These PCs will receive special attention from an NPC in the introduction and an option to worsen their situation.

PCs who are disguised or using magic that block or misdirect detection spells should be told that they will be examined at the start of the adventure. Any PC who cannot verify their identity to the Baron's bodyguards will not be allowed to participate in the adventure, or, at worst, jailed if they are wanted in Gran March. Players should be warned that their PCs would probably know that they will be examined by the Baron's bodyguards and should either not cast spells that block mental probing or not participate with those PCs.

Some of the vampirs in this scenario were created in the area of a *desecrate* spell and received benefits from that spell-effect and some were not. The stat blocks have been adjusted accordingly.

The DM should make sure the players have their spells chosen before the game begins.

INTRODUCTION

PCs will be summoned to the estate of Baron Doulanfon in southeast Shibolet. PCs who have the Favor of Baron Doulanfon from any previous Gran March adventure are summoned directly.

Those who are members of regional and meta-regional organizations are sent on behalf of their organizations if they do not have the Favor of Baron Doulanfon directly. Others were summoned based upon their reputation. If a player indicates that their PC is not someone whom the Baron would summon, they should pick another PC or leave the table.

You have been summoned to appear at Baron Doulanfon's estates in southeast Shibolet. Four months ago, the estates were attacked by fiendish soldiers that claimed the city in the name of New Gran March. The invaders were repelled and the estates have been rebuilt. Soldiers and Watchers guard the Baron's home and eye you suspiciously as you enter the grounds.

After the soldiers determine that you are who you appear to be, you are taken inside the Baron's manor house.

Walking among the soldiers, you hear the sound of small claws on wood, and a small, clumsy puppy rushes out of a room ahead of you. The puppy is quickly followed by a young girl with long blond hair who is calling the name, "Scraps!" after the bouncy puppy. The girl is catching the puppy as another child enters the hallway. A boy wearing well-made leather armor and a short sword is directly on the girl's trail and stands near her as she retrieves her yipping puppy. The blond girl notices you and turns in your direction, as the puppy squirms and yips playfully in her hands. The boy is perhaps 10 or 12, with dark blonde hair and pronounced Suloise features. A scar runs down the length of the left side of his face. As the girl notices you, the boy steps calmly between you and the girl.

PCs who played GRM7-06, *The Order of Underworld Travelers*, might recognize the blond girl. She was a hostage under the influence of the ultroloth Euryale at the time. The girl's name is Gretchen. She is seven years old, and her grandfather is a very good friend of Baron Doulanfon. If the PCs saved all of the young hostages in that scenario, the girl will be friendly toward them, though the boy will not allow her to approach the PCs. Nor will he allow the PCs to approach the girl. She will happily greet any PCs she knows and will talk about her puppy, Scraps, who keeps going potty everywhere. She will prattle happily about how silly her puppy is, and how she has to take care of him.

If any PC has the Ire of Baron Doulanfon from GRM7-06, *The Order of Underworld Travelers*, it is because they provoked yugoloths into a fight with children present. Gretchen will remember the PC, and she will tremble at the sight of them. She will have died because of those PCs' actions, and she will be disturbed by their presence. She will have been raised from the dead by the Baron. Her reaction to the PCs will be noticed by the boy protecting her and he will immediately become unfriendly toward the PCs.

The boy protecting Gretchen is Bedivane Callawyn Doulanfon of House Lizhal of Keoland. He is the grandson of Baron Doulanfon (paternal) and King Kimbertos Skotti (maternal). His mother is Kialla Skotti, who recently rejected her position as a princess of Keoland and also resigned from the Knights of Dispatch. Her Dispatcher title at her resignation was Persistent Sparrow. Bedivane's father was Watcher Captain Morsbur Doulanfon, Most Stalwart Rust Monster, Kialla's husband who was killed at the Battle of Bloody Ridge in CY590. Bedivane was five years old when his father died. He is now 12 years old and slightly small for his age. Bedivane got the scar on his face from fighting a half-mezzoloth soldier of New Gran March during the assault on the Baron's estate four months ago. The half-fiend thought the boy would be an easy kill and was proven wrong. Bedivane knows about Gretchen's experience with Euryale, the ultroloth, months ago. He has appointed himself Gretchen's protector and he takes the responsibility very seriously. Gretchen has spent a lot of her young life at his grandfather's estate, and Gretchen has always admired her older "cousin." PCs with knowledge: nobility can recognize Bedivane with a DC15 skill check. Knights of the Watch receive a +2 bonus to this check. Even at this young age, Bedivane projects an air of authority. He is very direct and serious. The soldiers refer to him as Master Doulanfon (or young Master Doulanfon). While he certainly has no authority over them, he is the son of a Gran March officer and Watcher who died in action and of a princess of Keoland. He is the grandson of a king and, most importantly to the soldiers at this time, the grandson of the Baron. They will treat him accordingly and will see that the PCs do as well.

PCs should notice that these two children have the run of the house amid all the soldiers who stand guard. This should be a clue that at least one of them belongs here, and is probably a relative of the noble house in this barony. PCs might also note that the soldiers allow the children

to speak to the PCs rather than bypassing them to go directly to the Baron.

If Gretchen died at even one of the PCs' previous tables, she will react badly. If any of the PCs saved all of the children in the previous adventure, and none of them caused her death, Gretchen will mention to Bedivane that these are the nice people who talked to the black-skinned silver-eyed woman in the museum. Bedivane will soften the slightest, and thank the PCs for their service. He will usher her and her puppy away from the adults. As she is being ushered away, she will think to ask the PCs:

“Are you here to talk to the other silver-eyed woman?”

At this, the soldiers will indicate that it is best if the PCs speak to the Baron in regards to the other silver-eyed woman. Bedivane will usher Gretchen away, leaving the adults to continue on to his grandfather.

PCs who treat either child with disrespect will be directed back toward civility by the soldiers. In the unlikely event that a PC insists on being disrespectful or insulting to one of the children, the soldiers will remove that PC from the estate, removing them from the adventure. The Baron will support this eviction, even if the rude PC has garnered his favor in the past.

The Baron will meet the PCs and the soldiers in the halls of his manor. He is also flanked by soldiers who look very competent.

The man coming toward you is small and wiry with graying hair and a sharp goatee. He wears fine leather armor and a functional short sword. From the look on his face, he is mad about something. The soldiers with him look ready to kill and more than up to the task.

This is Baron Doulanfon. He is not especially angry right now; he is always confrontational and direct. He will greet each PC who has his favor by name and a brief handshake. He will acknowledge those representing meta-orgs and will speak briefly to those who are here through other means. He discusses the situation without much preamble.

“We have made some progress in trying to locate Marax and his vampires.”

If any of the PCs received Player Handout 1, he will direct that PC to inform the rest of the PCs what has been learned. If not, he will provide the information himself. The DM should be familiar

with the information in Player Handout 1 just to be sure.

“For the last four months, we have been unable to locate Marax, the solar Baradiel, or the mithral gate that was taken from beneath the city. We can only follow in their wake and guess at their motivations. I have just learned that the fiends who took the gate are operating independently of Marax and his vampires. We do not believe that they have simply taken the gate and left Gran March, but right now your focus just shifted to the vampires.”

The Baron begins walking as he talks, “I received a visitor today. She has been very forthcoming with information on Marax. I do not trust her. You should be suspicious of her every word as well. But right now, I’m willing to listen to what she has to say.” He stops at a doorway that leads into a garden courtyard. “She is not to be attacked at this time. If you cannot contain yourself, remain here.” He turns and continues out into the courtyard.

The Baron's comment about the informant not being attacked does not come across like a request. It should be a simply stated command.

The Baron and his bodyguards walk you into the sunny garden courtyard. There are another dozen soldiers and Watchers in the garden. Many of them are carefully observing the open sky and surrounding area. A few are closely monitoring a lone figure sitting in one of the chairs near a small fish pond. It is a small female form, hairless with black skin, an elongated head and silvery eyes. She wears form-fitting armor of some unusual leather.

This is Lurana, an ultraloth. PCs who played GRM6-02, *Family Values* might remember having met her beneath the fighting arena. She will remember any PC who played GRM7-06, *The Order of Underworld Travelers* who received the AR item, A Dangerous Thing. Lurana was the ultraloth who saved the PCs from the necromantic clutches of the arcanaloth Morgraze. She will not address these PCs in front of others.

She will be sociable, but cagey. She is confident, but alert and she does not want to be trapped. Baron Doulanfon has pledged her protection for this meeting. He will not tolerate any PCs attacking her. Any PC who attacks Lurana will be taken from the estate and will have to apologize profusely to the Baron if they wish to continue the adventure. He will be most unhappy

at any PC who took it upon himself to violate a truce in the Baron's own home. He would like to kill the ultroloth as well; he just knows that she is potentially useful at this time. Lurana is not detailed in this scenario because, if attacked, she will not fight back and the Baron will not allow the PCs to harm her. PCs who fight the Baron's soldiers would face the standard penalties for breaking laws in Gran March.

She will pass along the following information:

- Marax and his vampirs are still hiding somewhere in the Rushmoors, as the Baron has deduced.
- Marax has been calling on more and more mezzoloths lately. They do not return.
- She has mezzoloths loyal to her among the recent group that reported to Marax.
- Last night, Marax sent many of his thralls to attack another bullywug village.
- Their mission this time was not to destroy everything in sight. The surviving bullywugs have been put to work digging up some buried relics.
- She knows that some of Marax's lieutenants are directing the bullywugs. She knows that these lieutenants are still at the village.
- She can show the PCs and the Baron where the bullywug village is located.
- If the PCs are willing to investigate the bullywug village, she will be in contact tomorrow with information on Marax's whereabouts. This, of course, depends on her safe departure from the Baron's estate.

If the PCs question her motives:

- She profits from Marax's failure.
- She is tired of supplying him with muscle (the mezzoloths) for little profit.
- He is clearly insane and should be put down.

Why us?

- Marax has required homage and witnesses to his rise to greatness. (She scoffs at this)

- She requires that his failure have witnesses as well, so all know of the death of his self-promoted legend.
- She does not wish to further indulge Marax's delusions of grandeur. She wants to have him brought low by the least potent weapon necessary (she is referring to the PCs).
- She has offered information in return for Baron Doulanfon sending no more in force than is needed to bring the insane Marax to heel. The PCs are more than adequate to the task at this stage, she feels.

If the PCs are concerned that Marax is very powerful and that Baradiel is more than powerful enough to destroy all of them, she will wave off their concerns. She has bargained with the Baron. She wants the PCs to bring down the vampir. She considers the matter resolved.

She is very sincere in both her desire to see Marax destroyed, and her belief that the PCs are adequate to the task. She legitimately wants Marax destroyed and for witnesses to confirm his destruction.

Lurana will specifically suggest that the PCs bring back his armor as proof of his destruction.

If the PCs agree, she will provide maps that will pinpoint the bullywug village.

Before she departs, PCs with A Dangerous Thing from *GRM7-06, The Order of Underworld Travelers* should be given Player Handout 2.

Baron Doulanfon will want the PCs to leave today. He will arrange magical teleportation within the hour. He will wait no longer than two hours. He will contact them magically soon. He will not negotiate with the PCs – in his mind it is simply something that is to be done by any right-thinking person. Any PC who is thinking about demanding payment should be reminded that the Baron's generosity has always been in keeping with the services he requires.

If the PCs think to ask, the Baron is in favor of dispatching bullywugs wherever they are encountered. They are aggressive monsters that, in Gran March at least, have shown a fondness for the flesh of human and elven children, so he has no hesitation in having them killed. The Baron is known to be more pragmatic than charitable (LN).

ENCOUNTER 1: BULLYWUGS

The PCs will be teleported within a mile of the bullywug village inside the southern Rushmoors. The teleporters have been given specific directions to hold their location and await the PCs, but not to interfere. The Baron wants to honor his agreement with Lurana up to the point where her information proves false.

The DM can create any small collection of huts scattered around a central building as the bullywug village. The ground is fairly dry around the central building, with plenty of tree cover. Unlike the previous attacks, there is no sign that anyone used powerful magic to destroy this village. There are 6 bullywugs chained together digging in a muddy pit. The chains are anchored to a tree, preventing their escape. They have turned up a few shards of pottery, but nothing worthwhile. The bullywugs cannot fight the PCs, so if the PCs kill them, the DM should assume a quick execution unless the PCs wish to argue with each other about it. The village looks like 20 – 25 bullywugs once lived here. The PCs can find a dozen dead bullywug bodies, mostly drained of energy, but some killed by weapons and claws.

There is an ancient ruin at the center of this village. There are more relics contained within the ruin, and that is where the vampirs have gone during the day. One of the bullywug diggers speaks a bit of common and can tell the PCs that the life-drainers dressed like soldiers have gone into the ruins. The PCs can also figure it out for themselves by looking around. The vampirs are all wearing the heraldry of New Gran March (Player Handout 3). The DM might want to encourage the PCs to consider that waiting until nightfall would give the vampirs a chance to escape if they chose to flee rather than fight. During the day, they cannot escape outside the ruins without running into sunlight.

If any PC is wearing a Gran March army uniform or the heraldry of the Knights of the Watch, the bullywug will tell them that the life-drainer soldiers are wearing the same “clothes” as the PCs. The heraldry and colors will look the same to the bullywugs, and they will assume that the uniforms are all the same.

If the PCs go into the ruin, they will encounter the vampirs. If they wait until nightfall, the vampirs emerge. The ruins will have a series of twisting tunnels and will open into a 20 x 30 crypt where

the PCs can confront the vampirs if they go in after them. The DM can add crypts and altars as desired.

Some of the vampirs in this adventure were created inside the area of a *desecrate* spell. All lasting benefits from that creation have already been included in their stat blocks.

The ruin is under the effects of an *unhallow* spell. The *unhallow* provides the following benefits:

- The magic circle against good effect employed is the alternate version that aids in binding non-evil creatures and will not affect the combats.
- Each turn undead attempt takes a -4 penalty.
- The single spell effect tied to the site is a *bless* that only applies to those who worship an evil bullywug deity. It will not affect any of the combatants.

All of the vampirs are dressed like soldiers of New Gran March.

APL 4 (EL 6)

Aasimar warrior2 vampir (3): hp 21; see Appendix 1.

APL 6 (EL 8)

Hound Archon vampir (2): hp 69; see Appendix 2.

APL 8 (EL 10)

Mezzoloth pikeman vampir (2): hp 125; see Appendix 3.

APL 10 (EL 12)

Mezzoloth pikeman vampir (2): hp 202; see Appendix 4.

APL 12 (EL 14)

Mezzoloth pikeman vampir (2): hp 243; see Appendix 5.

APL 14 (EL 16)

Mezzoloth pikeman vampir (2): hp 283; see Appendix 6.

APL 16 (EL 18)

Mezzoloth pikeman vampir (4): hp 283; see Appendix 7.

Tactics: The vampires will be direct in their attack. They will use weapons and energy draining claw or slam attacks to their best advantage. Those with ranged attacks will use them against opponents who avoid melee. If possible, the mezzoloths will use *dispel magic* and *cloudkill* spells.

Development: Searching the ruins will reveal an empty shell of an ancient temple. The vampires found nothing here. There is a half a tablet inside the ruins that the vampires were using to help them search the ruins. The PCs should be told that the ruins have been thoroughly searched.

Lurana will be true to her word if the PCs confront the vampires in the bullywug village. Baron Doulanfon will be given information on the following day that will lead the PCs to Marax's sanctuary with the condition that the PCs alone must bring about and bear witness to Marax's downfall.

PCs will have a day to prepare. The Baron will again arrange magical transportation. He will also provide **hit point healing and restoration** spells for any PCs who lost a level to energy drains before they move to the next location.

ENCOUNTER 2: HIDEOUT

The PCs will be able to approach the second set of ruins unopposed. They should be given the opportunity to rest if they desire. Baron Doulanfon will arrange magical transport to the second ruins if needed.

Moving through the thick, swampy terrain, you come to a scum-covered archway. Pieces of an ancient building lay crumbled and half-submerged in the soft ground. You can see that the building is half-flooded and muddy inside. Beyond the first room of the ruin, there is less flooding, but you can see where mud and reeds have been tracked through the ruin. You find a stairwell that descends deeper into the Rushmoors. The stairwell is dry. A sense of malevolence and dread surrounds you from below. There is dim, constant light coming from below.

The ruin will detect as evil and magical at this point. The lower floor is not flooded, and it will radiate conjuration, evocation and universal magic if detected. It also radiates evil. The ruin is under the effects of *unhallow* and *desecrate* spells.

Descending the stairs, you notice that the gray stone is covered in spots by a fine, dry dust. You also notice that your gear is no longer wet from the swamp. At the foot of the stairwell, a room opens up. You can see movement within the room.

The *desecrate* provides the undead with the following benefits:

- Each turn undead attempt suffers a -6 profane penalty
- The undead receive a +2 profane bonus to attack rolls, damage rolls and saving throws.

The *unhallow* provides the following benefits:

- The magic circle against good effect employed is the alternate version that aids in binding non-evil creatures and will not affect the combats.
- Each turn undead attempt takes a -4 penalty. This is an unnamed bonus that stacks with the profane bonus from *desecrate* for a total penalty of -10.
- The single spell effect tied to the site is no longer active.

The vampires that move to engage the PCs are showing the effects of the degenerative condition that is afflicting all of Marax's creations. They have begun to rot, and their movements will appear clumsy. The DM should describe the degenerative effects depending on APL. A description is provided in the appendix for each monster.

APL 4 (EL 6)

Degenerated mezzoloth vampir: hp 65; see Appendix 1.

APL 6 (EL 8)

Degenerated mezzoloth vampir (2): hp 65; see Appendix 2.

APL 8 (EL 10)

Degenerated vrock vampir (2): hp 95; see Appendix 3.

APL 10 (EL 12)

Degenerated vrock vampir (4): hp 95; see Appendix 4.

APL 12 (EL 14)

Degenerated Barbed devil vampir (3): hp 138; see Appendix 5.

APL 14 (EL 16)

Degenerated Leonal vampir (3): hp 126; see Appendix 6.

APL 16 (EL 18)

Degenerated vrock (advanced) vampir (2): hp 270; see Appendix 7.

Tactics: The vampirs will be direct in their attack. They will use weapons and energy draining claw or slam attacks to their best advantage. Even the celestial vampirs will be trying their best to kill and drain the PCs. Those with ranged attacks will use them against opponents who avoid melee. The energy drain ability of each of these vampirs is less potent than usual due to their condition. This is detailed in the appropriate appendices.

Development: When the vampirs are defeated, they will go gaseous, and then settle back to the floor of the ruin, rematerializing on the next round. PCs with knowledge: religion will know that this is unusual. The vampirs will not rise again, but to truly destroy them, they should be exposed to sunlight. The PCs can continue their search of the ruins after defeating the vampirs.

ENCOUNTER 3: REMAINS

PCs can continue searching the ruin. They will find a lot of relics that Marax collected over the last year. All of it will be broken and useless. They will also find a lot of desiccated vampirs that have already succumbed to their degenerative condition.

The rooms in this ruin are oddly bare, but the floor is littered with pieces of pottery and fragments of parchment. The pottery looks like it has been smashed, and it looks like some of the urns and bowls were hurled against the walls.

PCs with Knowledge: Local Sheldomar Valley meta-region will recognize that the relics look like they came from the Occluded Empire on a DC 10 skill check.

The first body you find is that of an aasimar. His face is pulled gaunt and his limbs are contorted and broken. His skin is dry, and pasted to his bones like dried leaves. Fangs

can be seen in the mouth that lays open and slack.

The next unmoving corpse is a giant serpent with feathery wings that were probably once brilliantly colored. The feathered wings are now faded and brittle. Further on, sitting in a corner is the lifeless corpse of a mezzoloth warrior. Its oversized canine teeth indicate that it was one of the undead. Scattered throughout the ruin, archons, devils, mezzoloths, and some demon corpses all lay in dry, decomposed piles. You also find other corpses of mezzoloths who look like they had their throats ripped out. These corpses do not look as dry as the others, but they are no less dead.

The PCs will find more than a dozen vampirs that have succumbed to the degenerative nature of their existence. Some of the mezzoloths are just victims of Marax and Baradiel's feeding. They attempted to create more new vampirs, but their ability to create new spawn has degenerated as well, allowing the mezzoloths to resist the call of undeath. The PCs can also find lots of ancient relics scattered about the ruins that Marax has collected over the last four months. It looks like he was searching for something among all of the collected relics from the Occluded Empire, and failed.

ENCOUNTER 4: MARAX

PCs will locate a large (60 x 40), vaulted chamber and can confront Master Vigilant Marax. He is plotting his final move, and is far from beaten, despite the tremendous setback his plans have suffered. He is degenerating slower than most of his thralls, and given time, he could possibly find a way to prevent any further decay. He will appear to be surprised and angered by the PCs' invasion of his sanctuary.

You enter a large vaulted chamber. Near the far wall, there is an imposing black chair fashioned in a spider web design. Slumped in the throne is a black-skinned humanoid wearing plate armor and a tabard of New Gran March. The once silvery eyes are black and inert. He is not moving. The room is littered with the desiccated corpses of yugoloths wearing the tattered heraldry of New Gran March.

At higher APLs, Marax is only slightly degenerated, and there will be additional vampirs to help him kill the PCs. At APL 4, he has

degenerated so badly that he has not only lost most of his power, he has lost his sight as well. If the PCs move directly to attack, he will fight back. If the PCs approach him slowly to check if he is dead as well, he will speak before attacking. If the PCs want to gloat in the face of Marax's failure, he will still be full of bravado. It is up to the DM to adjudicate Marax's reaction to the PC's approach. He would prefer to speak before being killed, but he has no leverage to force the PCs to endure his conversation.

The following might be pertinent if the PCs talk to him:

- The degeneration of the vampirs began two months ago.
- They are not fully dead, just inert.
- He will find a way to restore himself and all of his thralls. His glorious victory is only facing a temporary setback.
- He already has clues to lead him to the knowledge needed to arrest the degeneration. No one can stop him.

If the PCs mention Lurana, he becomes angry, and calls her a traitor.

Even if the PCs do not attack Marax, he will rise and attempt to kill them. He will not allow them to simply leave him here to degenerate. His actions indicate that he still feels confident in his ability to kill them. He will destroy them for daring to invade his sanctuary.

APL 4 (EL 7)

Master Vigilant Marax: hp 77; see Appendix 1.

APL 6 (EL 9)

Master Vigilant Marax): hp 119; see Appendix 2.

APL 8 (EL 11)

Master Vigilant Marax): hp 161; see Appendix 3.

APL 10 (EL 13)

Master Vigilant Marax: hp 207; see Appendix 4.

APL 12 (EL 15)

Master Vigilant Marax: hp 243; see Appendix 5.

APL 14 (EL 17)

Master Vigilant Marax: hp 297; see Appendix 6.

APL 16 (EL 19)

Master Vigilant Marax: hp 372; see Appendix 7.

Leonal Vampir (2): hp 138; see Appendix 7.

Tactics: Marax is going to do his best to kill one or two PCs. He will *haste* himself with his boots of speed, depending on the APL. At lower APLs, Marax's disloyal minions have stolen more of his possessions and fled as he degenerated. At APL 4, he is blind and will suffer a 50% miss chance on all attacks. If the PCs are known to him from previous adventures in the series, he will focus on the biggest threats. At APL 4 he will spread out his attacks among PCs, not sure where the threat is coming from due to blindness. If he manages to kill a couple of PCs, his megalomania will kick in before he kills the rest. He will begin taunting the PCs, and he will use less effective attacks to prolong their futility. This should give the surviving PCs a chance to kill him in the face of his arrogance. If the PCs fail to beat him, he will, as always, leave a witness to his greatness. He will send the survivors away to tell of his might and greatness.

Development: If the PCs defeat Master Vigilant Marax, he will turn gaseous, and then return to his inert vampir form. To destroy him fully, his body should be exposed to sunlight. PCs can discover a poorly hidden secret door behind the spider-motif throne. Marax's ornate armor can be easily claimed once he is beaten.

ENCOUNTER 5: BARADIEL

If the PCs open the secret door behind the throne, they find a small chamber (20 x20).

You open the secret door to reveal a small chamber filled with thousands of small, heatless flames. Sitting on the floor in the center of the far wall is a large, winged humanoid. The solar's once-beautiful golden skin is ashen gray and covered in dry sores. Wilted feathers have fallen from his wings. His face is gaunt and the bone of his skull can be seen though missing patches of his flesh. He hisses in your direction, fangs exposed, and waves a clawed hand in your general direction.

Baradiel has lost his mind. He sits in his chamber and constantly casts *continual flame* spells, hoping to find his way back to the light. With Marax's death, Baradiel is no longer in thrall to the master vampire. He is still an evil vampir, but now he can be reasoned with. If he can be calmed down, he will regain enough control to seek his own destruction before he commits additional atrocities. If the PCs attack him, he will fight to kill. He needs the PCs help to restrain the evil within. If the PCs just stand around and do not initiate peacekeeping conversation with Baradiel, he will attack them.

If the PCs attempt to calm the vampir angel, he will respond. The DM should not require a Diplomacy check; it should be a simple role-playing encounter. PCs who would prefer to fight the angel have that option as well.

If the PCs begin to fight, and are forced to retreat, Baradiel does not pursue, he returns to his insanity and casting his *continual flames*.

For PCs who care, Baradiel can relate the following:

- He was captured by the yugoloths at least 50 human years ago while fighting in the Blood Wars.
- He has been in and out of awareness a few times during those years.
- He hurts and aches. His body has hurt endlessly for all those years. His spirit now aches for the divine.
- Marax took his life, and made him a monster. He tried to resist, but Marax was just too strong. He eventually gave in to the starvation of his spirit.
- Marax was searching for a way to stop the decay. He made Baradiel do many, many unspeakable things.
- Baradiel is not able to talk about the most awful things Marax compelled him to do. Marax protected himself from that. (Baradiel will not be able to explain this further)
- He followed law and good, not a specific deity.
- He longs for the light. (He means both the sun and goodness)
- He is willing to resurrect any fallen PCs.

- He will ask that his sword be given to a church of light.

If the PCs talk to Baradiel and help him leave the ruins to face the sunlight, they will receive the Last Look into the Light item on the AR. The text assumes the PCs and Baradiel exit the ruins during daylight. The DM should modify it if they await the rising sun.

You walk the angel out of the unhallowed ruins and into the sunlight. The vampir flinches for a moment and hisses behind an arm raised to ward off the burning rays. The solar perseveres and turns his eyes toward the sun. His skin smolders and begins to crackle. The searing pain is obvious as his body burns in the sun's rays, and the ash drifts away on the breeze. But the angel stands resolute as the vampir flesh is purified by the sun. The flesh and bones of the vampir decay into dust and crumble. A feeling of relief washes over you, floating along with the ash on the wind.

For PCs who prefer to fight Baradiel:

APL 4 (EL 7)

Baradiel (solar vampir): hp 91; see Appendix 1.

APL 6 (EL 9)

Baradiel (solar vampir): hp 119; see Appendix 2.

APL 8 (EL 11)

Baradiel (solar vampir): hp 133; see Appendix 3.

APL 10 (EL 13)

Baradiel (solar vampir): hp 168; see Appendix 4.

APL 12 (EL 15)

Baradiel (solar vampir): hp 231; see Appendix 5.

APL 14 (EL 17)

Baradiel (solar vampir): hp 275; see Appendix 6.

APL 16 (EL 19)

Baradiel (solar vampir): hp 363; see Appendix 7.

Tactics: Baradiel is struggling to control the evil within. With Marax's death, he can suppress the urge to feed on life force if the PCs encourage him. If the PCs attack, Baradiel surrenders to the evil and responds with force. If the PCs help him, he would prefer to walk out into the sunlight or, if it is night, to await the rising sun.

Development: If any PC dies within the ruins and the PCs are able to talk Baradiel into walking into the sunlight, he will offer to resurrect the dead PC. He is still clearly a vampire, and the ruins are unhallowed and desecrated to Vecna. PCs may want to consider the ramifications of accepting his offer. Baradiel can cast resurrect three times. Any PC who accepts will receive the Life From the Lifeless item on the AR.

With the defeat of Baradiel, the PCs have beaten all of the vampirs. They can move the inert corpses into the sun for their complete destruction. PCs who help Baradiel overcome the evil within rather than attacking him will receive recognition on the AR. At APLs 14 and 16, Baradiel's dancing sword will be confiscated by Baron Doulanfon and given to a church if the PCs do not think to donate it themselves. The Baron will compensate the PCs for the donation. They get partial value of the item, but they do not gain access to it on this AR.

CONCLUSION

The PCs should return to Shibolet and report to Baron Doulanfon. He will be pleased with the PCs actions on behalf of Gran March and reward them accordingly. If they bring Marax's armor, it will be displayed at the gates of the Baron's estate as testament to the destruction of Shibolet's enemies. Citizens will visit the site frequently to view the evidence of Marax's defeat. Even PCs who fail to beat the vampirs will still gain his favor. He will blame their failure on Lurana for underestimating the vampirs, or for outright lying to him. If the PCs fail, Baron Doulanfon will have an overwhelming force roll into the ruins right behind the PCs and rescue them after eliminating Marax and Baradiel.

CONCLUSION: PCS DEFEAT MARAX AND BARADIEL

This is for PCs who defeat Marax and Baradiel (by violence or by talking to him).

The ultroloth Lurana seems to have been telling the truth about your ability to destroy Master Vigilant Marax and the vampiric angel,

Baradiel. Had you not confronted and beaten Marax, it is possible that he would have found a way to overcome whatever problem was afflicting his vampirs. The Baron is very pleased at your bravery and at your results. His gratitude, as always, has valuable benefits.

He indicates that there is still the matter of a bronzed mithral gate somewhere in the Rushmoors. He hopes that he can call upon you again.

CONCLUSION: PCS DO NOT DEFEAT MARAX AND BARADIEL

This is for PCs who have trouble at some point in the scenario defeating Marax and Baradiel.

The ultroloth Lurana seems to have underestimated the power remaining in the vampiric thralls of Master Vigilant Marax and the vampiric angel, Baradiel. Because you were willing to follow Lurana's stipulations, you learned Marax and Baradiel's whereabouts and the Baron sent a powerful group in after you. With your sacrifice, the vampirs were located and destroyed. Your bravery in willing to face the extremely dangerous situation has garnered you the Baron's favor. His gratitude, as always, has valuable benefits.

He indicates that there is still the matter of a bronzed mithral gate somewhere in the Rushmoors. He hopes that he can call upon you again.

EPILOGUE

In all scenarios, Master Vigilant Marax and Baradiel will be located and destroyed as long as the PCs try to follow Lurana's stipulations. The following will occur no matter who defeats Marax.

Word of Master Vigilant Marax's downfall speeds across Shibolet, and all of Gran March. Reports of his outrageous triumphs and glorious defeat can be heard in many taverns across the country. For quite some time, the taverns are filled with the tales of the fallen Marax and the heroes who brought him down. You might almost think that someone made it a point to pay the bards and storytellers to spread the tale of Marax's defeat at your hands. (And if the PCs brought the armor to the Baron:) Marax's ornate full plate with the heraldry of the Knights Vigilant is posted outside the baron's estate and Shibolet's

citizens visit the location in a steady stream, reassuring themselves of the defeat of the daemon who has plagued their homes for the last three years.

PCs who received Lurana's Invitation (Player Handout 2) should inform the DM of their decision regarding whether or not to accompany her. The DM should make sure the player understands that a change in alignment is a possible repercussion for anyone who accepts her invitation.

The End

EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus roleplaying) to each character.

Encounter 1

Defeat the vampires.

APL 4: 180 xp.
APL 6: 240 xp.
APL 8: 300 xp.
APL 10: 360 xp.
APL 12: 420 xp.
APL 14: 480 xp.
APL 16: 540 xp.

Encounter 2

Defeat the degenerated vampires.

APL 4: 180 xp.
APL 6: 240 xp.
APL 8: 300 xp.
APL 10: 360 xp.
APL 12: 420 xp.
APL 14: 480 xp.
APL 16: 540 xp.

Encounter 4

Defeat Master Vigilant Marx.

APL 4: 210 xp.
APL 6: 270 xp.
APL 8: 330 xp.
APL 10: 390 xp.
APL 12: 450 xp.
APL 14: 510 xp.
APL 16: 570 xp.

Encounter 5

Defeating Baradiel by combat.

APL 4: 135 xp.
APL 6: 180 xp.
APL 8: 225 xp.
APL 10: 270 xp.
APL 12: 315 xp.
APL 14: 360 xp.
APL 16: 405 xp.

Or:

Talking to Baradiel and helping him control the vampiric urges

APL 4: 135 xp.
APL 6: 180 xp.
APL 8: 225 xp.
APL 10: 270 xp.
APL 12: 315 xp.
APL 14: 360 xp.
APL 16: 405 xp.

Discretionary Roleplaying Award –

APL 4: 135 xp.
APL 6: 180 xp.
APL 8: 225 xp.
APL 10: 270 xp.
APL 12: 315 xp.
APL 14: 360 xp.
APL 16: 405 xp.

Total possible experience

APL 4: 675 xp.
APL 6: 900 xp.
APL 8: 1,125 xp.
APL 10: 1,350 xp.
APL 12: 1,575 xp.
APL 14: 1,800 xp.
APL 16: 2,025 xp.

TREASURE SUMMARY

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional adventure, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

L = Looted gear from enemy; C = Coin, Gems, Jewelry, and other valuables; M = Magic Items.

Encounter 1:

APL 4: L: 293 gp, C: 0 gp, M: (0 gp).

APL 6: L: 8 gp, C: 0 gp, M: (0 gp).

APL 8: L: 3 gp, C: 0 gp, M: +1 *longspear* (2) (384 gp), +1 composite longbow +3 STR bonus (2) (450 gp).

APL 10: L: 3 gp, C: 0 gp, M: +1 *longspear* (2) (384 gp), +1 composite longbow +3 STR bonus (2) (450 gp).

APL 12: L: 3 gp, C: 0 gp, M: +1 *longspear* (2) (384 gp), +1 composite longbow +3 STR bonus (2) (450 gp).

APL 14: L: 3 gp, C: 0 gp, M: +1 *longspear* (2) (384 gp), +1 composite longbow +3 STR bonus (2) (450 gp).

APL 16: L: 7 gp, C: 0 gp, M: +1 *longspear* (4) (768 gp), +1 composite longbow +3 STR bonus (4) (900 gp).

Encounter 2:

APL 4: L: 2 gp, C: 0 gp, M: +1 *longspear* (192 gp), +1 *composite longbow* +3 STR bonus (225 gp).

APL 6: L: 3 gp, C: 0 gp, M: +1 *longspear* (2) (384 gp), +1 composite longbow +3 STR bonus (2) (450 gp).

Encounter 4:

APL 4: L: 1 gp, C: 0 gp, M: +3 *Mithral Full Plate* (1,625 gp).

APL 6: L: 1 gp, C: 0 gp, M: +3 *Mithral Full Plate* (1,625 gp), +4 *Cloak of Turn Resistance* (917 gp).

APL 8: L: 0 gp, C: 0 gp, M: +3 *Mithral Full Plate* (1,625 gp), +4 *Cloak of Turn Resistance* (917 gp), +3 *adamantine longsword* (1,001 gp), +4 *Gloves of Dexterity* (1,333 gp).

APL 10: L: 0 gp, C: 0 gp, M: +3 *Mithral Full Plate* (1,625 gp), +4 *Cloak of Turn Resistance* (917 gp), +3 *adamantine longsword* (1,001 gp), +4 *Gloves of Dexterity* (1,333 gp), *Ring of Freedom of Movement* (3,333 gp).

APL 12: L: 0 gp, C: 0 gp, M: +3 *Mithral Full Plate* (1,625 gp), +4 *Cloak of Turn Resistance* (917 gp), +3 *adamantine longsword* (1,001 gp), +4 *Gloves of Dexterity* (1,333 gp), *Ring of Freedom of Movement* (3,333 gp), +6 *Belt of Giant Strength* (3,000 gp).

APL 14: L: 0 gp, C: 0 gp, M: +3 *Mithral Full Plate* (1,625 gp), +4 *Cloak of Turn Resistance* (917 gp), +3 *adamantine longsword* (1,001 gp), +4 *Gloves of Dexterity* (1,333 gp), *Ring of Freedom of Movement* (3,333 gp), +6 *Belt of Giant Strength* (3,000 gp), +1 *Ring of Protection* (167 gp), *Boots of Speed* (1,000 gp).

APL 16: L: 0 gp, C: 0 gp, M: +3 *Mithral Full Plate* (1,625 gp), +4 *Cloak of Turn Resistance*

(917 gp), +3 *adamantine longsword* (1,001 gp), +4 *Gloves of Dexterity* (1,333 gp), *Ring of Freedom of Movement* (3,333 gp), +6 *Belt of Giant Strength* (3,000 gp), +3 *Ring of Protection* (1,500 gp), *Boots of Speed* (1,000 gp).

Encounter 5:

APL 4: L: 1 gp, C: 0 gp, M: +2 *large composite longbow* +5 *STR bonus* (742 gp).

APL 6: L: 1 gp, C: 0 gp, M: +2 *large composite longbow* +5 *STR bonus* (742 gp), +4 *Cloak of Turn Resistance* (917 gp).

APL 8: L: 0 gp, C: 0 gp, M: +2 *large composite longbow* +5 *STR bonus* (742 gp), +4 *Cloak of Turn Resistance* (917 gp).

APL 10: L: 0 gp, C: 0 gp, M: +2 *large composite longbow* +5 *STR bonus* (742 gp), +4 *Cloak of Turn Resistance* (917 gp).

APL 12: L: 0 gp, C: 0 gp, M: +2 *large composite longbow* +5 *STR bonus* (742 gp), +4 *Cloak of Turn Resistance* (917 gp).

APL 14: L: 0 gp, C: 0 gp, M: +2 *large composite longbow* +5 *STR bonus* (742 gp), +4 *Cloak of Turn Resistance* (917 gp), +5 *dancing greatsword (partial)* (1,353 gp).

APL 16: L: 0 gp, C: 0 gp, M: +2 *large composite longbow* +5 *STR bonus* (742 gp), +4 *Cloak of Turn Resistance* (917 gp), +5 *dancing greatsword (partial)* (1,353 gp).

Total Possible Treasure (Maximum Reward Allowed)

APL 4: L: 297 gp, C: 0 gp, M: 2,784 gp – Total: 3,081 gp (650 gp).

APL 6: L: 13 gp, C: 0 gp, M: 5,035 gp – Total: 5,048 gp (900 gp).

APL 8: L: 3 gp, C: 0 gp, M: 7,369 gp – Total: 7,372 gp (1,300 gp).

APL 10: L: 3 gp, C: 0 gp, M: 10,702 gp – Total: 10,705 gp (2,300 gp).

APL 12: L: 3 gp, C: 0 gp, M: 13,702 gp – Total: 13,705 gp (3,300 gp).

APL 14: L: 3 gp, C: 0 gp, M: 16,222 gp – Total: 16,225 gp (6,600 gp).

APL 16: L: 7 gp, C: 0 gp, M: 18,389 gp – Total: 18,396 gp (9,900 gp).

ITEMS FOR THE ADVENTURE RECORD

Military Commendation: For active duty and reactivated veteran Gran March player characters: You are issued a commendation for valiant actions in confronting this growing enemy of Gran March.

Favor of Baron Doulanfon: This PC has earned the favor of Baron Doulanfon. This Favor cancels any previous Ire of Baron Doulanfon the PC might have from a previous AR. You may use this favor to purchase (any access but not for CMI) one of the following weapon upgrades at 75% of standard cost: *fiercebane (undead)*, *fiercebane (evil outsiders)*, *divine wrath* (MIC), and *bane (undead)*. This favor can be used independently or combined with unused Favors of Baron Doulanfon from other ARs. If the PC combines 2 favors, the Baron makes the weapon upgrade available at 50% of standard cost. If the PC combines 3 favors, the Baron makes two weapon upgrades available at 50% of standard cost.

Life from the Lifeless: You lose one permanent hit point, this cannot be regained. You gain a +1 profane bonus to saving throws against inflict spells. You detect as, but are not, undead. Once per adventure, you may bestow two negative levels to a living creature using an unarmed melee attack or any natural attack the PCs might possess, and gain 10 temporary hit points in return. You are aware that the use of the ability feels evil (and is an evil act) and feeding the negative energy might have dire consequences in the future. Each use of this ability should be noted on this AR and on the AR of the game this gift was used.

Fame: Stories of the PCs victory over Master Vigilant Marax have spread through the Sheldomar Valley. Circle two items from the Item access for your APL or lower; these items have metaregional access. All items from this AR are bought at a 10% discount. This discount cannot be combined with other discounts. In addition, you have a +2 morale bonus to gather information checks in the Sheldomar Valley.

Last Look into the Light: This PC helped the angel Baradiel control the vampir within him and stood at his side when Baradiel greeted the sun for the last time. The PC not only witnessed his final death, but helped him achieve it while there

was still a shred of good within him. The slightest fragment of good remaining in the angel washed over the PC as Baradiel perished forever. That tiny, persistent bit of goodness that refused to die has infused the PC with a fragment of the angel's power. The PC has gained DR 2/evil.

Lurana's Invitation: You accepted the offer of the ultraloth Lurana offer: This trip consumes 6 TUs. The daemonic lore has given the PC the ability add one of these profane bonuses as a swift action once per adventure for one minute: +1 to BAB; +1 to all saves; +1 to caster level for all level-dependent spell effects; +1 to all skill ranks. PC shifts one irrevocable step toward Neutral Evil. The PC can choose which ethos (Law/Chaos or Good/Evil) to change. If this shift results in an evil alignment, the PC becomes an NPC and is removed from play. This change also causes you to suffer a -4 penalty to saving throws against yugoloths, and doubles your Hellscepter spell penalty. You detect as an evil outsider for fiercebane and related effects.

APL 14 & 16: (All of APLs 4-12 plus the following)

Pearl of Power 6th level (Adventure, DMG)

Third Eye Aware [Limit 1] (Adventure, MIC)

APL 4:

Mithril full plate (Adventure, DMG)

Surcoat of valor [Limit 1] (Adventure, MIC)

Third Eye Improvisation [Limit 1] (Adventure, MIC)

Pearl of Power 1st level (Adventure, DMG)

APL 6: (All of APLs 4 plus the following)

Pearl of Power 2nd level (Adventure, DMG)

Third Eye Expose [Limit 1] (Adventure, MIC)

APL 8: (All of APLs 4-6 plus the following)

Third Eye Clarity [Limit 1] (Adventure, MIC)

Pearl of Power 3rd level (Adventure, DMG)

Boots of Speed (Adventure, DMG)

APL 10: (All of APLs 4-8 plus the following)

Ring of freedom of movement [Limit 1] (Adventure, DMG)

Third Eye Gather [Limit 1] (Adventure, MIC)

Pearl of Power 4th level (Adventure, DMG)

APL 12: (All of APLs 4-10 plus the following)

Pearl of Power 5th level (Adventure, DMG)

Third Eye Concentrate [Limit 1] (Adventure, MIC)

APPENDIX 1 – APL 4

ENCOUNTER 1

DEGENERATED AASIMAR VAMPIR CR 3

Male aasimar warrior 2

CE medium undead

Init +6; **Senses** darkvision 60 ft. Listen +14, Spot +14

Languages Common, Celestial

AC 24, touch 12, flat-footed 22

(+2 Dex, +4 chain shirt, +2 heavy steel shield, +6 natural)

hp 21 (2 HD); fast healing 5; DR 10/silver and good

Resist; acid 5, cold 10, electricity 10, +4 turn resistance

Fort +3 **Ref** +4, **Will** +1

Weakness holy symbol, mirror, sunlight

Speed 30 ft.

Melee longsword +6 (1d8+4) or slam +6 (1d6+4 plus energy drain)

Ranged light crossbow +4 (1d8)

Space 5 ft.; **Reach** 5 ft.

Base Atk +2; **Grp** +6

Atk Options Combat Reflexes, blood drain

Special Actions *daylight, dominate, create spawn, gaseous form*

Abilities Str 19, Dex 15, Con --, Int 12, Wis 13, Cha 14

SQ degenerative condition, gaseous form, spider climb, unholy toughness, undead traits

Feats Alertness, Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes

Skills Bluff +10, Heal +5, Hide +10, Knowledge (religion) +2, Listen +14, Move Silently +10, Ride +3, Search +9, Sense Motive +9, Spot +14 **Possessions** mithral chain shirt, heavy steel shield, longsword, light crossbow, 20 bolts

Blood Drain (Ex): A vampir can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. On each such successful attack, the vampir gains 5 temporary hit points. Any outsider without vital bodily fluids is immune to this attack form, and is not subject to the vampir's Create Spawn ability.

Dominate (Su): A vampir can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that the vampir must use a standard action, and those merely looking at it are not affected. Anyone the vampir targets must succeed on a Will save or fall instantly under the vampir's influence as though by a dominate monster spell (caster level 17th). The ability has a range of 30 feet and only affects outsiders.

Create Spawn (Su): If the vampir drains another outsider's Constitution to 0 or lower using its Blood Drain ability, the victim returns as a vampir in 1d4 days if it had 5 or more HD. If the victim has 4 or less

HD, it is simply killed. An outsider that wishes to resist becoming a vampir can attempt a WILL save DC 10 + 1/2 HD + Cha modifier of the vampir that drained it. Success indicates that the vampir begins to rise in 1d4 days, but crumbles to dust in the same round. Frequently, the outsider that resists becoming a vampir manages to utter a dozen or fewer words as it crumbles to dust. The outsider cannot use any spells or spell-like abilities in this round. Good outsiders will always try to resist becoming vampirs.

The new vampir is under the command of the vampir that created it and remains enslaved until its master's destruction. At any given time a vampir 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 vampirs. A vampir that is enslaved may create and enslave spawn of its own, so a master vampir can control a number of lesser vampirs in this fashion. A vampir may voluntarily free an enslaved spawn in order to enslave a new spawn, but once freed, a vampir cannot be enslaved again.

Energy Drain (Su): Living creatures hit by a vampir's slam attack (or any other natural weapon the vampir might possess) gain two negative levels. For each negative level bestowed, the vampir gains 5 temporary hit points. A vampir can use its energy drain ability once per round. This vampir only drains one negative level due to its degenerative condition (see below).

Fast Healing (Ex): A vampir heals 5 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points in combat, it automatically assumes gaseous form and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. (It can travel up to nine miles in 2 hours.) Any additional damage dealt to a vampir forced into gaseous form has no effect. Once at rest in its coffin, a vampir is helpless. It regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 5 hit points per round.

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

Spider Climb (Ex): A vampir can climb sheer surfaces as though with a spider climb spell.

Degenerative Condition (Ex): This vampir has already begun to degenerate. Living creatures only gain half the normal negative levels on a successful slam and the vampir only receives half normal temporary hit points.

Description An elegant humanoid with shimmering black hair and pale skin, the aasimar is fully in the grip of the undead urge to feed on living energy. He leers at the living with playful, predatory eyes. He wears the

heraldry of New Gran March with the symbol of the Knights Vigilant.

Sources Vampir template detailed in New Rules

ENCOUNTER 2

DEGENERATED MEZZOLOTH PIKEMAN VAMPIR CR 6

NE Medium Undead

Init +5; **Senses** Listen +19, Spot +19

Languages Abyssal, Draconic, and Infernal, Telepathy 100ft.

AC 21, touch 11, flat-footed 20
(+1 Dex, +10 natural)

hp 65 (6 HD); fast healing 5; **DR** 5/silver and good

Immune acid, poison

Resist +4 turn resistance, cold 5, fire 5, electricity 5

Fort +5, **Ref** +8, **Will** +5

Speed 40 ft. (8 squares);

Melee +1 longspear +12/+7 (1d8+7/ x3) or 2 claws + 16
(1d4+4 plus energy drain) or slam +10 (1d6+4 plus
energy drain)**Ranged** longbow +8/+3 (1d8+4/x3)

Space 5 ft.; **Reach** 5 ft. (10 ft with longspear)

Base Atk +6; **Grp** +10

Atk Options Power Attack, Combat Reflexes

Special Actions Spell-like abilities, summon yugoloth

Spell-Like Abilities (CL 10th):

At will – cause fear (DC 13), darkness, desecrate,
produce flame, see invisibility

Abilities Str 18, Dex 12, Con -, Int 9, Wis 10, Cha 10

SQ degenerative condition, gaseous form, scent, spider
climb, teleport, tongues, unholy toughness, undead
traits

Feats Alertness, Combat Reflexes, Dodge, Improved
Initiative, Lightning Reflexes, Power Attack, Weapon
Focus (longspear)

Skills Bluff +8, Hide +18, Intimidate +9, Knowledge
(the planes) +8, Listen +19, Move Silently +18,
Search +7, Sense Motive +8, Spot +19

Possessions +1 longspear, +1 composite longbow (+3
STR), heavy steel shield

Telepathy (Su): Mezzoloths can communicate
telepathically with any creature within 100 feet that
has a language.

Blood Drain (Ex): A vampir can suck blood from a living
victim with its fangs by making a successful grapple
check. If it pins the foe, it drains blood, dealing 1d4
points of Constitution drain each round the pin is
maintained. On each such successful attack, the
vampir gains 5 temporary hit points. Any outsider
without vital bodily fluids is immune to this attack
form, and is not subject to the vampir's Create Spawn
ability.

Dominate (Su): A vampir can crush an opponent's will
just by looking onto his or her eyes. This is similar to
a gaze attack, except that the vampir must use a
standard action, and those merely looking at it are not
affected. Anyone the vampir targets must succeed on
a Will save or fall instantly under the vampir's

influence as though by a dominate monster spell
(caster level 17th). The ability has a range of 30 feet
and only affects outsiders.

Create Spawn (Su): If the vampir drains another
outsider's Constitution to 0 or lower using its Blood
Drain ability, the victim returns as a vampir in 1d4
days if it had 5 or more HD. If the victim has 4 or less
HD, it is simply killed. An outsider that wishes to
resist becoming a vampir can attempt a WILL save
DC 10 + 1/2 HD + Cha modifier of the vampir that
drained it. Success indicates that the vampir begins
to rise in 1d4 days, but crumbles to dust in the same
round. Frequently, the outsider that resists becoming
a vampir manages to utter a dozen or fewer words as
it crumbles to dust. The outsider cannot use any
spells or spell-like abilities in this round. Good
outsiders will always try to resist becoming vampires.

The new vampir is under the command of the vampir
that created it and remains enslaved until its master's
destruction. At any given time a vampir 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 vampires. A vampir that
is enslaved may create and enslave spawn of its
own, so a master vampir can control a number of
lesser vampires in this fashion. A vampir may
voluntarily free an enslaved spawn in order to
enslave a new spawn, but once freed, a vampir
cannot be enslaved again.

Energy Drain (Su): Living creatures hit by a vampir's
slam attack (or any other natural weapon the vampir
might possess) gain two negative levels. For each
negative level bestowed, the vampir gains 5
temporary hit points. A vampir can use its energy
drain ability once per round. This vampir only drains
one negative level due to its degenerative condition
(see below).

Fast Healing (Ex): A vampir heals 5 points of damage
each round so long as it has at least 1 hit point. If
reduced to 0 hit points in combat, it automatically
assumes gaseous form and attempts to escape. It
must reach its coffin home within 2 hours or be utterly
destroyed. (It can travel up to nine miles in 2 hours.)
Any additional damage dealt to a vampir forced into
gaseous form has no effect. Once at rest in its coffin,
a vampir is helpless. It regains 1 hit point after 1 hour,
then is no longer helpless and resumes healing at the
rate of 5 hit points per round.

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

Spider Climb (Ex): A vampir can climb sheer surfaces
as though with a spider climb spell.

Degenerative Condition (Ex): This vampir has already
begun to degenerate. Living creatures only gain half
the normal negative levels on a successful slam and
the vampir only receives half normal temporary hit
points. It has also lost hit dice, ability score points,
some natural armor and some of its resistances.

Description This six-limbed insectoid horror stares ahead unblinkingly through glowing red eyes. Its thick black carapace is oozing pus in places and it moves clumsily. It wears the uniform of the New Gran March Army with the heraldry of the Knights Vigilant prominently featured. It is wielding a longspear in two of its claws, and a longbow in the other two.

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ENCOUNTER 4

MASTER VIGILANT MARAX CR 7

Male utroloth (advanced) vampir

NE Medium undead

Init +5; **Senses** Blind, Listen +26, Spot +23

Languages Common, Abyssal, Infernal, Flan, Celestial

AC 21, touch 10, flat-footed 21

(+11 +3 *mithral full plate*, +2 natural armor, -2 blind)

hp 77 (14 HD); fast healing 5; **DR** 5/silver and good

Immune acid, poison

Resist cold 5, electricity 5, fire 5, turn resistance +4; **SR** 15

Fort +9, **Ref** +12, **Will** +8

Weakness holy symbol, mirror, sunlight

Speed 20 ft in mithral full plate (4 squares), base movement 30 ft.

Melee long sword +16/+11/+6 (1d8+2/19-20) or slam +16 (1d8+2 plus energy drain)

Ranged rays – see spell-like abilities

Space 5 ft.; **Reach** 5 ft.

Base Atk +14 **Grp** +16

Atk Options Precise Shot, Quicken Spell-like ability (scorching ray)

Special Actions spell-like abilities

Spell-Like Abilities (CL 14th):

At will—deeper darkness, desecrate, gaseous form, scorching ray (2 rays per casting) (+16 ranged touch)

At will, an utroloth can use greater teleport (self plus 50 pounds of objects only) as the spell cast by an 14th-level sorcerer.

Abilities Str 14, Dex 12, Con --, Int 18, Wis 8, Cha 5

SQ degenerative condition, gaseous form, spider climb, unholy toughness, undead traits

Feats Alertness, Armor Proficiency (light), Armor Proficiency (medium), Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, Point Blank Shot, Precise Shot, Quicken Spell-like ability (*scorching ray*), Weapon Focus: Spell (ray)

Skills Bluff +22, Concentration +14, Diplomacy +14, Hide +26, Intimidate +12, Knowledge (arcana) +19, Knowledge (The Planes) +19, Knowledge (history - military) +19, Listen +26, Move Silently +26, Search +25, Sense Motive +24, Spellcraft +21, Spot +23

Possessions +3 mithral full plate, longsword

Blood Drain (Ex): A vampir can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round the pin is

maintained. On each such successful attack, the vampir gains 5 temporary hit points. Any outsider without vital bodily fluids is immune to this attack form, and is not subject to the vampir's Create Spawn ability.

Dominate (Su): A vampir can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that the vampir must use a standard action, and those merely looking at it are not affected. Anyone the vampir targets must succeed on a Will save or fall instantly under the vampir's influence as though by a dominate monster spell (caster level 17th). The ability has a range of 30 feet and only affects outsiders.

Create Spawn (Su): If the vampir drains another outsider's Constitution to 0 or lower using its Blood Drain ability, the victim returns as a vampir in 1d4 days if it had 5 or more HD. If the victim has 4 or less HD, it is simply killed. An outsider that wishes to resist becoming a vampir can attempt a WILL save DC 10 + 1/2 HD + Cha modifier of the vampir that drained it. Success indicates that the vampir begins to rise in 1d4 days, but crumbles to dust in the same round. Frequently, the outsider that resists becoming a vampir manages to utter a dozen or fewer words as it crumbles to dust. The outsider cannot use any spells or spell-like abilities in this round. Good outsiders will always try to resist becoming vampires.

The new vampir is under the command of the vampir that created it and remains enslaved until its master's destruction. At any given time a vampir 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 vampires. A vampir that is enslaved may create and enslave spawn of its own, so a master vampir can control a number of lesser vampires in this fashion. A vampir may voluntarily free an enslaved spawn in order to enslave a new spawn, but once freed, a vampir cannot be enslaved again.

Energy Drain (Su): Living creatures hit by a vampir's slam attack (or any other natural weapon the vampir might possess) gain two negative levels. For each negative level bestowed, the vampir gains 5 temporary hit points. A vampir can use its energy drain ability once per round. Marax only drains one negative level due to his degenerative condition (see below).

Fast Healing (Ex): A vampir heals 5 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points in combat, it automatically assumes gaseous form and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. (It can travel up to nine miles in 2 hours.) Any additional damage dealt to a vampir forced into gaseous form has no effect. Once at rest in its coffin, a vampir is helpless. It regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 5 hit points per round.

Gaseous Form (Su): As a standard action, a vampir can assume gaseous form at will as the spell (caster level 5th), but it can remain gaseous indefinitely and

has a fly speed of 20 feet with perfect maneuverability.

Spider Climb (Ex): A vampir can climb sheer surfaces as though with a spider climb spell.

Degenerative Condition (Ex): Marax has begun to degenerate. Living creatures only gain half the normal negative levels on a successful slam and the vampir only receives half normal temporary hit points. He has also lost hit dice, abilities and natural armor. He is blind and suffers a 50% miss chance on all attacks and fails Spot checks. His condition treats his low Charisma score as a hit point penalty rather than strictly a bonus from unholy toughness.

Description Marax is dressed in exquisite, ornate mithral full plate draped with a skeletal argent owl rampant. He is a powerfully built ultraloth, and has solid features atypical for his kind. His formerly lustrous black skin is an ashen shade of black, and his features have taken on a more lupine shape. His smile reveals a pair of enlarged canine teeth, testament to the depravity he is willing to heap upon even himself in his pursuit of power. He tries to mask his blindness by staring off in the distance when he speaks. His movements are slow and ponderous.

Sources Vampir template detailed in New Rules

ENCOUNTER 5

BARADIEL CR 7

SOLAR VAMPIR

NE Large undead

Init +4; **Senses** darkvision 60 ft. low-light vision, Listen +35, Spot +35

Languages Celestial, common, tongues

AC 15, touch 9, flat-footed 15; Dodge, Mobility (-1 size, +0 Dex, +6 natural)

hp 91 (14 HD); fast healing 5; **DR** 5/silver and good

Immune acid, cold, petrification

Resist; electricity 10 +4 turn resistance SR 18

Fort +9 **Ref** +11, **Will** +17

Weakness holy symbol, mirror, sunlight

Speed 50 ft. (10 squares); fly 150 ft. (good)

Melee longsword, +13/+8/+3 (2d6/19-20) or slam +13 (1d8 plus energy drain) **Ranged** +2 composite longbow (+5 str bonus) +13/+8/+3 (2d6+2/x3)

Space 10 ft.; **Reach** 10 ft.

Base Atk +14; **Grp** +18

Atk Options Combat Reflexes, blood drain

Special Actions Spell-like abilities *dominate*, *create spawn*, *gaseous form*

Cleric Spells Prepared (6/8/8/8/7/6/6/6/5; save DC 18 + spell level): (CL 20th):

9th— ~~miracle, miracle, miracle, miracle, time stop*~~

8th— ~~fire storm, (2), mass inflict critical wounds, greater spell immunity, symbol of death, unholy aura*~~

7th— ~~dictum, ethereal jaunt, mass inflict serious wounds (3), screen*~~

6th— ~~greater dispel magic, harm (2), mislead*, word of recall (2)~~

5th— ~~break enchantment, dispel good, plane shift (2), symbol of pain, true seeing (2)~~

4th— ~~confusion, freedom of movement (2), greater magic weapon (2), sending (3)~~

3rd— ~~invisibility purge, magic circle against good*, magic vestment (2), prayer (2), protection from energy, wind wall~~

2nd— ~~align weapon, death knell, desecrate (2), eagle's splendor (2), shield other (2)~~

1st— ~~bless (2), cause fear, comprehend languages (2), divine favor (2), protections from good*~~

0— ~~create water, detect magic, guidance (2), resistance (2);~~

D: Domain spell. Deity: Evil (no deity at this time). Domains: Evil, Trickery

Spell-like abilities (CL 20th):

At will - aid, ~~animate objects, commune~~, continual flame, dimensional anchor, ~~greater dispel magic, holy smite (DC 24), imprisonment (DC 26), invisibility (self only), lesser restoration (DC 19), remove curse (DC 20), remove disease (DC 20), remove fear~~, resist energy, ~~summon monster VII~~, speak with dead (DC 13), ~~waves of fatigue (DC 18);~~

3/day - ~~blade barrier (DC 23), earthquake (DC 25), heal (DC 23), mass charm monster (DC 25), permanency, resurrection, waves of exhaustion;~~

1/day - ~~greater restoration (DC 24), power word blind, power word kill, power word stun, prismatic spray (DC 24), wish.~~

The following abilities are always active on a solar's person, as the spells (caster level 20th): detect evil, detect snares and pits, discern lies (DC 14), see invisibility, true seeing. They can be dispelled, but the solar can reactivate them as a free action.

Abilities Str 11, Dex 11, Con --, Int 22, Wis 27, Cha 7

SQ tongues, degenerative condition, gaseous form, scent, spider climb, unholy toughness, undead traits

Feats Alertness, Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, Mobility, Track

Skills Bluff +6, Concentration +15, Craft (bowmaking) +23, Craft (alchemy) +23, Diplomacy +16, Escape Artist +19, Hide +25, Knowledge (arcana) +24, Knowledge (The Planes) +24, Knowledge (religion) +24, Listen +35, Move Silently +25, Search +31, Sense Motive +33, Spellcraft +23, Spot +35, Survival +8 (+10 following tracks), Use Rope +6 (+8 binding)

Possessions longsword, +2 *composite longbow* (+5 Str).

Change Shape (Su): A solar can assume the form of any Small or Medium humanoid.

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

without vital bodily fluids is immune to this attack form, and is not subject to the vampir's Create Spawn ability.

Dominate (Su): A vampir can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that the vampir must use a standard action, and those merely looking at it are not affected. Anyone the vampir targets must succeed on a Will save or fall instantly under the vampir's influence as though by a dominate monster spell (caster level 17th). The ability has a range of 30 feet and only affects outsiders.

Create Spawn (Su): If the vampir drains another outsider's Constitution to 0 or lower using its Blood Drain ability, the victim returns as a vampir in 1d4 days if it had 5 or more HD. If the victim has 4 or less HD, it is simply killed. An outsider that wishes to resist becoming a vampir can attempt a WILL save DC 10 + 1/2 HD + Cha modifier of the vampir that drained it. Success indicates that the vampir begins to rise in 1d4 days, but crumbles to dust in the same round. Frequently, the outsider that resists becoming a vampir manages to utter a dozen or fewer words as it crumbles to dust. The outsider cannot use any spells or spell-like abilities in this round. Good outsiders will always try to resist becoming vampires.

The new vampir is under the command of the vampir that created it and remains enslaved until its master's destruction. At any given time a vampir 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 vampires. A vampir that is enslaved may create and enslave spawn of its own, so a master vampir can control a number of lesser vampires in this fashion. A vampir may voluntarily free an enslaved spawn in order to enslave a new spawn, but once freed, a vampir cannot be enslaved again.

Energy Drain (Su): Living creatures hit by a vampir's slam attack (or any other natural weapon the vampir might possess) gain two negative levels. For each negative level bestowed, the vampir gains 5 temporary hit points. A vampir can use its energy drain ability once per round. Baradiel only drains one negative level due to his degenerative condition (see below).

Fast Healing (Ex): A vampir heals 5 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points in combat, it automatically assumes gaseous form and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. (It can travel up to nine miles in 2 hours.) Any additional damage dealt to a vampir forced into gaseous form has no effect. Once at rest in its coffin, a vampir is helpless. It regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 5 hit points per round.

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

Spider Climb (Ex): A vampir can climb sheer surfaces as though with a spider climb spell.

Degenerative Condition (Ex): Baradiel has begun to degenerate. Living creatures only gain half the normal negative levels on a successful slam and the vampir only receives half normal temporary hit points. Baradiel has lost hit dice and the ability to cast most of the spells and spell-like abilities he once did. His casting level remains unchanged. He has also lost some of his natural armor. He has lost ability scores and his arrows no longer employ the slaying special ability. His greatsword has been taken and he no longer enchants the rusty blade that replaced it. His condition treats his low Charisma score as a hit point penalty rather than strictly a bonus from unholy toughness.

Description Baradiel was once remarkably beautiful, with long golden hair and a face and form that defined human perfection. His flesh is now rotting and his once-white wings are now blackened and seeping pus. His complexion is pallid. As he opens his mouth to speak, you see the tips of needle-sharp fangs behind his lips. The once beautiful, serene face betrays an angry insanity.

Sources Vampir template detailed in New Rules

APPENDIX 2 – APL 6

ENCOUNTER 1

DEGENERATED HOUND ARCHON VAMPIR CR 6

LE medium undead

Init +6; **Senses** darkvision 60 ft. Listen +21, Spot +21

Languages Common, celestial

AC 27, touch 12, flat-footed 25

(+2 Dex, +15 natural)

hp 69 (6 HD); fast healing 5; DR 10/silver and good

Immune electricity, petrification

Resist; +4 turn resistance SR 16

Fort +5 **Ref** +9, **Will** +7

Weakness holy symbol, mirror, sunlight

Speed 40 ft. (8 squares)

Melee greatsword +11/+6 (2d6+7) and bite +6 (1d8+3) or slam +11 (1d6+5 plus energy drain)

Space 5 ft.; **Reach** 5 ft.

Base Atk +6; **Grp** +11

Atk Options Combat Reflexes, blood drain

Special Actions Spell-like abilities, change shape, *dominate*, *create spawn*, *gaseous form*

Spell-Like Abilities at will (CL 6th):

continual flame, aid, detect evil, message

Abilities Str 21, Dex 14, Con --, Int 12, Wis 15, Cha 16

SQ gaseous form, scent, spider climb, teleport, tongues, unholy toughness, undead traits

Feats Alertness, Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, Power Attack, track

Skills Bluff +11, Concentration +12, Diplomacy +5, Hide +19, Jump +18, Listen +21, Move Silently +19, Search +14, Sense Motive +19, Spot +21 Survival +0 (+2 following tracks)

Possessions Greatsword

Blood Drain (Ex): A vampir can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. On each such successful attack, the vampir gains 5 temporary hit points. Any outsider without vital bodily fluids is immune to this attack form, and is not subject to the vampir's Create Spawn ability.

Dominate (Su): A vampir can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that the vampir must use a standard action, and those merely looking at it are not affected. Anyone the vampir targets must succeed on a Will save or fall instantly under the vampir's influence as though by a dominate monster spell (caster level 17th). The ability has a range of 30 feet and only affects outsiders.

Create Spawn (Su): If the vampir drains another outsider's Constitution to 0 or lower using its Blood Drain ability, the victim returns as a vampir in 1d4 days if it had 5 or more HD. If the victim has 4 or less HD, it is simply killed. An outsider that wishes to resist becoming a vampir can attempt a WILL save

DC 10 + 1/2 HD + Cha modifier of the vampir that drained it. Success indicates that the vampir begins to rise in 1d4 days, but crumbles to dust in the same round. Frequently, the outsider that resists becoming a vampir manages to utter a dozen or fewer words as it crumbles to dust. The outsider cannot use any spells or spell-like abilities in this round. Good outsiders will always try to resist becoming vampires.

The new vampir is under the command of the vampir that created it and remains enslaved until its master's destruction. At any given time a vampir 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 vampires. A vampir that is enslaved may create and enslave spawn of its own, so a master vampir can control a number of lesser vampires in this fashion. A vampir may voluntarily free an enslaved spawn in order to enslave a new spawn, but once freed, a vampir cannot be enslaved again.

Energy Drain (Su): Living creatures hit by a vampir's slam attack (or any other natural weapon the vampir might possess) gain two negative levels. For each negative level bestowed, the vampir gains 5 temporary hit points. A vampir can use its energy drain ability once per round. This vampir only drains one negative level due to its degenerative condition (see below).

Fast Healing (Ex): A vampir heals 5 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points in combat, it automatically assumes gaseous form and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. (It can travel up to nine miles in 2 hours.) Any additional damage dealt to a vampir forced into gaseous form has no effect. Once at rest in its coffin, a vampir is helpless. It regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 5 hit points per round.

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

Spider Climb (Ex): A vampir can climb sheer surfaces as though with a spider climb spell.

Degenerative Condition (Ex): This vampir has already begun to degenerate. Living creatures only gain half the normal negative levels on a successful slam and the vampir only receives half normal temporary hit points.

Description The noble and proud demeanor typical of the hound archon has been replaced by a pale, emaciated creature with sunken jowls and black eyes. The rest of its teeth have shrunk, leaving a pronounced pair of fangs in a mouth that the archon tries not to open.

Sources Vampir template detailed in New Rules

ENCOUNTER 2

DEGENERATED MEZZOLOTH PIKEMAN VAMPIR CR 6

NE Medium Undead

Init +5; **Senses** Listen +19, Spot +19

Languages Abyssal, Draconic, and Infernal, Telepathy 100ft.

AC 21, touch 11, flat-footed 20
(+1 Dex, +10 natural)

hp 65 (6 HD); fast healing 5; **DR** 5/silver and good

Immune acid, poison

Resist +4 turn resistance, cold 5, fire 5, electricity 5

Fort +5, **Ref** +8, **Will** +5

Speed 40 ft. (8 squares);

Melee +1 longspear +12/+7 (1d8+7/ x3) or 2 claws + 16
(1d4+4 plus energy drain) or slam +10 (1d6+4 plus
energy drain)**Ranged** longbow +8/+3 (1d8+4/x3)

Space 5 ft.; **Reach** 5 ft. (10 ft with longspear)

Base Atk +6; **Grp** +10

Atk Options Power Attack, Combat Reflexes

Special Actions Spell-like abilities, summon yugoloth

Spell-Like Abilities (CL 10th):

At will – cause fear (DC 13), darkness, desecrate,
produce flame, see invisibility

Abilities Str 18, Dex 12, Con - , Int 9, Wis 10, Cha 10

SQ degenerative condition, gaseous form, scent, spider
climb, teleport, tongues, unholy toughness, undead
traits

Feats Alertness, Combat Reflexes, Dodge, Improved
Initiative, Lightning Reflexes, Power Attack, Weapon
Focus (longspear)

Skills Bluff +8, Hide +18 , Intimidate +9 , Knowledge
(the planes) +8 , Listen +19, Move Silently +18 ,
Search +7, Sense Motive +8, Spot +19

Possessions +1 longspear, +1 composite longbow (+3
STR), heavy steel shield

Telepathy (Su): Mezzoloths can communicate
telepathically with any creature within 100 feet that
has a language.

Blood Drain (Ex): A vampir can suck blood from a living
victim with its fangs by making a successful grapple
check. If it pins the foe, it drains blood, dealing 1d4
points of Constitution drain each round the pin is
maintained. On each such successful attack, the
vampir gains 5 temporary hit points. Any outsider
without vital bodily fluids is immune to this attack
form, and is not subject to the vampir's Create Spawn
ability.

Dominate (Su): A vampir can crush an opponent's will
just by looking onto his or her eyes. This is similar to
a gaze attack, except that the vampir must use a
standard action, and those merely looking at it are not
affected. Anyone the vampir targets must succeed on
a Will save or fall instantly under the vampir's
influence as though by a dominate monster spell
(caster level 17th). The ability has a range of 30 feet
and only affects outsiders.

Create Spawn (Su): If the vampir drains another
outsider's Constitution to 0 or lower using its Blood
Drain ability, the victim returns as a vampir in 1d4

days if it had 5 or more HD. If the victim has 4 or less
HD, it is simply killed. An outsider that wishes to
resist becoming a vampir can attempt a WILL save
DC 10 + 1/2 HD + Cha modifier of the vampir that
drained it. Success indicates that the vampir begins
to rise in 1d4 days, but crumbles to dust in the same
round. Frequently, the outsider that resists becoming
a vampir manages to utter a dozen or fewer words as
it crumbles to dust. The outsider cannot use any
spells or spell-like abilities in this round. Good
outsiders will always try to resist becoming vampires.

The new vampir is under the command of the vampir
that created it and remains enslaved until its master's
destruction. At any given time a vampir 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 vampires. A vampir that
is enslaved may create and enslave spawn of its
own, so a master vampir can control a number of
lesser vampires in this fashion. A vampir may
voluntarily free an enslaved spawn in order to
enslave a new spawn, but once freed, a vampir
cannot be enslaved again.

Energy Drain (Su): Living creatures hit by a vampir's
slam attack (or any other natural weapon the vampir
might possess) gain two negative levels. For each
negative level bestowed, the vampir gains 5
temporary hit points. A vampir can use its energy
drain ability once per round. This vampir only drains
one negative level due to its degenerative condition
(see below).

Fast Healing (Ex): A vampir heals 5 points of damage
each round so long as it has at least 1 hit point. If
reduced to 0 hit points in combat, it automatically
assumes gaseous form and attempts to escape. It
must reach its coffin home within 2 hours or be utterly
destroyed. (It can travel up to nine miles in 2 hours.)
Any additional damage dealt to a vampir forced into
gaseous form has no effect. Once at rest in its coffin,
a vampir is helpless. It regains 1 hit point after 1 hour,
then is no longer helpless and resumes healing at the
rate of 5 hit points per round.

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

Spider Climb (Ex): A vampir can climb sheer surfaces
as though with a spider climb spell.

Degenerative Condition (Ex): This vampir has already
begun to degenerate. Living creatures only gain half
the normal negative levels on a successful slam and
the vampir only receives half normal temporary hit
points. It has also lost hit dice, ability score points,
some natural armor and some of its resistances.

Description This six-limbed insectoid horror stares
ahead unblinkingly through glowing red eyes. Its thick
black carapace is oozing pus in places and it moves
clumsily. It wears the uniform of the New Gran March
Army with the heraldry of the Knights Vigilant
prominently featured. It is wielding a longspear in two of
its claws, and a longbow in the other two.

ENCOUNTER 4

MASTER VIGILANT MARAX CR 9

Male ultraloth (advanced) vampir
NE Medium undead

Init +5; **Senses** Listen +29, Spot +26

Languages Common, Abyssal, Infernal, Flan, Celestial

AC 24, touch 11, flat-footed 23

(+1 Dex, +11 +3 *mithral full plate*, +2 natural)

hp 119 (14 HD); fast healing 5; **DR** 5/silver and good

Immune acid, poison

Resist cold 5, electricity 5, fire 5, turn resistance +8; **SR** 15

Fort +9, **Ref** +12, **Will** +11

Weakness holy symbol, mirror, sunlight

Speed 20 ft in mithral full plate (4 squares), base movement 30 ft.

Melee long sword +16/+11/+6 (1d8+2/17-20) or slam +16 (1d8+2 plus energy drain)

Ranged rays – see spell-like abilities

Space 5 ft.; **Reach** 5 ft.

Base Atk +14 **Grp** +16

Atk Options Precise Shot, Quicken Spell-like ability (scorching ray)

Special Actions spell-like abilities

Spell-Like Abilities (CL 14th):

At will—disguise self (DC11), deeper darkness, desecrate, gaseous form, prying eyes, ray of exhaustion (+16 ranged touch), scorching ray (2 rays per casting) (+16 ranged touch), see invisibility
At will, an ultraloth can use greater teleport (self plus 50 pounds of objects only) as the spell cast by an 14th-level sorcerer.

Abilities Str 14, Dex 12, Con --, Int 18, Wis 14, Cha 10

SQ degenerative condition, gaseous form, spider climb, unholy toughness, undead traits

Feats Alertness, Armor Proficiency (light), Armor Proficiency (medium), Combat Reflexes, Dodge, Improved critical (longsword), Improved Initiative, Lightning Reflexes, Point Blank Shot, Precise Shot, Quicken Spell-like ability (*scorching ray*), Weapon Focus: Spell (ray)

Skills Bluff +25, Concentration +17, Diplomacy +17, Hide +26, Intimidate +15, Knowledge (arcana) +19, Knowledge (The Planes) +19, Knowledge (history - military) +19, Listen +29, Move Silently +26, Search +29, Sense Motive +27, Spellcraft +21, Spot +26

Possessions +3 mithral full plate, cloak of turn resistance +4, longsword

Blood Drain (Ex): A vampir can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. On each such successful attack, the vampir gains 5 temporary hit points. Any outsider without vital bodily fluids is immune to this attack form, and is not subject to the vampir's Create Spawn ability.

Dominate (Su): A vampir can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that the vampir must use a standard action, and those merely looking at it are not affected. Anyone the vampir targets must succeed on a Will save or fall instantly under the vampir's influence as though by a dominate monster spell (caster level 17th). The ability has a range of 30 feet and only affects outsiders.

Create Spawn (Su): If the vampir drains another outsider's Constitution to 0 or lower using its Blood Drain ability, the victim returns as a vampir in 1d4 days if it had 5 or more HD. If the victim has 4 or less HD, it is simply killed. An outsider that wishes to resist becoming a vampir can attempt a WILL save DC 10 + 1/2 HD + Cha modifier of the vampir that drained it. Success indicates that the vampir begins to rise in 1d4 days, but crumbles to dust in the same round. Frequently, the outsider that resists becoming a vampir manages to utter a dozen or fewer words as it crumbles to dust. The outsider cannot use any spells or spell-like abilities in this round. Good outsiders will always try to resist becoming vampires.

The new vampir is under the command of the vampir that created it and remains enslaved until its master's destruction. At any given time a vampir 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 vampires. A vampir that is enslaved may create and enslave spawn of its own, so a master vampir can control a number of lesser vampires in this fashion. A vampir may voluntarily free an enslaved spawn in order to enslave a new spawn, but once freed, a vampir cannot be enslaved again.

Energy Drain (Su): Living creatures hit by a vampir's slam attack (or any other natural weapon the vampir might possess) gain two negative levels. For each negative level bestowed, the vampir gains 5 temporary hit points. A vampir can use its energy drain ability once per round. Marax only drains one negative level due to his degenerative condition (see below).

Fast Healing (Ex): A vampir heals 5 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points in combat, it automatically assumes gaseous form and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. (It can travel up to nine miles in 2 hours.) Any additional damage dealt to a vampir forced into gaseous form has no effect. Once at rest in its coffin, a vampir is helpless. It regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 5 hit points per round.

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

Spider Climb (Ex): A vampir can climb sheer surfaces as though with a spider climb spell.

Degenerative Condition (Ex): Marax has begun to degenerate. Living creatures only gain half the normal negative levels on a successful slam and the vampir only receives half normal temporary hit points. He has also lost hit dice, abilities and natural armor.

Description Marax is dressed in exquisite, ornate mithral full plate draped with a skeletal argent owl rampant. He is a powerfully built ultraloth, and has solid features atypical for his kind. His formerly lustrous black skin is an ashen shade of black, and his features have taken on a more lupine shape. His smile reveals a pair of enlarged canine teeth, testament to the depravity he is willing to heap upon even himself in his pursuit of power. His movements are slow and ponderous.

Sources Vampir template detailed in New Rules

ENCOUNTER 5

BARADIEL CR 9

SOLAR VAMPIR

NE Large undead

Init +6; **Senses** darkvision 60 ft. low-light vision, Listen +35, Spot +35

Languages Celestial, common, tongues

AC 17, touch 11, flat-footed 15; Dodge, Mobility (-1 size, +2 Dex, +6 natural)

hp 119 (14 HD); fast healing 5; **DR** 5/silver and good

Immune acid, cold, petrification

Resist; electricity 10 +8 turn resistance SR 20

Fort +9 **Ref** +14, **Will** +17

Weakness holy symbol, mirror, sunlight

Speed 50 ft. (10 squares); fly 150 ft. (good)

Melee longsword, +15/+10/+5 (2d6+2/19-20) or slam +15 (1d8+2 plus energy drain) **Ranged** +2 composite longbow (+5 str bonus) +15/+10/+5 (2d6+4/x3)

Space 10 ft.; **Reach** 10 ft.

Base Atk +14; **Grp** +20

Atk Options Cleave, Power Attack, Combat Reflexes, blood drain

Special Actions Spell-like abilities *dominate*, *create spawn*, *gaseous form*

Cleric Spells Prepared (6/8/8/8/7/6/6/5; save DC 18 + spell level): (CL 20th):

9th— ~~miracle, miracle, miracle, miracle, time stop*~~

8th— ~~fire storm, (2), mass inflict critical wounds, greater spell immunity, symbol of death, unholy aura*~~;

7th— ~~dictum, ethereal jaunt, mass inflict serious wounds (3), screen*~~

6th— ~~greater dispel magic, harm (2), mislead*, word of recall (2)~~

5th— ~~break enchantment, dispel good, plane shift (2), symbol of pain, true seeing (2)~~

4th— ~~confusion, freedom of movement (2), greater magic weapon (2), sending (3)~~

3rd— ~~invisibility purge, magic circle against good*, magic vestment (2), prayer (2), protection from energy, wind wall~~

2nd— ~~align weapon, death knell, desecrate (2), eagle's splendor (2), shield other (2)~~

1st— ~~bless (2), cause fear, comprehend languages (2), divine favor (2), protections from good*~~

0— ~~create water, detect magic, guidance (2), resistance (2);~~

D: Domain spell. Deity: Evil (no deity at this time). Domains: Evil, Trickery

Spell-like abilities (CL 20th):

At will - aid, ~~animate objects, commune~~, continual flame, dimensional anchor, ~~greater dispel magic, holy smite (DC 21), imprisonment (DC 26), invisibility (self only), lesser restoration (DC 19), remove curse (DC 20), remove disease (DC 20), remove fear~~, resist energy, ~~summon monster VII~~, speak with dead (DC 14), ~~waves of fatigue (DC 18);~~

3/day - ~~blade barrier (DC 23), earthquake (DC 25), heal (DC 23), mass charm monster (DC 25), permanency, resurrection, waves of exhaustion;~~

1/day - ~~greater restoration (DC 24), power word blind, power word kill, power word stun, prismatic spray (DC 24), wish.~~

The following abilities are always active on a solar's person, as the spells (caster level 20th): detect evil, detect snares and pits, discern lies (DC 15), see invisibility, true seeing. They can be dispelled, but the solar can reactivate them as a free action.

Abilities Str 15, Dex 15, Con --, Int 22, Wis 27, Cha 11

SQ tongues, degenerative condition, gaseous form, scent, spider climb, unholy toughness, undead traits

Feats Alertness, Cleave, Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, Mobility, Power Attack, Track

Skills Bluff +9, Concentration +18, Craft (bowmaking) +23, Craft (alchemy) +23, Diplomacy +18, Escape Artist +19, Hide +27, Knowledge (arcana) +24, Knowledge (The Planes) +24, Knowledge (religion) +24 Listen +35, Move Silently +27, Search +31, Sense Motive +33, Spellcraft +23, Spot +35, Survival +8 (+10 following tracks), Use Rope +6 (+8 binding)

Possessions longsword, +2 *composite longbow* (+5 Str), *cloak of turn resistance* +4.

Change Shape (Su): A solar can assume the form of any Small or Medium humanoid.

Blood Drain (Ex): A vampir can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. On each such successful attack, the vampir gains 5 temporary hit points. Any outsider without vital bodily fluids is immune to this attack form, and is not subject to the vampir's Create Spawn ability.

Dominate (Su): A vampir can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that the vampir must use a standard action, and those merely looking at it are not affected. Anyone the vampir targets must succeed on a Will save or fall instantly under the vampir's influence as though by a dominate monster spell

(caster level 17th). The ability has a range of 30 feet and only affects outsiders.

Create Spawn (Su): If the vampir drains another outsider's Constitution to 0 or lower using its Blood Drain ability, the victim returns as a vampir in 1d4 days if it had 5 or more HD. If the victim has 4 or less HD, it is simply killed. An outsider that wishes to resist becoming a vampir can attempt a WILL save DC 10 + 1/2 HD + Cha modifier of the vampir that drained it. Success indicates that the vampir begins to rise in 1d4 days, but crumbles to dust in the same round. Frequently, the outsider that resists becoming a vampir manages to utter a dozen or fewer words as it crumbles to dust. The outsider cannot use any spells or spell-like abilities in this round. Good outsiders will always try to resist becoming vampires.

The new vampir is under the command of the vampir that created it and remains enslaved until its master's destruction. At any given time a vampir 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 vampires. A vampir that is enslaved may create and enslave spawn of its own, so a master vampir can control a number of lesser vampires in this fashion. A vampir may voluntarily free an enslaved spawn in order to enslave a new spawn, but once freed, a vampir cannot be enslaved again.

Energy Drain (Su): Living creatures hit by a vampir's slam attack (or any other natural weapon the vampir might possess) gain two negative levels. For each negative level bestowed, the vampir gains 5 temporary hit points. A vampir can use its energy drain ability once per round. Baradiel only drains one negative level due to his degenerative condition (see below).

Fast Healing (Ex): A vampir heals 5 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points in combat, it automatically assumes gaseous form and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. (It can travel up to nine miles in 2 hours.) Any additional damage dealt to a vampir forced into gaseous form has no effect. Once at rest in its coffin, a vampir is helpless. It regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 5 hit points per round.

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

Spider Climb (Ex): A vampir can climb sheer surfaces as though with a spider climb spell.

Degenerative Condition (Ex): Baradiel has begun to degenerate. Living creatures only gain half the normal negative levels on a successful slam and the vampir only receives half normal temporary hit points. Baradiel has lost hit dice and the ability to cast most of the spells and spell-like abilities he once did. His casting level remains unchanged. He has also lost some of his natural armor. He has lost ability scores

and his arrows no longer employ the slaying special ability. His greatsword has been taken and he no longer enchants the rusty blade that replaced it.

Description Baradiel was once remarkably beautiful, with long golden hair and a face and form that defined human perfection. His flesh is now rotting and his once-white wings are now blackened and seeping pus. His complexion is pallid. As he opens his mouth to speak, you see you see the tips of needle-sharp fangs behind his lips. The once beautiful, serene face betrays an angry insanity.

Sources Vampir template detailed in New Rules

APPENDIX 3 – APL 8

ENCOUNTER 1

MEZZOLOTH PIKEMAN VAMPIR CR 8

NE Medium Undead

Init +7; **Senses** Listen +24, Spot +24

Languages Abyssal, Draconic, and Infernal, Telepathy 100ft.

AC 27, touch 13, flat-footed 24

(+3 Dex, +14 natural)

hp 125 (10 HD); fast healing 5; **DR** 10/silver and good

Immune acid, poison

Resist +4 turn resistance, cold 10, fire 10, electricity 10; **SR** 22

Fort +7, **Ref** +12, **Will** +8

Speed 40 ft. (8 squares);

Melee +1 longspear +18/+13 (1d8+10/19-20 x3) or 2 claws + 16 (1d4+6 plus energy drain) or slam +16 (1d6+6 plus energy drain) **Ranged** longbow +14/+9 (1d8+4/x3)

Space 5 ft.; **Reach** 5 ft. (10 ft with longspear)

Base Atk +10; **Grp** +16

Atk Options Power Attack, Combat Reflexes

Special Actions Spell-like abilities, summon yugoloth

Spell-Like Abilities (CL 10th):

At will – cause fear (DC 13), darkness, desecrate, produce flame, see invisibility; 2/day – cloudkill (DC 17), dispel magic (+10 dispel check)

Abilities Str 22, Dex 16, Con -, Int 9, Wis 12, Cha 16

SQ gaseous form, scent, spider climb, teleport, tongues, unholy toughness, undead traits

Feats Alertness, Combat Reflexes, Dodge, Improved Critical (longspear), Improved Initiative, Lightning Reflexes, Power Attack, Weapon Focus (longspear)

Skills Bluff +11, Hide +24, Intimidate +16, Knowledge (the planes) +12, Listen +24, Move Silently +23, Search +7, Sense Motive +9, Spot +24

Possessions +1 longspear, +1 composite longbow (+3 STR), heavy steel shield

Telepathy (Su): Mezzoloths can communicate telepathically with any creature within 100 feet that has a language.

Blood Drain (Ex): A vampir can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. On each such successful attack, the vampir gains 5 temporary hit points. Any outsider without vital bodily fluids is immune to this attack form, and is not subject to the vampir's Create Spawn ability.

Dominate (Su): A vampir can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that the vampir must use a standard action, and those merely looking at it are not affected. Anyone the vampir targets must succeed on a Will save or fall instantly under the vampir's influence as though by a dominate monster spell

(caster level 17th). The ability has a range of 30 feet and only affects outsiders.

Create Spawn (Su): If the vampir drains another outsider's Constitution to 0 or lower using its Blood Drain ability, the victim returns as a vampir in 1d4 days if it had 5 or more HD. If the victim has 4 or less HD, it is simply killed. An outsider that wishes to resist becoming a vampir can attempt a WILL save DC 10 + 1/2 HD + Cha modifier of the vampir that drained it. Success indicates that the vampir begins to rise in 1d4 days, but crumbles to dust in the same round. Frequently, the outsider that resists becoming a vampir manages to utter a dozen or fewer words as it crumbles to dust. The outsider cannot use any spells or spell-like abilities in this round. Good outsiders will always try to resist becoming vampires.

The new vampir is under the command of the vampir that created it and remains enslaved until its master's destruction. At any given time a vampir 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 vampires. A vampir that is enslaved may create and enslave spawn of its own, so a master vampir can control a number of lesser vampires in this fashion. A vampir may voluntarily free an enslaved spawn in order to enslave a new spawn, but once freed, a vampir cannot be enslaved again.

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

Fast Healing (Ex): A vampir heals 5 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points in combat, it automatically assumes gaseous form and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. (It can travel up to nine miles in 2 hours.) Any additional damage dealt to a vampir forced into gaseous form has no effect. Once at rest in its coffin, a vampir is helpless. It regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 5 hit points per round.

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

Spider Climb (Ex): A vampir can climb sheer surfaces as though with a spider climb spell.

Description This six-limbed insectoid horror stares ahead unblinkingly through glowing red eyes. It wears the uniform of the New Gran March Army with the heraldry of the Knights Vigilant prominently featured. It is wielding a longspear in two of its claws, and a longbow in the other two.

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ENCOUNTER 2

DEGENERATED VROCK VAMPIR CR 8

CE large undead

Init +6; **Senses** darkvision 60 ft., see in darkness, Listen +33, Spot +33

Languages Infernal, telepathy 100 ft.

AC 23, touch 11, flat-footed 21

(-1 size, +2 Dex, +12 natural)

hp 95 (10 HD); fast healing 5; DR 5/silver and good

Immune electricity, poison

Resist; acid 5, cold 5, fire 5; +4 turn resistance **SR** 17

Fort +6 **Ref** +10, **Will** +8

Weakness holy symbol, mirror, sunlight

Speed 30 ft. (6 squares); fly 50 ft. (average)

Melee 2 claws +14 (2d6+5 and energy drain) and bite +12 and 2 talons +12 (1d6+2) or slam +14 (1d8+5 plus energy drain)

Space 10 ft.; **Reach** 10 ft.

Base Atk +10; **Grp** +19

Atk Options Cleave, Combat Reflexes, Power Attack, blood drain

Special Actions Dance of ruin, spell-like abilities, spores, *dominate*, *create spawn*, *gaseous form*

Spell-Like Abilities at will (CL 12th):

Mirror image, *telekinesis* (DC 19), *greater teleport* (self plus 50 lbs of objects only). 1/day - *heroism*

Abilities Str 21, Dex 15, Con --, Int 16, Wis 14, Cha 12

SQ degenerative condition, gaseous form, spider climb, unholy toughness, undead traits

Feats Alertness, Cleave, Combat Reflexes, Dodge, Great Fortitude, Improved Critical (chain), Improved Initiative, Lightning Reflexes, Multiattack, Power Attack

Skills Bluff +9, Concentration +14, Diplomacy +3, Hide +19, Intimidate +14, Knowledge (arcana) +16, Listen +33, Move Silently +23, Search +24, Sense Motive +22, Spellcraft +16, Spot +33, Survival +3 (+5 following tracks)

Possessions none

Dance of Ruin (Su): To use this ability, a group of at least three vrock must join hands in a circle, dancing wildly and chanting. At the end of 3 rounds of dancing, a wave of crackling energy flashes outward in a 100-foot radius. All creatures except for demons within the radius take 20d6 points of damage (Reflex DC 19 half). Stunning, paralyzing, or slaying one of the vrock stops the dance. The save DC is Charisma-based.

Spores (Ex): A vrock can release masses of spores from its body once every 3 rounds as a free action. The spores automatically deal 1d8 points of damage to all creatures adjacent to the vrock. They then penetrate the skin and grow, dealing an additional 1d4 points of damage each round for 10 rounds. At the end of this time, the victim is covered with a tangle of viny growths. (The vines are harmless and wither away in 1d4 days.) A delay poison spell stops the spores' growth for its duration. Bless, neutralize poison, or remove disease

kills the spores, as does sprinkling the victim with a vial of holy water.

Blood Drain (Ex): A vampir can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. On each such successful attack, the vampir gains 5 temporary hit points. Any outsider without vital bodily fluids is immune to this attack form, and is not subject to the vampir's Create Spawn ability.

Dominate (Su): A vampir can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that the vampir must use a standard action, and those merely looking at it are not affected. Anyone the vampir targets must succeed on a Will save or fall instantly under the vampir's influence as though by a dominate monster spell (caster level 17th). The ability has a range of 30 feet and only affects outsiders.

Create Spawn (Su): If the vampir drains another outsider's Constitution to 0 or lower using its Blood Drain ability, the victim returns as a vampir in 1d4 days if it had 5 or more HD. If the victim has 4 or less HD, it is simply killed. An outsider that wishes to resist becoming a vampir can attempt a WILL save DC 10 + 1/2 HD + Cha modifier of the vampir that drained it. Success indicates that the vampir begins to rise in 1d4 days, but crumbles to dust in the same round. Frequently, the outsider that resists becoming a vampir manages to utter a dozen or fewer words as it crumbles to dust. The outsider cannot use any spells or spell-like abilities in this round. Good outsiders will always try to resist becoming vampires.

The new vampir is under the command of the vampir that created it and remains enslaved until its master's destruction. At any given time a vampir 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 vampires. A vampir that is enslaved may create and enslave spawn of its own, so a master vampir can control a number of lesser vampires in this fashion. A vampir may voluntarily free an enslaved spawn in order to enslave a new spawn, but once freed, a vampir cannot be enslaved again.

Energy Drain (Su): Living creatures hit by a vampir's slam attack (or any other natural weapon the vampir might possess) gain two negative levels. For each negative level bestowed, the vampir gains 5 temporary hit points. A vampir can use its energy drain ability once per round. This vampir only drains one negative level due to its degenerative condition (see below).

Fast Healing (Ex): A vampir heals 5 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points in combat, it automatically assumes gaseous form and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. (It can travel up to nine miles in 2 hours.) Any additional damage dealt to a vampir forced into gaseous form has no effect. Once at rest in its coffin,

a vampir is helpless. It regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 5 hit points per round.

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

Spider Climb (Ex): A vampir can climb sheer surfaces as though with a spider climb spell.

Degenerative Condition (Ex): This vampir has already begun to degenerate. Living creatures only gain half the normal negative levels on a successful slam and the vampir only receives half normal temporary hit points. It has lost ability score points, some natural armor, its stunning screech ability and some of its resistances.

Description A large vulture-headed creature with heavy wings and enormous claws. Its predatory gaze picks through the living, searching for the right victim to consume. It has begun to waste into dried feathers. Its skin looks yellowed and stuck to the bone beneath. It wears a tabard of New Gran March.

Sources Vampir template detailed in New Rules

ENCOUNTER 4

MASTER VIGILANT MARAX CR 11

Male ultraloth (advanced) vampir
NE Medium undead

Init +9; **Senses** Listen +29, Spot +26

Languages Common, Abyssal, Infernal, Flan, Celestial

AC 28, touch 13, flat-footed 25

(+3 Dex, +11 +3 *mithral full plate*, +4 natural)

hp 161 (14 HD); fast healing 5; **DR** 10/silver and good

Immune acid, poison

Resist cold 10, electricity 10, fire 10, turn resistance +8;
SR 17

Fort +9, **Ref** +14, **Will** +10

Weakness holy symbol, mirror, sunlight

Speed 20 ft in mithral full plate (4 squares), base movement 30 ft.

Melee long sword +19/+14/+9 (1d8+5/17-20) or slam +16 (1d8+2 plus energy drain)

Ranged rays – see spell-like abilities

Space 5 ft.; **Reach** 5 ft.

Base Atk +14 **Grp** +16

Atk Options Precise Shot, Quicken Spell-like ability (scorching ray)

Special Actions spell-like abilities

Spell-Like Abilities (CL 14th):

At will—disguise self (DC14), deeper darkness, desecrate, fear (DC 17), gaseous form, invisibility, prying eyes, ray of enfeeblement (+20 ranged touch), ray of exhaustion (+20 ranged touch), scorching ray (+20 ranged touch), scrying, see invisibility, suggestion (DC 16)

At will, an ultraloth can use greater teleport (self plus 50 pounds of objects only) as the spell cast by an 20th-level sorcerer.

Abilities Str 14, Dex 20, Con --, Int 18, Wis 14, Cha 16

SQ degenerative condition, gaseous form, spider climb, unholy toughness, undead traits

Feats Alertness, Armor Proficiency (light), Armor Proficiency (medium), Combat Reflexes, Dodge, Improved critical (longsword), Improved Initiative, Lightning Reflexes, Point Blank Shot, Precise Shot, Quicken Spell-like ability (*scorching ray*), Weapon Focus: Spell (ray)

Skills Bluff +28, Concentration +20, Diplomacy +20, Hide +30, Intimidate +18, Knowledge (arcana) +19, Knowledge (The Planes) +19, Knowledge (history - military) +19, Listen +29, Move Silently +30, Search +29, Sense Motive +29, Spellcraft +21, Spot +26

Possessions +3 adamantite longsword, +3 mithral full plate, gloves of dexterity +4, cloak of turn resistance +4

Blood Drain (Ex): A vampir can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. On each such successful attack, the vampir gains 5 temporary hit points. Any outsider without vital bodily fluids is immune to this attack form, and is not subject to the vampir's Create Spawn ability.

Dominate (Su): A vampir can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that the vampir must use a standard action, and those merely looking at it are not affected. Anyone the vampir targets must succeed on a Will save or fall instantly under the vampir's influence as though by a dominate monster spell (caster level 17th). The ability has a range of 30 feet and only affects outsiders.

Create Spawn (Su): If the vampir drains another outsider's Constitution to 0 or lower using its Blood Drain ability, the victim returns as a vampir in 1d4 days if it had 5 or more HD. If the victim has 4 or less HD, it is simply killed. An outsider that wishes to resist becoming a vampir can attempt a WILL save DC 10 + 1/2 HD + Cha modifier of the vampir that drained it. Success indicates that the vampir begins to rise in 1d4 days, but crumbles to dust in the same round. Frequently, the outsider that resists becoming a vampir manages to utter a dozen or fewer words as it crumbles to dust. The outsider cannot use any spells or spell-like abilities in this round. Good outsiders will always try to resist becoming vampires.

The new vampir is under the command of the vampir that created it and remains enslaved until its master's destruction. At any given time a vampir 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 vampires. A vampir that is enslaved may create and enslave spawn of its own, so a master vampir can control a number of lesser vampires in this fashion. A vampir may voluntarily free an enslaved spawn in order to enslave a new spawn, but once freed, a vampir cannot be enslaved again.

Energy Drain (Su): Living creatures hit by a vampir's slam attack (or any other natural weapon the vampir might possess) gain two negative levels. For each negative level bestowed, the vampir gains 5 temporary hit points. A vampir can use its energy drain ability once per round. Marax only drains one negative level due to his degenerative condition (see below).

Fast Healing (Ex): A vampir heals 5 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points in combat, it automatically assumes gaseous form and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. (It can travel up to nine miles in 2 hours.) Any additional damage dealt to a vampir forced into gaseous form has no effect. Once at rest in its coffin, a vampir is helpless. It regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 5 hit points per round.

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

Spider Climb (Ex): A vampir can climb sheer surfaces as though with a spider climb spell.

Degenerative Condition (Ex): Marax has begun to degenerate. Living creatures only gain half the normal negative levels on a successful slam and the vampir only receives half normal temporary hit points. He has also lost hit dice, abilities and natural armor.

Description Marax is dressed in exquisite, ornate mithral full plate draped with a skeletal argent owl rampant. He is a powerfully built ultraloth, and has solid features atypical for his kind. His formerly lustrous black skin is an ashen shade of black, and his features have taken on a more lupine shape. His smile reveals a pair of enlarged canine teeth, testament to the depravity he is willing to heap upon even himself in his pursuit of power. His movements are slow and ponderous.

Sources Vampir template detailed in New Rules

ENCOUNTER 5

BARADIEL CR 11

SOLAR VAMPIR

NE Large undead

Init +9; **Senses** darkvision 60 ft. low-light vision, Listen +35, Spot +35

Languages Celestial, common, tongues

AC 24, touch 14, flat-footed 19; **Dodge**, **Mobility** (-1 size, +5 Dex, +10 natural)

hp 133 (14 HD); **fast healing** 5; **DR** 10/silver and good

Immune acid, cold, petrification

Resist; electricity 10 +8 turn resistance SR 24

Fort +9 **Ref** +16, **Will** +17

Weakness holy symbol, mirror, sunlight

Speed 50 ft. (10 squares); fly 150 ft. (good)

Melee greatsword, +19/+14/+9 (3d6+9/19-20) or slam +19 (1d8+6 plus energy drain) **Ranged** +2 composite longbow (+5 str bonus) +20/+15/+10 (2d6+7/x3)

Space 10 ft.; **Reach** 10 ft.

Base Atk +14; **Grp** +24

Atk Options Cleave, Power Attack, Combat Reflexes, blood drain

Special Actions Spell-like abilities *dominate*, *create spawn*, *gaseous form*

Cleric Spells Prepared (6/8/8/8/8/7/6/6/6/5; save DC 18 + spell level): (CL 20th):

9th— ~~miracle, miracle, miracle, miracle, time stop*~~

8th— ~~fire storm, (2), mass inflict critical wounds, greater spell immunity, symbol of death, unholy aura*~~

7th— ~~dictum, ethereal jaunt, mass inflict serious wounds (3), screen*~~

6th— ~~greater dispel magic, harm (2), mislead*, word of recall (2)~~

5th— ~~break enchantment, dispel good, plane shift (2), symbol of pain, true seeing (2)~~

4th— ~~confusion, freedom of movement (2), greater magic weapon (2), sending (3)~~

3rd— ~~invisibility purge, magic circle against good*, magic vestment (2), prayer (2), protection from energy, wind wall~~

2nd— ~~align weapon, death knell, desecrate (2), eagle's splendor (2), shield other (2)~~

1st— ~~bless (2), cause fear, comprehend languages (2), divine favor (2), protections from good*~~

0— ~~create water, detect magic, guidance (2), resistance (2);~~

D: Domain spell. Deity: Evil (no deity at this time). Domains: Evil, Trickery

Spell-like abilities (CL 20th):

At will - aid, ~~animate objects, commune~~, continual flame, dimensional anchor, greater dispel magic, ~~holy smite (DC 21), imprisonment (DC 26), invisibility (self only), lesser restoration (DC 19), remove curse (DC 20), remove disease (DC 20), remove fear~~, resist energy, ~~summon monster VII~~, speak with dead (DC 14), ~~waves of fatigue (DC 18);~~

3/day - ~~blade barrier (DC 23), earthquake (DC 25), heal (DC 23), mass charm monster (DC 25), permanency, resurrection, waves of exhaustion;~~

1/day - ~~greater restoration (DC 24), power word blind, power word kill, power word stun, prismatic spray (DC 24), wish.~~

The following abilities are always active on a solar's person, as the spells (caster level 20th): detect evil, detect snares and pits, discern lies (DC 15), see invisibility, true seeing. They can be dispelled, but the solar can reactivate them as a free action.

Abilities Str 23, Dex 18, Con --, Int 22, Wis 27, Cha 13

SQ tongues, degenerative condition, gaseous form, scent, spider climb, unholy toughness, undead traits

Feats Alertness, Cleave, Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, Mobility, Power Attack, Track

Skills Bluff +9, Concentration +18, Craft (bowmaking) +23, Craft (alchemy) +23, Diplomacy +18, Escape Artist +20, Hide +30, Knowledge (arcana) +24, Knowledge (The Planes) +24, Knowledge (religion) +24, Listen +35, Move Silently +30, Search +31, Sense Motive +33, Spellcraft +23, Spot +35, Survival +8 (+10 following tracks), Use Rope +6 (+8 binding)

Possessions +2 *composite longbow* (+5 Str), *cloak of turn resistance* +4.

Change Shape (Su): A solar can assume the form of any Small or Medium humanoid.

Blood Drain (Ex): A vampir can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. On each such successful attack, the vampir gains 5 temporary hit points. Any outsider without vital bodily fluids is immune to this attack form, and is not subject to the vampir's Create Spawn ability.

Dominate (Su): A vampir can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that the vampir must use a standard action, and those merely looking at it are not affected. Anyone the vampir targets must succeed on a Will save or fall instantly under the vampir's influence as though by a dominate monster spell (caster level 17th). The ability has a range of 30 feet and only affects outsiders.

Create Spawn (Su): If the vampir drains another outsider's Constitution to 0 or lower using its Blood Drain ability, the victim returns as a vampir in 1d4 days if it had 5 or more HD. If the victim has 4 or less HD, it is simply killed. An outsider that wishes to resist becoming a vampir can attempt a WILL save DC 10 + 1/2 HD + Cha modifier of the vampir that drained it. Success indicates that the vampir begins to rise in 1d4 days, but crumbles to dust in the same round. Frequently, the outsider that resists becoming a vampir manages to utter a dozen or fewer words as it crumbles to dust. The outsider cannot use any spells or spell-like abilities in this round. Good outsiders will always try to resist becoming vampires.

The new vampir is under the command of the vampir that created it and remains enslaved until its master's destruction. At any given time a vampir 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 vampires. A vampir that is enslaved may create and enslave spawn of its own, so a master vampir can control a number of lesser vampires in this fashion. A vampir may voluntarily free an enslaved spawn in order to enslave a new spawn, but once freed, a vampir cannot be enslaved again.

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

negative level due to his degenerative condition (see below).

Fast Healing (Ex): A vampir heals 5 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points in combat, it automatically assumes gaseous form and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. (It can travel up to nine miles in 2 hours.) Any additional damage dealt to a vampir forced into gaseous form has no effect. Once at rest in its coffin, a vampir is helpless. It regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 5 hit points per round.

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

Spider Climb (Ex): A vampir can climb sheer surfaces as though with a spider climb spell.

Degenerative Condition (Ex): Baradiel has begun to degenerate. Living creatures only gain half the normal negative levels on a successful slam and the vampir only receives half normal temporary hit points. Baradiel has lost hit dice and the ability to cast most of the spells and spell-like abilities he once did. His casting level remains unchanged. He has also lost some of his natural armor. He has lost ability scores and his arrows no longer employ the slaying special ability. His greatsword has been taken and he no longer enchants the rusty blade that replaced it.

Description Baradiel was once remarkably beautiful, with long golden hair and a face and form that defined human perfection. His flesh is now rotting and his once-white wings are now blackened and seeping pus. His complexion is pallid. As he opens his mouth to speak, you see the tips of needle-sharp fangs behind his lips. The once beautiful, serene face betrays an angry insanity.

Sources Vampir template detailed in New Rules

APPENDIX 4 – APL 10

ENCOUNTER 1

MEZZOLOTH PIKEMAN VAMPIR CR 10

NE Medium Undead

Init +7; Senses Listen +29, Spot +29

Languages Abyssal, Draconic, and Infernal, Telepathy 100ft.

AC 27, touch 13, flat-footed 24

(+3 Dex, +14 natural)

hp 202 (15 HD); fast healing 5; DR 10/silver and good

Immune acid, poison

Resist +4 turn resistance, cold 10, fire 10, electricity 10;

SR 22

Fort +9, Ref +14, Will +10

Speed 40 ft. (8 squares);

Melee +1 longspear +23/+18/+13 (1d8+10/19-20 x3) or 2 claws +21 (1d4+6 plus energy drain) or slam +21 (1d6+6 plus energy drain) Ranged longbow +19/+14/+9 (1d8+4/x3)

Space 5 ft.; Reach 5 ft. (10 ft with longspear)

Base Atk +15; Grp +21

Atk Options Power Attack, Combat Reflexes

Special Actions Spell-like abilities, summon yugoloth

Spell-Like Abilities (CL 10th):

At will – cause fear (DC 13), darkness, desecrate, produce flame, see invisibility; 2/day – cloudkill (DC 17), dispel magic (+10 dispel check)

Abilities Str 22, Dex 16, Con - , Int 10, Wis 12, Cha 18

SQ Summon yugoloth

Feats Alertness, Combat Reflexes, Dodge, Improved Critical (longspear), Improved Initiative, Improved Toughness, Lightning Reflexes, Power Attack, Weapon Focus (longspear)

Skills Bluff +12, Hide +29, Intimidate +22, Knowledge (the planes) +18, Listen +29, Move Silently +29, Search +8, Sense Motive +9, Spot +29

Possessions +1 longspear, +1 composite longbow (+3 STR), heavy steel shield

Telepathy (Su): Mezzoloths can communicate telepathically with any creature within 100 feet that has a language.

Blood Drain (Ex): A vampir can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. On each such successful attack, the vampir gains 5 temporary hit points. Any outsider without vital bodily fluids is immune to this attack form, and is not subject to the vampir's Create Spawn ability.

Dominate (Su): A vampir can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that the vampir must use a standard action, and those merely looking at it are not

affected. Anyone the vampir targets must succeed on a Will save or fall instantly under the vampir's influence as though by a dominate monster spell (caster level 17th). The ability has a range of 30 feet and only affects outsiders.

Create Spawn (Su): If the vampir drains another outsider's Constitution to 0 or lower using its Blood Drain ability, the victim returns as a vampir in 1d4 days if it had 5 or more HD. If the victim has 4 or less HD, it is simply killed. An outsider that wishes to resist becoming a vampir can attempt a WILL save DC 10 + 1/2 HD + Cha modifier of the vampir that drained it. Success indicates that the vampir begins to rise in 1d4 days, but crumbles to dust in the same round. Frequently, the outsider that resists becoming a vampir manages to utter a dozen or fewer words as it crumbles to dust. The outsider cannot use any spells or spell-like abilities in this round. Good outsiders will always try to resist becoming vampires.

The new vampir is under the command of the vampir that created it and remains enslaved until its master's destruction. At any given time a vampir 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 vampires. A vampir that is enslaved may create and enslave spawn of its own, so a master vampir can control a number of lesser vampires in this fashion. A vampir may voluntarily free an enslaved spawn in order to enslave a new spawn, but once freed, a vampir cannot be enslaved again.

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

Fast Healing (Ex): A vampir heals 5 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points in combat, it automatically assumes gaseous form and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. (It can travel up to nine miles in 2 hours.) Any additional damage dealt to a vampir forced into gaseous form has no effect. Once at rest in its coffin, a vampir is helpless. It regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 5 hit points per round.

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

Spider Climb (Ex): A vampir can climb sheer surfaces as though with a spider climb spell.

Description This six-limbed insectoid horror stares ahead unblinkingly through glowing red eyes. It wears the uniform of the New Gran March Army with the heraldry of the Knights Vigilant prominently featured. It is wielding a longspear in two of its claws, and a longbow in the other two.

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ENCOUNTER 2

DEGENERATED VROCK VAMPIR **CR 8**

CE large undead

Init +6; **Senses** darkvision 60 ft., see in darkness, Listen +33, Spot +33

Languages Infernal, telepathy 100 ft.

AC 23, touch 11, flat-footed 21

(-1 size, +2 Dex, +12 natural)

hp 95 (10 HD); fast healing 5; DR 5/silver and good

Immune electricity, poison

Resist; acid 5, cold 5, fire 5; +4 turn resistance **SR** 17

Fort +6 **Ref** +10, **Will** +8

Weakness holy symbol, mirror, sunlight

Speed 30 ft. (6 squares); fly 50 ft. (average)

Melee 2 claws +14 (2d6+5 and energy drain) and bite +12 and 2 talons +12 (1d6+2) or slam +14 (1d8+5 plus energy drain)

Space 10 ft.; **Reach** 10 ft.

Base Atk +10; **Grp** +19

Atk Options Cleave, Combat Reflexes, Power Attack, blood drain

Special Actions Dance of ruin, spell-like abilities, spores, *dominate*, *create spawn*, *gaseous form*

Spell-Like Abilities at will (CL 12th):

Mirror image, *telekinesis* (DC 19), *greater teleport* (self plus 50 lbs of objects only). 1/day - *heroism*

Abilities Str 21, Dex 15, Con --, Int 16, Wis 14, Cha 12

SQ degenerative condition, gaseous form, spider climb, unholy toughness, undead traits

Feats Alertness, Cleave, Combat Reflexes, Dodge, Great Fortitude, Improved Critical (chain), Improved Initiative, Lightning Reflexes, Multiattack, Power Attack

Skills Bluff +9, Concentration +14, Diplomacy +3, Hide +19, Intimidate +14, Knowledge (arcana) +16, Listen +33, Move Silently +23, Search +24, Sense Motive +22, Spellcraft +16, Spot +33, Survival +3 (+5 following tracks)

Possessions none

Dance of Ruin (Su): To use this ability, a group of at least three vrock must join hands in a circle, dancing wildly and chanting. At the end of 3 rounds of dancing, a wave of crackling energy flashes outward in a 100-foot radius. All creatures except for demons within the radius take 20d6 points of damage (Reflex DC 19 half). Stunning, paralyzing, or slaying one of the vrock stops the dance. The save DC is Charisma-based.

Spores (Ex): A vrock can release masses of spores from its body once every 3 rounds as a free action. The spores automatically deal 1d8 points of damage to all

creatures adjacent to the vrock. They then penetrate the skin and grow, dealing an additional 1d4 points of damage each round for 10 rounds. At the end of this time, the victim is covered with a tangle of viny growths. (The vines are harmless and wither away in 1d4 days.) A delay poison spell stops the spores' growth for its duration. Bless, neutralize poison, or remove disease kills the spores, as does sprinkling the victim with a vial of holy water.

Blood Drain (Ex): A vampir can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. On each such successful attack, the vampir gains 5 temporary hit points. Any outsider without vital bodily fluids is immune to this attack form, and is not subject to the vampir's Create Spawn ability.

Dominate (Su): A vampir can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that the vampir must use a standard action, and those merely looking at it are not affected. Anyone the vampir targets must succeed on a Will save or fall instantly under the vampir's influence as though by a dominate monster spell (caster level 17th). The ability has a range of 30 feet and only affects outsiders.

Create Spawn (Su): If the vampir drains another outsider's Constitution to 0 or lower using its Blood Drain ability, the victim returns as a vampir in 1d4 days if it had 5 or more HD. If the victim has 4 or less HD, it is simply killed. An outsider that wishes to resist becoming a vampir can attempt a WILL save DC 10 + 1/2 HD + Cha modifier of the vampir that drained it. Success indicates that the vampir begins to rise in 1d4 days, but crumbles to dust in the same round. Frequently, the outsider that resists becoming a vampir manages to utter a dozen or fewer words as it crumbles to dust. The outsider cannot use any spells or spell-like abilities in this round. Good outsiders will always try to resist becoming vampires.

The new vampir is under the command of the vampir that created it and remains enslaved until its master's destruction. At any given time a vampir 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 vampires. A vampir that is enslaved may create and enslave spawn of its own, so a master vampir can control a number of lesser vampires in this fashion. A vampir may voluntarily free an enslaved spawn in order to enslave a new spawn, but once freed, a vampir cannot be enslaved again.

Energy Drain (Su): Living creatures hit by a vampir's slam attack (or any other natural weapon the vampir might possess) gain two negative levels. For each negative level bestowed, the vampir gains 5 temporary hit points. A vampir can use its energy drain ability once per round. This vampir only drains one negative level due to its degenerative condition (see below).

Fast Healing (Ex): A vampir heals 5 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points in combat, it automatically assumes gaseous form and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. (It can travel up to nine miles in 2 hours.) Any additional damage dealt to a vampir forced into gaseous form has no effect. Once at rest in its coffin, a vampir is helpless. It regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 5 hit points per round.

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

Spider Climb (Ex): A vampir can climb sheer surfaces as though with a spider climb spell.

Degenerative Condition (Ex): This vampir has already begun to degenerate. Living creatures only gain half the normal negative levels on a successful slam and the vampir only receives half normal temporary hit points. It has lost ability score points, some natural armor, its stunning screech ability and some of its resistances.

Description A large vulture-headed creature with heavy wings and enormous claws. Its predatory gaze picks through the living, searching for the right victim to consume. It has begun to waste into dried feathers. Its skin looks yellowed and stuck to the bone beneath. It wears a tabard of New Gran March.

Sources Vampir template detailed in New Rules

ENCOUNTER 4

MASTER VIGILANT MARAX CR 13

Male ultraloth (advanced) vampir
NE Medium undead

Init +9; **Senses** Listen +32, Spot +30

Languages Common, Abyssal, Infernal, Flan, Celestial

AC 32, touch 13, flat-footed 29

(+3 Dex, +11 +3 *mithral full plate*, +8 natural)

hp 207 (18 HD); **fast healing** 5; **DR** 10/silver and good

Immune acid, poison

Resist cold 10, electricity 10, fire 10, turn resistance +8;
SR 19

Fort +11, **Ref** +18, **Will** +13

Weakness holy symbol, mirror, sunlight

Speed 20 ft in mithral full plate (4 squares), base movement 30 ft.

Melee long sword +23/+18/+13/+8 (1d8+5/17-20) or slam +20 (1d8+2 plus energy drain)

Ranged rays – see spell-like abilities

Space 5 ft.; **Reach** 5 ft.

Base Atk +18 **Grp** +20

Atk Options Precise Shot, Quicken Spell-like ability (scorching ray)

Special Actions Hypnotic gaze, spell-like abilities

Spell-Like Abilities (CL 18th):

At will—disguise self (DC14), deeper darkness, desecrate, fear (DC 17), gaseous form, invisibility, prying eyes, ray of enfeeblement (+24 ranged touch), ray of exhaustion (+24 ranged touch), scorching ray (+24 ranged touch), scrying, see invisibility, suggestion (DC 16), wall of fire; 3/day--binding (DC 21), enervation (+24 ranged touch), geas/quest (DC 19), mass suggestion (DC 19). Caster level 18th.

At will, an ultraloth can use greater teleport (self plus 50 pounds of objects only) as the spell cast by an 20th-level sorcerer.

Abilities Str 14, Dex 20, Con --, Int 18, Wis 14, Cha 16

SQ degenerative condition, gaseous form, spider climb, unholy toughness, undead traits

Feats Alertness, Armor Proficiency (light), Armor Proficiency (medium), Combat Reflexes, Dodge, Improved critical (longsword), Improved Initiative, Lightning Reflexes, Point Blank Shot, Power Attack, Precise Shot, Quicken Spell-like ability (*scorching ray*), Weapon Focus: Spell (ray)

Skills Bluff +29, Concentration +24, Diplomacy +20, Hide +32, Intimidate +22, Knowledge (arcana) +23, Knowledge (The Planes) +23, Knowledge (history - military) +23, Listen +32, Move Silently +33, Search +30, Sense Motive +29, Spellcraft +25, Spot +30

Possessions +3 adamantite longsword, +3 mithral full plate, gloves of dexterity +4, ring of freedom of movement, cloak of turn resistance +4

Master Vigilant Marax has the following spell effects active when he encounters the PCs:

8th – mind blank, greater spell immunity (*feeblemind*, *holy word*, *baleful polymorph*)

5th – *true seeing*

Hypnotic Gaze (Su): Hypnotic pattern as cast by a 20th-level sorcerer, no HD limit, 30 feet, will DC 24 negates. The save DC is Charisma-based.

Blood Drain (Ex): A vampir can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. On each such successful attack, the vampir gains 5 temporary hit points. Any outsider without vital bodily fluids is immune to this attack form, and is not subject to the vampir's Create Spawn ability.

Dominate (Su): A vampir can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that the vampir must use a standard action, and those merely looking at it are not affected. Anyone the vampir targets must succeed on a Will save or fall instantly under the vampir's influence as though by a dominate monster spell (caster level 17th). The ability has a range of 30 feet and only affects outsiders.

Create Spawn (Su): If the vampir drains another outsider's Constitution to 0 or lower using its Blood Drain ability, the victim returns as a vampir in 1d4 days if it had 5 or more HD. If the victim has 4 or less HD, it is simply killed. An outsider that wishes to

resist becoming a vampir can attempt a WILL save DC 10 + 1/2 HD + Cha modifier of the vampir that drained it. Success indicates that the vampir begins to rise in 1d4 days, but crumbles to dust in the same round. Frequently, the outsider that resists becoming a vampir manages to utter a dozen or fewer words as it crumbles to dust. The outsider cannot use any spells or spell-like abilities in this round. Good outsiders will always try to resist becoming vampires.

The new vampir is under the command of the vampir that created it and remains enslaved until its master's destruction. At any given time a vampir 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 vampires. A vampir that is enslaved may create and enslave spawn of its own, so a master vampir can control a number of lesser vampires in this fashion. A vampir may voluntarily free an enslaved spawn in order to enslave a new spawn, but once freed, a vampir cannot be enslaved again.

Energy Drain (Su): Living creatures hit by a vampir's slam attack (or any other natural weapon the vampir might possess) gain two negative levels. For each negative level bestowed, the vampir gains 5 temporary hit points. A vampir can use its energy drain ability once per round. Marax only drains one negative level due to his degenerative condition (see below).

Fast Healing (Ex): A vampir heals 5 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points in combat, it automatically assumes gaseous form and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. (It can travel up to nine miles in 2 hours.) Any additional damage dealt to a vampir forced into gaseous form has no effect. Once at rest in its coffin, a vampir is helpless. It regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 5 hit points per round.

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

Spider Climb (Ex): A vampir can climb sheer surfaces as though with a spider climb spell.

Degenerative Condition (Ex): Marax has begun to degenerate. Living creatures only gain half the normal negative levels on a successful slam and the vampir only receives half normal temporary hit points. He has also lost hit dice and natural armor.

Description Marax is dressed in exquisite, ornate mithral full plate draped with a skeletal argent owl rampant. He is a powerfully built ultraloth, and has solid features atypical for his kind. His formerly lustrous black skin is an ashen shade of black, and his features have taken on a more lupine shape. His smile reveals a pair of enlarged canine teeth, testament to the depravity he is willing to heap upon even himself in his pursuit of power. His movements are slow and ponderous.

Sources Vampir template detailed in New Rules

ENCOUNTER 5

BARADIEL CR 13

SOLAR VAMPIR

NE Large undead

Init +11; **Senses** darkvision 60 ft. low-light vision, Listen +37, Spot +37

Languages Celestial, common, tongues

AC 28, touch 16, flat-footed 25; Dodge, Mobility (-1 size, +7 Dex, +12 natural)

hp 168 (16 HD); fast healing 5; **DR** 10/silver and good

Immune acid, cold, petrification

Resist; electricity 10 +8 turn resistance SR 26

Fort +10 **Ref** +19, **Will** +18

Weakness holy symbol, mirror, sunlight

Speed 50 ft. (10 squares); fly 150 ft. (good)

Melee greatsword, +23/+18/+13/+8 (3d6+12/19-20) or slam +23 (1d8+8 plus energy drain) **Ranged** +2 composite longbow (+5 str bonus) +24/+19/+14/+9 (2d6+7/x3)

Space 10 ft.; **Reach** 10 ft.

Base Atk +16; **Grp** +28

Atk Options Cleave, Great Cleave, Power Attack, Combat Reflexes, blood drain

Special Actions Spell-like abilities *dominate*, *create spawn*, *gaseous form*

Cleric Spells Prepared (6/8/8/8/7/6/6/6/5; save DC 18 + spell level): (CL 20th):

9th— ~~miracle, miracle, miracle, time stop*~~

8th— ~~fire storm, (2), mass inflict critical wounds, greater spell immunity, symbol of death, unholy aura*~~

7th— ~~dictum, ethereal jaunt, mass inflict serious wounds (3), screen*~~

6th— ~~greater dispel magic, harm (2), mislead*, word of recall (2)~~

5th— ~~break enchantment, dispel good, plane shift (2), symbol of pain, true seeing (2)~~

4th— ~~confusion, freedom of movement (2), greater magic weapon (2), sending (3)~~

3rd— ~~invisibility purge, magic circle against good*, magic vestment (2), prayer (2), protection from energy, wind wall~~

2nd— ~~align weapon, death knell, desecrate (2), eagle's splendor (2), shield other (2)~~

1st— ~~bless (2), cause fear, comprehend languages (2), divine favor (2), protections from good*~~

0— ~~create water, detect magic, guidance (2), resistance (2);~~

D: Domain spell. Deity: Evil (no deity at this time). Domains: Evil, Trickery

Spell-like abilities (CL 20th):

At will - aid, animate objects, commune, continual flame, dimensional anchor, greater dispel magic, holy smite (DC 24), imprisonment (DC 26), invisibility (self only), lesser restoration (DC 19), remove curse (DC

~~20), remove disease (DC 20), remove fear, resist energy, summon monster VII, speak with dead (DC 15), waves of fatigue (DC 18);~~
3/day ~~blade barrier (DC 23), earthquake (DC 25), heal (DC 23), mass charm monster (DC 25), permanency, resurrection, waves of exhaustion;~~
1/day ~~greater restoration (DC 24), power word blind, power word kill, power word stun, prismatic spray (DC 24), wish.~~

The following abilities are always active on a solar's person, as the spells (caster level 20th): detect evil, detect snares and pits, discern lies (DC 16), see invisibility, true seeing. They can be dispelled, but the solar can reactivate them as a free action.

Abilities Str 27, Dex 24, Con --, Int 22, Wis 27, Cha 15
SQ tongues, degenerative condition, gaseous form, scent, spider climb, unholy toughness, undead traits
Feats Alertness, Cleave, Combat Reflexes, Dodge, Great Cleave, Improved Initiative, Lightning Reflexes, Mobility, Power Attack, Track
Skills Bluff +10, Concentration +21, Craft (bowmaking) +25, Craft (alchemy) +25, Diplomacy +21, Escape Artist +26, Hide +34, Knowledge (arcana) +26, Knowledge (The Planes) +26, Knowledge (religion) +26, Listen +37, Move Silently +34, Search +33, Sense Motive +35, Spellcraft +25, Spot +37, Survival +8 (+10 following tracks), Use Rope +6 (+8 binding)
Possessions +2 *composite longbow* (+5 Str), *cloak of turn resistance* +4.

Change Shape (Su): A solar can assume the form of any Small or Medium humanoid.

Blood Drain (Ex): A vampir can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. On each such successful attack, the vampir gains 5 temporary hit points. Any outsider without vital bodily fluids is immune to this attack form, and is not subject to the vampir's Create Spawn ability.

Dominate (Su): A vampir can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that the vampir must use a standard action, and those merely looking at it are not affected. Anyone the vampir targets must succeed on a Will save or fall instantly under the vampir's influence as though by a dominate monster spell (caster level 17th). The ability has a range of 30 feet and only affects outsiders.

Create Spawn (Su): If the vampir drains another outsider's Constitution to 0 or lower using its Blood Drain ability, the victim returns as a vampir in 1d4 days if it had 5 or more HD. If the victim has 4 or less HD, it is simply killed. An outsider that wishes to resist becoming a vampir can attempt a WILL save DC 10 + 1/2 HD + Cha modifier of the vampir that drained it. Success indicates that the vampir begins to rise in 1d4 days, but crumbles to dust in the same round. Frequently, the outsider that resists becoming a vampir manages to utter a dozen or fewer words as it crumbles to dust. The outsider cannot use any

spells or spell-like abilities in this round. Good outsiders will always try to resist becoming vampires.

The new vampir is under the command of the vampir that created it and remains enslaved until its master's destruction. At any given time a vampir 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 vampires. A vampir that is enslaved may create and enslave spawn of its own, so a master vampir can control a number of lesser vampires in this fashion. A vampir may voluntarily free an enslaved spawn in order to enslave a new spawn, but once freed, a vampir cannot be enslaved again.

Energy Drain (Su): Living creatures hit by a vampir's slam attack (or any other natural weapon the vampir might possess) gain two negative levels. For each negative level bestowed, the vampir gains 5 temporary hit points. A vampir can use its energy drain ability once per round. Baradiel only drains one negative level due to his degenerative condition (see below).

Fast Healing (Ex): A vampir heals 5 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points in combat, it automatically assumes gaseous form and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. (It can travel up to nine miles in 2 hours.) Any additional damage dealt to a vampir forced into gaseous form has no effect. Once at rest in its coffin, a vampir is helpless. It regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 5 hit points per round.

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

Spider Climb (Ex): A vampir can climb sheer surfaces as though with a spider climb spell.

Degenerative Condition (Ex): Baradiel has begun to degenerate. Living creatures only gain half the normal negative levels on a successful slam and the vampir only receives half normal temporary hit points. Baradiel has lost hit dice and the ability to cast most of the spells and spell-like abilities he once did. His casting level remains unchanged. He has also lost some of his natural armor. He has lost ability scores and his arrows no longer employ the slaying special ability. His greatsword has been taken and he no longer enchants the rusty blade that replaced it.

Description Baradiel was once remarkably beautiful, with long golden hair and a face and form that defined human perfection. His flesh is now rotting and his once-white wings are now blackened and seeping pus. His complexion is pallid. As he opens his mouth to speak, you see you see the tips of needle-sharp fangs behind his lips. The once beautiful, serene face betrays an angry insanity.

Sources Vampir template detailed in New Rules

APPENDIX 5 – APL 12

ENCOUNTER 1

MEZZOLOTH PIKEMAN VAMPIR CR 12

NE Medium Undead

Init +7; **Senses** Listen +32, Spot +32

Languages Abyssal, Draconic, and Infernal, Telepathy 100ft.

AC 27, touch 13, flat-footed 24
(+3 Dex, +14 natural)

hp 243 (18 HD); fast healing 5; **DR** 10/silver and good

Immune acid, poison

Resist +4 turn resistance, cold 10, fire 10, electricity 10;
SR 22

Fort +11, **Ref** +16, **Will** +12

Speed 40 ft. (8 squares);

Melee +1 longspear +26/+21/+16/+11 (1d8+10/19-20
x3) or 2 claws +24 (1d4+6 plus energy drain) or slam
+24 (1d6+6 plus energy drain) **Ranged** longbow
+22/+17/+12/+7 (1d8+4/x3)

Space 5 ft.; **Reach** 5 ft. (10 ft with longspear)

Base Atk +18; **Grp** +24

Atk Options Power Attack, Combat Reflexes

Special Actions Spell-like abilities, summon yugoloth

Spell-Like Abilities (CL 10th):

At will – cause fear (DC 13), darkness, desecrate,
produce flame, see invisibility; 2/day – cloudkill (DC
17), dispel magic (+10 dispel check)

Abilities Str 22, Dex 16, Con -, Int 10, Wis 12, Cha 18

SQ Summon yugoloth

Feats Alertness, Combat Reflexes, Dodge, Improved
Critical (longspear), Improved Initiative, Improved
Toughness, Iron Will, Lightning Reflexes, Power
Attack, Weapon Focus (longspear)

Skills Bluff +12, Hide +32, Intimidate +25, Knowledge
(the planes) +21, Listen +32, Move Silently +32,
Search +8, Sense Motive +9, Spot +32

Possessions +1 longspear, +1 composite longbow (+3
STR), heavy steel shield

Telepathy (Su): Mezzoloths can communicate
telepathically with any creature within 100 feet that
has a language.

Blood Drain (Ex): A vampir can suck blood from a living
victim with its fangs by making a successful grapple
check. If it pins the foe, it drains blood, dealing 1d4
points of Constitution drain each round the pin is
maintained. On each such successful attack, the
vampir gains 5 temporary hit points. Any outsider
without vital bodily fluids is immune to this attack
form, and is not subject to the vampir's Create Spawn
ability.

Dominate (Su): A vampir can crush an opponent's will
just by looking onto his or her eyes. This is similar to
a gaze attack, except that the vampir must use a
standard action, and those merely looking at it are not
affected. Anyone the vampir targets must succeed on
a Will save or fall instantly under the vampir's
influence as though by a dominate monster spell

(caster level 17th). The ability has a range of 30 feet
and only affects outsiders.

Create Spawn (Su): If the vampir drains another
outsider's Constitution to 0 or lower using its Blood
Drain ability, the victim returns as a vampir in 1d4
days if it had 5 or more HD. If the victim has 4 or less
HD, it is simply killed. An outsider that wishes to
resist becoming a vampir can attempt a WILL save
DC 10 + 1/2 HD + Cha modifier of the vampir that
drained it. Success indicates that the vampir begins
to rise in 1d4 days, but crumbles to dust in the same
round. Frequently, the outsider that resists becoming
a vampir manages to utter a dozen or fewer words as
it crumbles to dust. The outsider cannot use any
spells or spell-like abilities in this round. Good
outsiders will always try to resist becoming vampires.

The new vampir is under the command of the vampir
that created it and remains enslaved until its master's
destruction. At any given time a vampir 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 vampires. A vampir that
is enslaved may create and enslave spawn of its
own, so a master vampir can control a number of
lesser vampires in this fashion. A vampir may
voluntarily free an enslaved spawn in order to
enslave a new spawn, but once freed, a vampir
cannot be enslaved again.

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

Fast Healing (Ex): A vampir heals 5 points of damage
each round so long as it has at least 1 hit point. If
reduced to 0 hit points in combat, it automatically
assumes gaseous form and attempts to escape. It
must reach its coffin home within 2 hours or be utterly
destroyed. (It can travel up to nine miles in 2 hours.)
Any additional damage dealt to a vampir forced into
gaseous form has no effect. Once at rest in its coffin,
a vampir is helpless. It regains 1 hit point after 1 hour,
then is no longer helpless and resumes healing at the
rate of 5 hit points per round.

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

Spider Climb (Ex): A vampir can climb sheer surfaces
as though with a spider climb spell.

Description This six-limbed insectoid horror stares
ahead unblinkingly through glowing red eyes. It wears
the uniform of the New Gran March Army with the
heraldry of the Knights Vigilant prominently featured. It is
wielding a longspear in two of its claws, and a longbow
in the other two.

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ENCOUNTER 2

DEGENERATED BARBED DEVIL VAMPIR CR 11

LE medium undead

Init +12; **Senses** darkvision 60 ft., see in darkness, Listen +27, Spot +27

Languages Infernal, telepathy 100 ft.

AC 29, touch 16, flat-footed 23

(+6 Dex, +13 natural)

hp 138 (12 HD); fast healing 5; DR 5/silver and good

Immune fire, poison

Resist; acid 5, cold 5; +4 turn resistance **SR** 23

Fort +8 **Ref** +16, **Will** +12

Weakness holy symbol, mirror, sunlight

Speed 30 ft. (6 squares);

Melee 2 claws +18 (2d8+6 plus fear plus energy drain) or slam +18 (1d6+6 plus energy drain)

Space 5 ft.; **Reach** 5 ft.

Base Atk +12; **Grp** +18

Atk Options Cleave, Combat Reflexes, Power Attack, blood drain

Special Actions Fear, improved grab, impale 3d8+12, spell-like abilities, *dominate*, *create spawn*, *gaseous form*

Spell-Like Abilities at will (CL 12th):

greater teleport (self plus 50 lbs of objects only), *hold person*, (DC 17), *major image* (DC18), *scorching ray* (2 rays only), *order's wrath*, (DC 19), *unholy blight* (DC 19).

Abilities Str 23, Dex 23, Con --, Int 14, Wis 14, Cha 16

SQ degenerative condition, gaseous form, spider climb, unholy toughness, undead traits

Feats Alertness, Cleave, Combat Reflexes, Dodge, Improved Grapple, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack

Skills Bluff +11, Concentration +20, Diplomacy +7, Hide +31, Intimidate +20, Knowledge (The Planes) +17, Listen +27, Move Silently +29, Search +25, Sense Motive +25, Spot +27, Survival +3 (+5 following tracks)

Possessions none

Fear (Su): A creature hit by a barbed devil must succeed on a DC 14 Will save or be affected as though by fear (caster level 9th). Whether or not the save is successful, that creature cannot be affected by that same barbed devil's fear ability for 24 hours. The save DC is Charisma-based.

Impale (Ex): A barbed devil deals 3d8+12 points of piercing damage to a grabbed opponent with a successful grapple check.

Improved Grab (Ex): To use this ability, a barbed devil must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can impale the opponent on its barbed body.

Barbed Defense (Su): Any creature striking a barbed devil with handheld weapons or natural weapons

takes 1d8+6 points of piercing and slashing damage from the devil's barbs. Note that weapons with exceptional reach, such as longspear, do not endanger their users in this way.

Blood Drain (Ex): A vampir can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. On each such successful attack, the vampir gains 5 temporary hit points. Any outsider without vital bodily fluids is immune to this attack form, and is not subject to the vampir's Create Spawn ability.

Dominate (Su): A vampir can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that the vampir must use a standard action, and those merely looking at it are not affected. Anyone the vampir targets must succeed on a Will save or fall instantly under the vampir's influence as though by a dominate monster spell (caster level 17th). The ability has a range of 30 feet and only affects outsiders.

Create Spawn (Su): If the vampir drains another outsider's Constitution to 0 or lower using its Blood Drain ability, the victim returns as a vampir in 1d4 days if it had 5 or more HD. If the victim has 4 or less HD, it is simply killed. An outsider that wishes to resist becoming a vampir can attempt a WILL save DC 10 + 1/2 HD + Cha modifier of the vampir that drained it. Success indicates that the vampir begins to rise in 1d4 days, but crumbles to dust in the same round. Frequently, the outsider that resists becoming a vampir manages to utter a dozen or fewer words as it crumbles to dust. The outsider cannot use any spells or spell-like abilities in this round. Good outsiders will always try to resist becoming vampires.

The new vampir is under the command of the vampir that created it and remains enslaved until its master's destruction. At any given time a vampir 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 vampires. A vampir that is enslaved may create and enslave spawn of its own, so a master vampir can control a number of lesser vampires in this fashion. A vampir may voluntarily free an enslaved spawn in order to enslave a new spawn, but once freed, a vampir cannot be enslaved again.

Energy Drain (Su): Living creatures hit by a vampir's slam attack (or any other natural weapon the vampir might possess) gain two negative levels. For each negative level bestowed, the vampir gains 5 temporary hit points. A vampir can use its energy drain ability once per round. This vampir only drains one negative level due to its degenerative condition (see below).

Fast Healing (Ex): A vampir heals 5 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points in combat, it automatically assumes gaseous form and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. (It can travel up to nine miles in 2 hours.)

Any additional damage dealt to a vampir forced into gaseous form has no effect. Once at rest in its coffin, a vampir is helpless. It regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 5 hit points per round.

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

Spider Climb (Ex): A vampir can climb sheer surfaces as though with a spider climb spell.

Degenerative Condition (Ex): This vampir has already begun to degenerate. Living creatures only gain half the normal negative levels on a successful slam and the vampir only receives half normal temporary hit points. It has also lost ability score points, some natural armor and some of its resistances.

Description A towering brute of a fiend, seven feet tall and over 300 lbs. Long barbs protrude from its blackened flesh. Its eyes the living with overt hunger, clicking its barbed spines together as it licks its dry tongue across a pair of over-large fangs too big for its mouth. Its barbed flesh is sagging on its frame, showing where muscle has withered away to dust. A shredded tabard of New Gran March hangs in strips across its spiked body.

Sources Vampir template detailed in New Rules

ENCOUNTER 4

MASTER VIGILANT MARAX CR 15

Male ultroloth (advanced) vampir

NE Medium undead

Init +11; **Senses** Listen +33, Spot +31

Languages Common, Abyssal, Infernal, Flan, Celestial

AC 32, touch 13, flat-footed 29

(+3 Dex, +11 +3 *mithral full plate*, +8 natural)

hp 243 (18 HD); fast healing 5; **DR** 10/silver and good

Immune acid, poison

Resist cold 10, electricity 10, fire 10, turn resistance +8;
SR 21

Fort +11, **Ref** +20, **Will** +14

Weakness holy symbol, mirror, sunlight

Speed 20 ft in mithral full plate (4 squares), base movement 30 ft.

Melee long sword +29/24/19/14 (1d8+11/17-20) or slam +26 (1d8+8 plus energy drain)

Ranged rays – see spell-like abilities

Space 5 ft.; **Reach** 5 ft.

Base Atk +18 **Grp** +26

Atk Options Precise Shot, Quicken Spell-like ability (scorching ray)

Special Actions Hypnotic gaze, spell-like abilities

Spell-Like Abilities (CL 18th):

At will—disguise self (DC16), deeper darkness, desecrate, fear (DC 19), gaseous form, invisibility, prying eyes, ray of enfeeblement (+26 ranged touch), ray of exhaustion (+26 ranged touch), scorching ray (+26 ranged touch), scrying, see

invisibility, suggestion (DC 18), wall of fire; 3/day--binding (DC 23), enervation (+26 ranged touch), geas/quest (DC 21), mass suggestion (DC 21); 1/day--symbol of death (DC 23). Caster level 18th.

At will, an ultroloth can use greater teleport (self plus 50 pounds of objects only) as the spell cast by an 20th-level sorcerer.

Abilities Str 26, Dex 24, Con --, Int 18, Wis 16, Cha 20

SQ degenerative condition, gaseous form, spider climb, unholy toughness, undead traits

Feats Alertness, Armor Proficiency (light), Armor Proficiency (medium), Combat Reflexes, Dodge, Improved critical (longsword), Improved Initiative, Lightning Reflexes, Point Blank Shot, Power Attack, Precise Shot, Quicken Spell-like ability (*scorching ray*), Weapon Focus: Spell (ray)

Skills Bluff +31, Concentration +28, Diplomacy +22, Hide +34, Intimidate +24, Knowledge (arcana) +23, Knowledge (The Planes) +23, Knowledge (history - military) +23, Listen +33, Move Silently +35, Search +30, Sense Motive +30, Spellcraft +25, Spot +31

Possessions +3 adamantite longsword, +3 mithral full plate, belt of giant strength +6, gloves of dexterity +4, ring of freedom of movement, cloak of turn resistance +4

Master Vigilant Marax has the following spell effects active when he encounters the PCs:

8th – mind blank, greater spell immunity (*feeblemind*, *holy word*, *baleful polymorph*)

5th – *true seeing*

Hypnotic Gaze (Su): Hypnotic pattern as cast by a 20th-level sorcerer, no HD limit, 30 feet, will DC 24 negates. The save DC is Charisma-based.

Blood Drain (Ex): A vampir can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. On each such successful attack, the vampir gains 5 temporary hit points. Any outsider without vital bodily fluids is immune to this attack form, and is not subject to the vampir's Create Spawn ability.

Dominate (Su): A vampir can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that the vampir must use a standard action, and those merely looking at it are not affected. Anyone the vampir targets must succeed on a Will save or fall instantly under the vampir's influence as though by a dominate monster spell (caster level 17th). The ability has a range of 30 feet and only affects outsiders.

Create Spawn (Su): If the vampir drains another outsider's Constitution to 0 or lower using its Blood Drain ability, the victim returns as a vampir in 1d4 days if it had 5 or more HD. If the victim has 4 or less HD, it is simply killed. An outsider that wishes to resist becoming a vampir can attempt a WILL save DC 10 + 1/2 HD + Cha modifier of the vampir that drained it. Success indicates that the vampir begins to rise in 1d4 days, but crumbles to dust in the same

round. Frequently, the outsider that resists becoming a vampir manages to utter a dozen or fewer words as it crumbles to dust. The outsider cannot use any spells or spell-like abilities in this round. Good outsiders will always try to resist becoming vampirs.

The new vampir is under the command of the vampir that created it and remains enslaved until its master's destruction. At any given time a vampir 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 vampirs. A vampir that is enslaved may create and enslave spawn of its own, so a master vampir can control a number of lesser vampirs in this fashion. A vampir may voluntarily free an enslaved spawn in order to enslave a new spawn, but once freed, a vampir cannot be enslaved again.

Energy Drain (Su): Living creatures hit by a vampir's slam attack (or any other natural weapon the vampir might possess) gain two negative levels. For each negative level bestowed, the vampir gains 5 temporary hit points. A vampir can use its energy drain ability once per round. Marax only drains one negative level due to his degenerative condition (see below).

Fast Healing (Ex): A vampir heals 5 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points in combat, it automatically assumes gaseous form and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. (It can travel up to nine miles in 2 hours.) Any additional damage dealt to a vampir forced into gaseous form has no effect. Once at rest in its coffin, a vampir is helpless. It regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 5 hit points per round.

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

Spider Climb (Ex): A vampir can climb sheer surfaces as though with a spider climb spell.

Degenerative Condition (Ex): Marax has begun to degenerate. Living creatures only gain half the normal negative levels on a successful slam and the vampir only receives half normal temporary hit points. He has also lost hit dice and natural armor.

Description Marax is dressed in exquisite, ornate mithral full plate draped with a skeletal argent owl rampant. He is a powerfully built ultroloth, and has solid features atypical for his kind. His formerly lustrous black skin is an ashen shade of black, and his features have taken on a more lupine shape. His smile reveals a pair of enlarged canine teeth, testament to the depravity he is willing to heap upon even himself in his pursuit of power. His movements are slow and ponderous.

Sources Vampir template detailed in New Rules

ENCOUNTER 5

BARADIEL CR 15

SOLAR VAMPIR

NE Large undead

Init +11; **Senses** darkvision 60 ft. low-light vision, Listen +43, Spot +43

Languages Celestial, common, tongues

AC 32, touch 16, flat-footed 25; Dodge, Mobility (-1 size, +7 Dex, +16 natural)

hp 231 (22 HD); fast healing 5; **DR** 10/silver and good

Immune acid, cold, petrification

Resist; electricity 10 +8 turn resistance SR 28

Fort +13 **Ref** +22, **Will** +21

Weakness holy symbol, mirror, sunlight

Speed 50 ft. (10 squares); fly 150 ft. (good)

Melee greatsword, +29/+24/+19/+14 (3d6+12/19-20) or slam +29 (1d8+8 plus energy drain) **Ranged** +2 composite longbow (+5 str bonus) +30/+25/+20/+15 (2d6+7/x3)

Space 10 ft.; **Reach** 10 ft.

Base Atk +22; **Grp** +34

Atk Options Cleave, Great Cleave, Improved Sunder, Power Attack, Combat Reflexes, blood drain

Special Actions Spell-like abilities, *dominate*, *create spawn*, *gaseous form*

Cleric Spells Prepared (6/8/8/8/7/6/6/5; save DC 18 + spell level): (CL 20th):

9th— ~~miracle, miracle, miracle, miracle, time stop*~~

8th— ~~fire storm, (2), mass inflict critical wounds, greater spell immunity, symbol of death, unholy aura*~~

7th— ~~dictum, ethereal jaunt, mass inflict serious wounds (3), screen*~~

6th— ~~greater dispel magic, harm (2), mislead*, word of recall (2)~~

5th— ~~break enchantment, dispel good, plane shift (2), symbol of pain, true seeing (2)~~

4th— ~~confusion, freedom of movement (2), greater magic weapon (2), sending (3)~~

3rd— ~~invisibility purge, magic circle against good*, magic vestment (2), prayer (2), protection from energy, wind wall~~

2nd— ~~align weapon, death knell, desecrate (2), eagle's splendor (2), shield other (2)~~

1st— ~~bless (2), cause fear, comprehend languages (2), divine favor (2), protections from good*~~

0— ~~create water, detect magic, guidance (2), resistance (2);~~

D: Domain spell. Deity: Evil (no deity at this time). Domains: Evil, Trickery

Spell-like abilities (CL 20th):

At will - aid, ~~animate objects, commune~~, continual flame, dimensional anchor, greater dispel magic, ~~holy smite (DC 21), imprisonment (DC 26), invisibility (self only), lesser restoration (DC 19), remove curse (DC 20), remove disease (DC 20), remove fear, resist energy, summon monster VII, speak with dead (DC 15), waves of fatigue (DC 18);~~

3/day –blade barrier (DC 23), earthquake (DC 25), heal (DC 23), mass charm monster (DC 25), permanency, resurrection, waves of exhaustion;

1/day - ~~greater restoration (DC 24), power word blind, power word kill, power word stun, prismatic spray (DC 24), wish.~~

The following abilities are always active on a solar's person, as the spells (caster level 20th): detect evil, detect snares and pits, discern lies (DC 16), see invisibility, true seeing. They can be dispelled, but the solar can reactivate them as a free action.

Abilities Str 27, Dex 24, Con --, Int 22, Wis 27, Cha 15

SQ tongues, degenerative condition, gaseous form, scent, spider climb, unholy toughness, undead traits

Feats Alertness, Cleave, Combat Reflexes, Dodge, Great Cleave, Improved Initiative, Improved Sunder, Lightning Reflexes, Mobility, Power Attack, Track

Skills Bluff +10, Concentration +27, Craft (bowmaking) +31, Craft (alchemy) +31, Diplomacy +27, Escape Artist +32, Hide +40, Knowledge (arcana) +31, Knowledge (The Planes) +31, Knowledge (religion) +31, Listen +43, Move Silently +40, Search +39, Sense Motive +41, Spellcraft +31, Spot +43, Survival +8 (+10 following tracks), Use Rope +6 (+8 binding)

Possessions +2 composite longbow (+5 Str), cloak of turn resistance +4.

Change Shape (Su): A solar can assume the form of any Small or Medium humanoid.

Blood Drain (Ex): A vampir can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. On each such successful attack, the vampir gains 5 temporary hit points. Any outsider without vital bodily fluids is immune to this attack form, and is not subject to the vampir's Create Spawn ability.

Dominate (Su): A vampir can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that the vampir must use a standard action, and those merely looking at it are not affected. Anyone the vampir targets must succeed on a Will save or fall instantly under the vampir's influence as though by a dominate monster spell (caster level 17th). The ability has a range of 30 feet and only affects outsiders.

Create Spawn (Su): If the vampir drains another outsider's Constitution to 0 or lower using its Blood Drain ability, the victim returns as a vampir in 1d4 days if it had 5 or more HD. If the victim has 4 or less HD, it is simply killed. An outsider that wishes to resist becoming a vampir can attempt a WILL save DC 10 + 1/2 HD + Cha modifier of the vampir that drained it. Success indicates that the vampir begins to rise in 1d4 days, but crumbles to dust in the same round. Frequently, the outsider that resists becoming a vampir manages to utter a dozen or fewer words as it crumbles to dust. The outsider cannot use any spells or spell-like abilities in this round. Good outsiders will always try to resist becoming vampires.

The new vampir is under the command of the vampir that created it and remains enslaved until its master's destruction. At any given time a vampir 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 vampires. A vampir that is enslaved may create and enslave spawn of its own, so a master vampir can control a number of lesser vampires in this fashion. A vampir may voluntarily free an enslaved spawn in order to enslave a new spawn, but once freed, a vampir cannot be enslaved again.

Energy Drain (Su): Living creatures hit by a vampir's slam attack (or any other natural weapon the vampir might possess) gain two negative levels. For each negative level bestowed, the vampir gains 5 temporary hit points. A vampir can use its energy drain ability once per round. Baradiel only drains one negative level due to his degenerative condition (see below).

Fast Healing (Ex): A vampir heals 5 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points in combat, it automatically assumes gaseous form and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. (It can travel up to nine miles in 2 hours.) Any additional damage dealt to a vampir forced into gaseous form has no effect. Once at rest in its coffin, a vampir is helpless. It regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 5 hit points per round.

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

Spider Climb (Ex): A vampir can climb sheer surfaces as though with a spider climb spell.

Degenerative Condition (Ex): Baradiel has begun to degenerate. Living creatures only gain half the normal negative levels on a successful slam and the vampir only receives half normal temporary hit points. Baradiel has also lost the ability to cast most of the spells and spell-like abilities he once did. He has also lost some of his natural armor. He has lost ability scores and his arrows no longer employ the slaying special ability. His greatsword has been taken and he no longer enchants the rusty blade that replaced it.

Description Baradiel was once remarkably beautiful, with long golden hair and a face and form that defined human perfection. His flesh is now rotting and his once-white wings are now blackened and seeping pus. His complexion is pallid. As he opens his mouth to speak, you see you see the tips of needle-sharp fangs behind his lips. The once beautiful, serene face betrays an angry insanity.

Sources Vampir template detailed in New Rules

APPENDIX 6 – APL 14

ENCOUNTER 1

MEZZOLOTH PIKEMAN VAMPIR CR 14

NE Large Undead

Init +6; **Senses** Listen +35, Spot +35

Languages Abyssal, Draconic, and Infernal, Telepathy 100ft.

AC 27, touch 11, flat-footed 25

(-1 size, +2 Dex, +16 natural)

hp 283 (21 HD); fast healing 5; **DR** 10/silver and good

Immune acid, poison

Resist +4 turn resistance, cold 10, fire 10, electricity 10; **SR** 22

Fort +12, **Ref** +16, **Will** +13

Speed 40 ft. (8 squares);

Melee +1 longspear +33/+28/+23/+18 (1d8+17/19-20 x3) or 2 claws + 31 (1d4+11 plus energy drain) or slam +24 (1d6+11 plus energy drain) **Ranged** longbow +22/+17/+12/+7 (1d8+4/x3)

Space 10 ft.; **Reach** 10 ft. (15 ft with longspear)

Base Atk +21; **Grp** +35

Atk Options Power Attack, Combat Reflexes

Special Actions Spell-like abilities, summon yugoloth

Spell-Like Abilities (CL 10th):

At will – cause fear (DC 13), darkness, desecrate, produce flame, see invisibility; 2/day – cloudkill (DC 17), dispel magic (+10 dispel check)

Abilities Str 32, Dex 14, Con -, Int 10, Wis 12, Cha 18

SQ Summon yugoloth

Feats Alertness, Combat Reflexes, Dodge, Improved Critical (longspear), Improved Initiative, Improved Toughness, Lightning Reflexes, Power Attack, Weapon Focus (longspear)

Skills Bluff +12, Hide +30, Intimidate +28, Knowledge (the planes) +24, Listen +35, Move Silently +34, Search +8, Sense Motive +9, Spot +35

Possessions +1 longspear, +1 composite longbow (+3 STR), heavy steel shield

Telepathy (Su): Mezzoloths can communicate telepathically with any creature within 100 feet that has a language.

Blood Drain (Ex): A vampir can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. On each such successful attack, the vampir gains 5 temporary hit points. Any outsider without vital bodily fluids is immune to this attack form, and is not subject to the vampir's Create Spawn ability.

Dominate (Su): A vampir can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that the vampir must use a standard action, and those merely looking at it are not affected. Anyone the vampir targets must succeed on a Will save or fall instantly under the vampir's influence as though by a dominate monster spell

(caster level 17th). The ability has a range of 30 feet and only affects outsiders.

Create Spawn (Su): If the vampir drains another outsider's Constitution to 0 or lower using its Blood Drain ability, the victim returns as a vampir in 1d4 days if it had 5 or more HD. If the victim has 4 or less HD, it is simply killed. An outsider that wishes to resist becoming a vampir can attempt a WILL save DC 10 + 1/2 HD + Cha modifier of the vampir that drained it. Success indicates that the vampir begins to rise in 1d4 days, but crumbles to dust in the same round. Frequently, the outsider that resists becoming a vampir manages to utter a dozen or fewer words as it crumbles to dust. The outsider cannot use any spells or spell-like abilities in this round. Good outsiders will always try to resist becoming vampires.

The new vampir is under the command of the vampir that created it and remains enslaved until its master's destruction. At any given time a vampir 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 vampires. A vampir that is enslaved may create and enslave spawn of its own, so a master vampir can control a number of lesser vampires in this fashion. A vampir may voluntarily free an enslaved spawn in order to enslave a new spawn, but once freed, a vampir cannot be enslaved again.

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

Fast Healing (Ex): A vampir heals 5 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points in combat, it automatically assumes gaseous form and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. (It can travel up to nine miles in 2 hours.) Any additional damage dealt to a vampir forced into gaseous form has no effect. Once at rest in its coffin, a vampir is helpless. It regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 5 hit points per round.

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

Spider Climb (Ex): A vampir can climb sheer surfaces as though with a spider climb spell.

Description This six-limbed insectoid horror stares ahead unblinkingly through glowing red eyes. It wears the uniform of the New Gran March Army with the heraldry of the Knights Vigilant prominently featured. It is wielding a longspear in two of its claws, and a longbow in the other two.

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ENCOUNTER 3

DEGENERATED LEONAL VAMPIR CR 13

NE Medium undead

Init +9; **Senses** darkvision 60 ft. low-light vision, Listen +21, Spot +21

Languages Celestial, speak with animals.

AC 29, touch 13, flat-footed 26; Dodge, Mobility (+3 Dex, +16 natural)

hp 126 (12 HD); fast healing 5; DR 5/silver and good

Immune electricity, petrification

Resist; cold 10, sonic 10, +4 turn resistance SR 28

Fort +8 **Ref** +13, **Will** +10

Weakness holy symbol, mirror, sunlight

Speed 60 ft. (12 squares); Spring Attack

Melee 2 claws +20 (1d6+8 plus energy drain) and bite +15 (1d8+4) or slam +20 (1d6+8 plus energy drain)

Space 5 ft.; **Reach** 5 ft.

Base Atk +12; **Grp** +20

Atk Options Combat Reflexes, blood drain

Special Actions Roar, pounce, improved grab, rake 1d6+8, spell-like abilities, *dominate*, *create spawn*, *gaseous form*

Spell-like abilities (CL 10th):

At will: detect thoughts, fireball (DC hold monster (DC 17), wall of force; 3/day – cure critical wounds (DC 16), neutralize poison, remove disease; 1/day – heal (DC 18).

Abilities Str 27, Dex 17, Con --, Int 16, Wis 14, Cha 15

SQ degenerative condition, gaseous form, scent, spider climb, unholy toughness, undead traits

Feats Ability Focus (roar), Alertness, Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, Mobility, Spring Attack, Track

Skills Balance +24, Bluff +12, Concentration +10, Diplomacy +5, Hide +32, Intimidate +19, Jump +38 Knowledge (the planes) +18 Listen +28, Move Silently +32, Search +11, Sense Motive +26, Spot +28, Survival +18

Possessions none

Roar (Su): A leonal can roar up to three times per day. Each roar releases a blast in a 60-foot cone that duplicates the effects of a holy word spell and deals an extra 2d6 points of sonic damage (Fortitude DC 21 negates). The save DC is Charisma-based.

Pounce (Ex): If a leonal charges a foe, it can make a full attack, including two rake attacks.

Improved Grab (Ex): To use this ability, a leonal must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Rake (Ex): Attack bonus +20 melee, damage 1d6+11.

Speak with Animals (Su): This ability works like speak with animals (caster level 8th) but is a free action and does not require sound.

Blood Drain (Ex): A vampir can suck blood from a living victim with its fangs by making a successful grapple

check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. On each such successful attack, the vampir gains 5 temporary hit points. Any outsider without vital bodily fluids is immune to this attack form, and is not subject to the vampir's Create Spawn ability.

Dominate (Su): A vampir can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that the vampir must use a standard action, and those merely looking at it are not affected. Anyone the vampir targets must succeed on a Will save or fall instantly under the vampir's influence as though by a dominate monster spell (caster level 17th). The ability has a range of 30 feet and only affects outsiders.

Create Spawn (Su): If the vampir drains another outsider's Constitution to 0 or lower using its Blood Drain ability, the victim returns as a vampir in 1d4 days if it had 5 or more HD. If the victim has 4 or less HD, it is simply killed. An outsider that wishes to resist becoming a vampir can attempt a WILL save DC 10 + 1/2 HD + Cha modifier of the vampir that drained it. Success indicates that the vampir begins to rise in 1d4 days, but crumbles to dust in the same round. Frequently, the outsider that resists becoming a vampir manages to utter a dozen or fewer words as it crumbles to dust. The outsider cannot use any spells or spell-like abilities in this round. Good outsiders will always try to resist becoming vampires.

The new vampir is under the command of the vampir that created it and remains enslaved until its master's destruction. At any given time a vampir 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 vampires. A vampir that is enslaved may create and enslave spawn of its own, so a master vampir can control a number of lesser vampires in this fashion. A vampir may voluntarily free an enslaved spawn in order to enslave a new spawn, but once freed, a vampir cannot be enslaved again.

Energy Drain (Su): Living creatures hit by a vampir's slam attack (or any other natural weapon the vampir might possess) gain two negative levels. For each negative level bestowed, the vampir gains 5 temporary hit points. A vampir can use its energy drain ability once per round. This vampir only drains one negative level due to its degenerative condition (see below).

Fast Healing (Ex): A vampir heals 5 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points in combat, it automatically assumes gaseous form and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. (It can travel up to nine miles in 2 hours.) Any additional damage dealt to a vampir forced into gaseous form has no effect. Once at rest in its coffin, a vampir is helpless. It regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 5 hit points per round.

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

Spider Climb (Ex): A vampir can climb sheer surfaces as though with a spider climb spell.

Degenerative Condition (Ex): This vampir has already begun to degenerate. Living creatures only gain half the normal negative levels on a successful slam and the vampir only receives half normal temporary hit points.

Description A powerful, lion-headed humanoid with thick, rippling muscles. It is covered in heavy golden fur. Its once regal demeanor is slowly being replaced by a more animalistic, predatory pose. The once warm, golden fur is now as cold as the grave. Fur falls from the vampir as it moves, withering to dust. It looks like the once powerful body is desiccating before your eyes. It wears the tabard of New Gran March with the symbol of the Knights Vigilant prominently featured.

Sources Vampir template detailed in New Rules

ENCOUNTER 4

MASTER VIGILANT MARAX **CR 17**

Male ultraloth (advanced) vampir
NE Medium undead

Init +11; **Senses** true seeing, Listen +33, Spot +35

Languages Common, Abyssal, Infernal, Flan, Celestial

AC 39 (41), touch 15, flat-footed 36 (38)

(+3 Dex, +11 +3 (+5) *mithral full plate*, +1 deflection, +14 natural)

hp 297 (22 HD); fast healing 5; **DR** 10/silver and good
Immune acid, poison

Resist cold 10, electricity 10, fire 10, turn resistance +8;
SR 25

Fort +13, **Ref** +22, **Will** +16

Weakness holy symbol, mirror, sunlight

Speed 20 ft in mithral full plate (4 squares), base movement 30 ft.

Melee long sword +34/29/24/19 (+36/+31/+26/+21 w/ greater magic weapon) (1d8+11 (+13)/17-20) or slam +30 (1d8+8 plus energy drain)

Ranged rays – see spell-like abilities

Space 5 ft.; **Reach** 5 ft.

Base Atk +22; **Grp** +30

Atk Options Precise Shot, Quicken Spell-like ability (scorching ray)

Special Actions Hypnotic gaze, spell-like abilities

Spell-Like Abilities (CL 20th):

At will—disguise self (DC16), deeper darkness, desecrate, fear (DC 19), gaseous form, invisibility, prying eyes, ray of enfeeblement (+30 ranged touch), ray of exhaustion (+30 ranged touch), scorching ray (+30 ranged touch), scrying, see invisibility, suggestion (DC 18), wall of fire; 3/day—binding (DC 23), enervation (+30 ranged touch), geas/quest (DC 21), mass suggestion (DC 21); 1/ day—symbol of death (DC 23). Caster level 20th.

At will, an ultraloth can use greater teleport (self plus 50 pounds of objects only) as the spell cast by an 20th-level sorcerer.

Abilities Str 26, Dex 24, Con --, Int 18, Wis 17, Cha 20

SQ degenerative condition, gaseous form, spider climb, unholy toughness, undead traits

Feats Alertness, Armor Proficiency (light), Armor Proficiency (medium), Combat Reflexes, Dodge, Improved critical (longsword), Improved Initiative, Lightning Reflexes, Point Blank Shot, Power Attack, Precise Shot, Quicken Spell-like ability (*scorching ray*), Weapon Focus (longsword), Weapon Focus: Spell (ray)

Skills Bluff +35, Concentration +28, Diplomacy +22, Hide +38, Intimidate +28, Knowledge (arcana) +27, Knowledge (The Planes) +27, Knowledge (history - military) +27, Listen +33, Move Silently +35, Search +34, Sense Motive +34, Spellcraft +29, Spot +35

Possessions +3 adamantite longsword, +3 mithral full plate, belt of giant strength +6, gloves of dexterity +4, ring of freedom of movement, +1 ring of protection, cloak of turn resistance +4., boots of speed

Master Vigilant Marax has the following spell effects active when he encounters the PCs:

8th – mind blank, greater spell immunity (*feeblemind*, *holy word*, *baleful polymorph*)

5th – *true seeing*

4th – *greater magic weapon* +5 (add +2 to his long sword attack and damage rolls)

3rd – *magic vestment* +5 (add +2 to his armor class and flat-footed armor class)

Hypnotic Gaze (Su): Hypnotic pattern as cast by a 20th-level sorcerer, no HD limit, 30 feet, will DC 24 negates. The save DC is Charisma-based.

Blood Drain (Ex): A vampir can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. On each such successful attack, the vampir gains 5 temporary hit points. Any outsider without vital bodily fluids is immune to this attack form, and is not subject to the vampir's Create Spawn ability.

Dominate (Su): A vampir can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that the vampir must use a standard action, and those merely looking at it are not affected. Anyone the vampir targets must succeed on a Will save or fall instantly under the vampir's influence as though by a dominate monster spell (caster level 17th). The ability has a range of 30 feet and only affects outsiders.

Create Spawn (Su): If the vampir drains another outsider's Constitution to 0 or lower using its Blood Drain ability, the victim returns as a vampir in 1d4 days if it had 5 or more HD. If the victim has 4 or less HD, it is simply killed. An outsider that wishes to resist becoming a vampir can attempt a WILL save DC 10 + 1/2 HD + Cha modifier of the vampir that drained it. Success indicates that the vampir begins

to rise in 1d4 days, but crumbles to dust in the same round. Frequently, the outsider that resists becoming a vampir manages to utter a dozen or fewer words as it crumbles to dust. The outsider cannot use any spells or spell-like abilities in this round. Good outsiders will always try to resist becoming vampirs.

The new vampir is under the command of the vampir that created it and remains enslaved until its master's destruction. At any given time a vampir 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 vampirs. A vampir that is enslaved may create and enslave spawn of its own, so a master vampir can control a number of lesser vampirs in this fashion. A vampir may voluntarily free an enslaved spawn in order to enslave a new spawn, but once freed, a vampir cannot be enslaved again.

Energy Drain (Su): Living creatures hit by a vampir's slam attack (or any other natural weapon the vampir might possess) gain two negative levels. For each negative level bestowed, the vampir gains 5 temporary hit points. A vampir can use its energy drain ability once per round. Marax only drains one negative level due to his degenerative condition (see below).

Fast Healing (Ex): A vampir heals 5 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points in combat, it automatically assumes gaseous form and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. (It can travel up to nine miles in 2 hours.) Any additional damage dealt to a vampir forced into gaseous form has no effect. Once at rest in its coffin, a vampir is helpless. It regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 5 hit points per round.

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

Spider Climb (Ex): A vampir can climb sheer surfaces as though with a spider climb spell.

Degenerative Condition (Ex): Marax has begun to degenerate. Living creatures only gain half the normal negative levels on a successful slam and the vampir only receives half normal temporary hit points. He has also lost hit dice.

Description Marax is dressed in exquisite, ornate mithral full plate draped with a skeletal argent owl rampant. He is a powerfully built utroloth, and has solid features atypical for his kind. His formerly lustrous black skin is an ashen shade of black, and his features have taken on a more lupine shape. His smile reveals a pair of enlarged canine teeth, testament to the depravity he is willing to heap upon even himself in his pursuit of power. His movements are slow and ponderous.

Sources Vampir template detailed in New Rules

ENCOUNTER 5

BARADIEL CR 17

SOLAR VAMPIR

NE Large undead

Init +11; **Senses** darkvision 60 ft. low-light vision, Listen +43, Spot +43

Languages Celestial, common, tongues

AC 32, touch 16, flat-footed 25; Dodge, Mobility (-1 size, +7 Dex, +16 natural)

hp 275 (22 HD); fast healing 5; **DR** 10/silver and good

Immune acid, cold, petrification

Resist; electricity 10 +8 turn resistance SR 30

Fort +13 **Ref** +22, **Will** +21

Weakness holy symbol, mirror, sunlight

Speed 50 ft. (10 squares); fly 150 ft. (good)

Melee +5 dancing greatsword, +34/+29/+24/+19 (3d6+17/19-20) or slam +29 (1d8+8 plus energy drain) **Ranged** +2 composite longbow (+5 str bonus) +30/+25/+20/+15 (2d6+7/x3)

Space 10 ft.; **Reach** 10 ft.

Base Atk +22; **Grp** +34

Atk Options Cleave, Great Cleave, Improved Sunder, Power Attack, Combat Reflexes, blood drain

Special Actions Spell-like abilities, *dominate*, *create spawn*, *gaseous form*

Cleric Spells Prepared (6/8/8/8/7/6/6/6/5; save DC 18 + spell level): (CL 20th):

9th— ~~miracle, miracle, miracle, miracle, time stop*~~

8th— ~~fire storm, (2), mass inflict critical wounds, greater spell immunity, symbol of death, unholy aura*~~

7th— ~~dictum, ethereal jaunt, mass inflict serious wounds (3), screen*~~

6th— ~~greater dispel magic, harm (2), mislead*, word of recall (2)~~

5th— ~~break enchantment, dispel good, plane shift (2), symbol of pain, true seeing (2)~~

4th— ~~confusion, freedom of movement (2), greater magic weapon (2), sending (3)~~

3rd— ~~invisibility purge, magic circle against good*, magic vestment (2), prayer (2), protection from energy, wind wall~~

2nd— ~~align weapon, death knell, desecrate (2), eagle's splendor (2), shield other (2)~~

1st— ~~bless (2), cause fear, comprehend languages (2), divine favor (2), protections from good*~~

0— ~~create water, detect magic, guidance (2), resistance (2);~~

D: Domain spell. Deity: Evil (no deity at this time). Domains: Evil, Trickery

Spell-like abilities (CL 20th):

At will - aid, ~~animate objects, commune~~, continual flame, dimensional anchor, greater dispel magic, ~~holy smite (DC 21), imprisonment (DC 26), invisibility (self only), lesser restoration (DC 19), remove curse (DC 20), remove disease (DC 20), remove fear, resist energy, summon monster VII, speak with dead (DC 17), waves of fatigue (DC 18);~~

3/day – ~~blade barrier (DC 23), earthquake (DC 25), heal (DC 23), mass charm monster (DC 25), permanency, resurrection, waves of exhaustion;~~

1/day - ~~greater restoration (DC 24), power word blind, power word kill, power word stun, prismatic spray (DC 24), wish.~~

The following abilities are always active on a solar's person, as the spells (caster level 20th): detect evil, detect snares and pits, discern lies (DC 18), see invisibility, true seeing. They can be dispelled, but the solar can reactivate them as a free action.

Abilities Str 27, Dex 24, Con --, Int 22, Wis 27, Cha 19

SQ tongues, degenerative condition, gaseous form, scent, spider climb, unholy toughness, undead traits

Feats Alertness, Cleave, Combat Reflexes, Dodge, Great Cleave, Improved Initiative, Improved Sunder, Lightning Reflexes, Mobility, Power Attack, Track

Skills Bluff +12, Concentration +29, Craft (bowmaking) +31, Craft (alchemy) +31, Diplomacy +29, Escape Artist +32, Hide +40, Knowledge (arcana) +31, Knowledge (The Planes) +31, Knowledge (religion) +31, Listen +43, Move Silently +40, Search +39, Sense Motive +41, Spellcraft +31, Spot +43, Survival +8 (+10 following tracks), Use Rope +6 (+8 binding)

Possessions +5 *dancing greatsword*, +2 *composite longbow* (+5 Str), *cloak of turn resistance* +4.

Change Shape (Su): A solar can assume the form of any Small or Medium humanoid.

Blood Drain (Ex): A vampir can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. On each such successful attack, the vampir gains 5 temporary hit points. Any outsider without vital bodily fluids is immune to this attack form, and is not subject to the vampir's Create Spawn ability.

Dominate (Su): A vampir can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that the vampir must use a standard action, and those merely looking at it are not affected. Anyone the vampir targets must succeed on a Will save or fall instantly under the vampir's influence as though by a dominate monster spell (caster level 17th). The ability has a range of 30 feet and only affects outsiders.

Create Spawn (Su): If the vampir drains another outsider's Constitution to 0 or lower using its Blood Drain ability, the victim returns as a vampir in 1d4 days if it had 5 or more HD. If the victim has 4 or less HD, it is simply killed. An outsider that wishes to resist becoming a vampir can attempt a WILL save DC 10 + 1/2 HD + Cha modifier of the vampir that drained it. Success indicates that the vampir begins to rise in 1d4 days, but crumbles to dust in the same round. Frequently, the outsider that resists becoming a vampir manages to utter a dozen or fewer words as it crumbles to dust. The outsider cannot use any spells or spell-like abilities in this round. Good outsiders will always try to resist becoming vampires.

The new vampir is under the command of the vampir that created it and remains enslaved until its master's destruction. At any given time a vampir 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 vampires. A vampir that is enslaved may create and enslave spawn of its own, so a master vampir can control a number of lesser vampires in this fashion. A vampir may voluntarily free an enslaved spawn in order to enslave a new spawn, but once freed, a vampir cannot be enslaved again.

Energy Drain (Su): Living creatures hit by a vampir's slam attack (or any other natural weapon the vampir might possess) gain two negative levels. For each negative level bestowed, the vampir gains 5 temporary hit points. A vampir can use its energy drain ability once per round. Baradiel only drains one negative level due to his degenerative condition (see below).

Fast Healing (Ex): A vampir heals 5 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points in combat, it automatically assumes gaseous form and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. (It can travel up to nine miles in 2 hours.) Any additional damage dealt to a vampir forced into gaseous form has no effect. Once at rest in its coffin, a vampir is helpless. It regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 5 hit points per round.

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

Spider Climb (Ex): A vampir can climb sheer surfaces as though with a spider climb spell.

Degenerative Condition (Ex): Baradiel has begun to degenerate. Living creatures only gain half the normal negative levels on a successful slam and the vampir only receives half normal temporary hit points. Baradiel has also lost the ability to cast most of the spells and spell-like abilities he once did. He has also lost some of his natural armor. He has lost ability scores and his arrows no longer employ the slaying special ability.

Description Baradiel was once remarkably beautiful, with long golden hair and a face and form that defined human perfection. His flesh is now rotting and his once-white wings are now blackened and seeping pus. His complexion is pallid. As he opens his mouth to speak, you see you see the tips of needle-sharp fangs behind his lips. The once beautiful, serene face betrays an angry insanity.

Sources Vampir template detailed in New Rules

APPENDIX 7 – APL 16

ENCOUNTER 1

MEZZOLOTH PIKEMAN VAMPIR CR 14

NE Large Undead

Init +6; **Senses** Listen +35, Spot +35

Languages Abyssal, Draconic, and Infernal, Telepathy 100ft.

AC 27, touch 11, flat-footed 25

(-1 size, +2 Dex, +16 natural)

hp 283 (21 HD); fast healing 5; **DR** 10/silver and good

Immune acid, poison

Resist +4 turn resistance, cold 10, fire 10, electricity 10;
SR 22

Fort +12, **Ref** +16, **Will** +13

Speed 40 ft. (8 squares);

Melee +1 longspear +33/+28/+23/+18 (1d8+17/19-20 x3) or 2 claws + 31 (1d4+11 plus energy drain) or slam +24 (1d6+11 plus energy drain) **Ranged** longbow +22/+17/+12/+7 (1d8+4/x3)

Space 10 ft.; **Reach** 10 ft. (15 ft with longspear)

Base Atk +21; **Grp** +35

Atk Options Power Attack, Combat Reflexes

Special Actions Spell-like abilities, summon yugoloth

Spell-Like Abilities (CL 10th):

At will – cause fear (DC 13), darkness, desecrate, produce flame, see invisibility; 2/day – cloudkill (DC 17), dispel magic (+10 dispel check)

Abilities Str 32, Dex 14, Con -, Int 10, Wis 12, Cha 18

SQ Summon yugoloth

Feats Alertness, Combat Reflexes, Dodge, Improved Critical (longspear), Improved Initiative, Improved Toughness, Lightning Reflexes, Power Attack, Weapon Focus (longspear)

Skills Bluff +12, Hide +30, Intimidate +28, Knowledge (the planes) +24, Listen +35, Move Silently +34, Search +8, Sense Motive +9, Spot +35

Possessions +1 longspear, +1 composite longbow (+3 STR), heavy steel shield

Telepathy (Su): Mezzoloths can communicate telepathically with any creature within 100 feet that has a language.

Blood Drain (Ex): A vampir can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. On each such successful attack, the vampir gains 5 temporary hit points. Any outsider without vital bodily fluids is immune to this attack form, and is not subject to the vampir's Create Spawn ability.

Dominate (Su): A vampir can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that the vampir must use a standard action, and those merely looking at it are not

affected. Anyone the vampir targets must succeed on a Will save or fall instantly under the vampir's influence as though by a dominate monster spell (caster level 17th). The ability has a range of 30 feet and only affects outsiders.

Create Spawn (Su): If the vampir drains another outsider's Constitution to 0 or lower using its Blood Drain ability, the victim returns as a vampir in 1d4 days if it had 5 or more HD. If the victim has 4 or less HD, it is simply killed. An outsider that wishes to resist becoming a vampir can attempt a WILL save DC 10 + 1/2 HD + Cha modifier of the vampir that drained it. Success indicates that the vampir begins to rise in 1d4 days, but crumbles to dust in the same round. Frequently, the outsider that resists becoming a vampir manages to utter a dozen or fewer words as it crumbles to dust. The outsider cannot use any spells or spell-like abilities in this round. Good outsiders will always try to resist becoming vampires.

The new vampir is under the command of the vampir that created it and remains enslaved until its master's destruction. At any given time a vampir 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 vampires. A vampir that is enslaved may create and enslave spawn of its own, so a master vampir can control a number of lesser vampires in this fashion. A vampir may voluntarily free an enslaved spawn in order to enslave a new spawn, but once freed, a vampir cannot be enslaved again.

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

Fast Healing (Ex): A vampir heals 5 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points in combat, it automatically assumes gaseous form and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. (It can travel up to nine miles in 2 hours.) Any additional damage dealt to a vampir forced into gaseous form has no effect. Once at rest in its coffin, a vampir is helpless. It regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 5 hit points per round.

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

Spider Climb (Ex): A vampir can climb sheer surfaces as though with a spider climb spell.

Description This six-limbed insectoid horror stares ahead unblinkingly through glowing red eyes. It wears the uniform of the New Gran March Army with the heraldry of the Knights Vigilant prominently featured. It is wielding a longspear in two of its claws, and a longbow in the other two.
MMIII page 201.

ENCOUNTER 2

DEGENERATED VROCK VAMPIR CR 16

CE Huge undead

Init +7; **Senses** darkvision 60 ft., see in darkness, Listen +45, Spot +45

Languages Infernal, telepathy 100 ft.

AC 32, touch 11, flat-footed 29

(-2 size, +3 Dex, +21 natural)

hp 270 (20 HD); fast healing 5; DR 10/silver and good

Immune electricity, poison

Resist; acid 10, cold 10, fire 10; +4 turn resistance **SR** 17

Fort +12 **Ref** +17, **Will** +18

Weakness holy symbol, mirror, sunlight

Speed 30 ft. (6 squares); fly 50 ft. (average)

Melee 2 claws +33 (3d6+15 and energy drain) and bite +31 (2d6+7) and 2 talons +31 (1d8+7) or slam +18 (1d8+15 plus energy drain)

Space 15 ft.; **Reach** 15 ft.

Base Atk +20; **Grp** +43

Atk Options Cleave, Combat Reflexes, Power Attack, blood drain

Special Actions Dance of ruin, spell-like abilities, spores, stunning screech, *dominate*, *create spawn*, *gaseous form*, *dancing chains*, *unnerving gaze*

Spell-Like Abilities at will (CL 12th):

Mirror image, *telekinesis* (DC 19), *greater teleport* (self plus 50 lbs of objects only). 1/day - *heroism*

Abilities Str 40, Dex 17, Con --, Int 16, Wis 18, Cha 18

SQ degenerative condition, gaseous form, spider climb, unholy toughness, undead traits

Feats Alertness, Cleave, Combat Reflexes, Dodge, Great Fortitude, Improved Critical (chain), Improved Initiative, Improved Natural Armor, Improved Toughness, Iron Will, Lightning Reflexes, Multiattack, Power Attack

Skills Bluff +14, Concentration +27, Diplomacy +6, Hide +23, Intimidate +27, Knowledge (arcana) +26, Listen +45, Move Silently +35, Search +34, Sense Motive +35, Spellcraft +26, Spot +45, Survival +3 (+5 following tracks)

Possessions none

Dance of Ruin (Su): To use this ability, a group of at least three vrock must join hands in a circle, dancing wildly and chanting. At the end of 3 rounds of dancing, a wave of crackling energy flashes outward in a 100-foot radius. All creatures except for demons within the radius take 20d6 points of damage (Reflex DC 19 half). Stunning, paralyzing, or slaying one of the vrock stops the dance. The save DC is Charisma-based.

Spores (Ex): A vrock can release masses of spores from its body once every 3 rounds as a free action. The spores automatically deal 1d8 points of damage to all creatures adjacent to the vrock. They then penetrate the skin and grow, dealing an additional 1d4 points of damage each round for 10 rounds. At the end of this time, the victim is covered with a tangle of viny growths. (The vines are harmless and wither away in 1d4 days.) A delay poison spell stops the spores' growth for its duration. Bless, neutralize poison, or remove disease kills the spores, as does sprinkling the victim with a vial of holy water.

Stunning Screech (Su): Once per hour a vrock can emit a piercing screech. All creatures except for demons within a 30-foot radius must succeed on a DC 15 Fortitude save or be stunned for 1 round. The save DC is Constitution-based.

Blood Drain (Ex): A vampir can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. On each such successful attack, the vampir gains 5 temporary hit points. Any outsider without vital bodily fluids is immune to this attack form, and is not subject to the vampir's Create Spawn ability.

Dominate (Su): A vampir can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that the vampir must use a standard action, and those merely looking at it are not affected. Anyone the vampir targets must succeed on a Will save or fall instantly under the vampir's influence as though by a dominate monster spell (caster level 17th). The ability has a range of 30 feet and only affects outsiders.

Create Spawn (Su): If the vampir drains another outsider's Constitution to 0 or lower using its Blood Drain ability, the victim returns as a vampir in 1d4 days if it had 5 or more HD. If the victim has 4 or less HD, it is simply killed. An outsider that wishes to resist becoming a vampir can attempt a WILL save DC 10 + 1/2 HD + Cha modifier of the vampir that drained it. Success indicates that the vampir begins to rise in 1d4 days, but crumbles to dust in the same round. Frequently, the outsider that resists becoming a vampir manages to utter a dozen or fewer words as it crumbles to dust. The outsider cannot use any spells or spell-like abilities in this round. Good outsiders will always try to resist becoming vamps.

The new vampir is under the command of the vampir that created it and remains enslaved until its master's destruction. At any given time a vampir 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 vamps. A vampir that is enslaved may create and enslave spawn of its own, so a master vampir can control a number of lesser vamps in this fashion. A vampir may voluntarily free an enslaved spawn in order to enslave a new spawn, but once freed, a vampir cannot be enslaved again.

Energy Drain (Su): Living creatures hit by a vampir's slam attack (or any other natural weapon the vampir might possess) gain two negative levels. For each negative level bestowed, the vampir gains 5 temporary hit points. A vampir can use its energy drain ability once per round. This vampir only drains one negative level due to its degenerative condition (see below).

Fast Healing (Ex): A vampir heals 5 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points in combat, it automatically assumes gaseous form and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. (It can travel up to nine miles in 2 hours.) Any additional damage dealt to a vampir forced into gaseous form has no effect. Once at rest in its coffin, a vampir is helpless. It regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 5 hit points per round.

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

Spider Climb (Ex): A vampir can climb sheer surfaces as though with a spider climb spell.

Degenerative Condition (Ex): This vampir has begun to degenerate. Living creatures only gain half the normal negative levels on a successful slam and the vampir only receives half normal temporary hit points.

Description A huge vulture-headed creature with heavy wings and enormous claws. Its predatory gaze picks through the living, searching for the right victim to consume. It has begun to waste into dried feathers. Its skin looks yellowed and stuck to the bone beneath. It wears a tabard of New Gran March.

Sources Vampir template detailed in New Rules

ENCOUNTER 4

MASTER VIGILANT MARAX **CR 18**

Male ultraloth (advanced) vampir
NE Medium undead

Init +11; **Senses** *true seeing*, Listen +35, Spot +37

Languages Common, Abyssal, Infernal, Flan, Celestial

AC 41 (43), touch 16, flat-footed 38 (40)
(+3 Dex, +11 (+13) +3 (+5) *mithral full plate*, +3 deflection, +14 natural)

hp 324 (372) (24 HD); fast healing 5; **DR** 10/silver and good

Immune acid, poison

Resist cold 10, electricity 10, fire 10, turn resistance +8;
SR 25

Fort +14, **Ref** +23, **Will** +17

Weakness holy symbol, mirror, sunlight

Speed 20 ft in mithral full plate (4 squares), base movement 30 ft.

Melee long sword +36/+31/+26/+21 (+38/+33/+28/+23 w/greater magic weapon) (1d8+15 (+17)/17-20) or slam +32 (1d8+8 plus energy drain)

Ranged rays – see spell-like abilities

Space 5 ft.; **Reach** 5 ft.

Base Atk +24; **Grp** +32

Atk Options Precise Shot, Quicken Spell-like ability (scorching ray)

Special Actions Hypnotic gaze, spell-like abilities

Spell-Like Abilities (CL 20th):

At will—disguise self (DC16), deeper darkness, desecrate, fear (DC 19), gaseous form, invisibility, prying eyes, ray of enfeeblement (+32 ranged touch), ray of exhaustion (+32 ranged touch), scorching ray (+32 ranged touch), scrying, see invisibility, suggestion (DC 18), wall of fire; 3/day--binding (DC 23), enervation (+32 ranged touch), geas/quest (DC 21), mass suggestion (DC 21); 1/day--symbol of death (DC 23). Caster level 20th.

At will, an ultraloth can use greater teleport (self plus 50 pounds of objects only) as the spell cast by an 20th-level sorcerer.

Abilities Str 26, Dex 24, Con --, Int 18, Wis 17, Cha 21(23)

SQ degenerative condition, gaseous form, spider climb, unholy toughness, undead traits

Feats Alertness, Armor Proficiency (light), Armor Proficiency (medium), Combat Reflexes, Dodge, Improved critical (longsword), Improved Initiative, Lightning Reflexes, Point Blank Shot, Power Attack, Precise Shot, Quicken Spell-like ability (*scorching ray*), Weapon Focus (longsword), Weapon Focus: Spell (ray)

Skills Bluff +37, Concentration +32, Diplomacy +26, Hide +40, Intimidate +30, Knowledge (arcana) +29, Knowledge (The Planes) +29, Knowledge (history - military) +29, Listen +35, Move Silently +37, Search +34, Sense Motive +34, Spellcraft +31, Spot +37 (All CHR based skills include +2 bonus for *eagle's splendor*)

Possessions +3 adamantite longsword, +3 mithral full plate, belt of giant strength +6, gloves of dexterity +4, ring of freedom of movement, +3 ring of protection, cloak of turn resistance +4., boots of speed

Master Vigilant Marax has the following spell effects active when he encounters the PCs:

8th – mind blank, greater spell immunity (*dimensional anchor*, *dimensional lock*, *feeblemind*, *holy word*, *baleful polymorph*)

5th – *true seeing*

4th – *greater magic weapon* +5 (add +2 to his long sword attack and damage rolls)

3rd – *magic vestment* +5 (add +2 to his armor class and flat-footed armor class)

2nd – *eagle's splendor* (add +4 to his Charisma. Adds +48 hit points and +2 to all CHR based skills)

Hypnotic Gaze (Su): Hypnotic pattern as cast by a 20th-level sorcerer, no HD limit, 30 feet, will DC 24 negates. The save DC is Charisma-based.

Blood Drain (Ex): A vampir can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. On each such successful attack, the

vampir gains 5 temporary hit points. Any outsider without vital bodily fluids is immune to this attack form, and is not subject to the vampir's Create Spawn ability.

Dominate (Su): A vampir can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that the vampir must use a standard action, and those merely looking at it are not affected. Anyone the vampir targets must succeed on a Will save or fall instantly under the vampir's influence as though by a dominate monster spell (caster level 17th). The ability has a range of 30 feet and only affects outsiders.

Create Spawn (Su): If the vampir drains another outsider's Constitution to 0 or lower using its Blood Drain ability, the victim returns as a vampir in 1d4 days if it had 5 or more HD. If the victim has 4 or less HD, it is simply killed. An outsider that wishes to resist becoming a vampir can attempt a WILL save DC 10 + 1/2 HD + Cha modifier of the vampir that drained it. Success indicates that the vampir begins to rise in 1d4 days, but crumbles to dust in the same round. Frequently, the outsider that resists becoming a vampir manages to utter a dozen or fewer words as it crumbles to dust. The outsider cannot use any spells or spell-like abilities in this round. Good outsiders will always try to resist becoming vampires.

The new vampir is under the command of the vampir that created it and remains enslaved until its master's destruction. At any given time a vampir 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 vampires. A vampir that is enslaved may create and enslave spawn of its own, so a master vampir can control a number of lesser vampires in this fashion. A vampir may voluntarily free an enslaved spawn in order to enslave a new spawn, but once freed, a vampir cannot be enslaved again.

Energy Drain (Su): Living creatures hit by a vampir's slam attack (or any other natural weapon the vampir might possess) gain two negative levels. For each negative level bestowed, the vampir gains 5 temporary hit points. A vampir can use its energy drain ability once per round. Marax only drains one negative level due to his degenerative condition (see below).

Fast Healing (Ex): A vampir heals 5 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points in combat, it automatically assumes gaseous form and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. (It can travel up to nine miles in 2 hours.) Any additional damage dealt to a vampir forced into gaseous form has no effect. Once at rest in its coffin, a vampir is helpless. It regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 5 hit points per round.

Gaseous Form (Su): As a standard action, a vampir can assume gaseous form at will as the spell (caster level 5th), but it can remain gaseous indefinitely and

has a fly speed of 20 feet with perfect maneuverability.

Spider Climb (Ex): A vampir can climb sheer surfaces as though with a spider climb spell.

Degenerative Condition (Ex): Marax has begun to degenerate. Living creatures only gain half the normal negative levels on a successful slam and the vampir only receives half normal temporary hit points.

Description Marax is dressed in exquisite, ornate mithral full plate draped with a skeletal argent owl rampant. He is a powerfully built ultraloth, and has solid features atypical for his kind. His formerly lustrous black skin is an ashen shade of black, and his features have taken on a more lupine shape. His smile reveals a pair of enlarged canine teeth, testament to the depravity he is willing to heap upon even himself in his pursuit of power. He fights without a shield, using his sword two-handed. This does not interfere with using his spell-like abilities.

Sources Vampir template detailed in New Rules

LEONAL VAMPIR

CR 14

NE Medium undead

Init +9; **Senses** darkvision 60 ft. low-light vision, Listen +21, Spot +21

Languages Celestial, speak with animals.

AC 35, touch 15, flat-footed 30; Dodge, Mobility (+5 Dex, +20 natural)

hp 138 (12 HD); fast healing 5; DR 10/silver and good **Immune** electricity, petrification

Resist; cold 10, sonic 10, +4 turn resistance SR 28

Fort +8 **Ref** +15, **Will** +11

Weakness holy symbol, mirror, sunlight

Speed 60 ft. (12 squares); Spring Attack

Melee 2 claws +23 (1d6+11 plus energy drain) and bite +18 or slam +23 (1d6+11 plus energy drain)

Space 5 ft.; **Reach** 5 ft.

Base Atk +12; **Grp** +23

Atk Options Combat Reflexes, blood drain

Special Actions Roar, pounce, improved grab, rake 1d6+8, spell-like abilities, *dominate*, *create spawn*, *gaseous form*

Spell-like abilities (CL 10th):

At will: detect thoughts, fireball (DC hold monster (DC 17), wall of force; 3/day – cure critical wounds (DC 17), neutralize poison, remove disease; 1/day – heal (DC 19).

Abilities Str 33, Dex 21, Con --, Int 16, Wis 16, Cha 17

SQ degenerative condition, gaseous form, scent, spider climb, unholy toughness, undead traits

Feats Ability Focus (roar), Alertness, Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, Mobility, Spring Attack, Track

Skills Balance +24, Bluff +12, Concentration +10, Diplomacy +5, Hide +32, Intimidate +19, Jump +38 Knowledge (the planes) +18 Listen +28, Move Silently +32, Search +11, Sense Motive +26, Spot +28, Survival +18

Possessions none

Roar (Su): A leonal can roar up to three times per day. Each roar releases a blast in a 60-foot cone that duplicates the effects of a holy word spell and deals an extra 2d6 points of sonic damage (Fortitude DC 21 negates). The save DC is Charisma-based.

Pounce (Ex): If a leonal charges a foe, it can make a full attack, including two rake attacks.

Improved Grab (Ex): To use this ability, a leonal must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Rake (Ex): Attack bonus +20 melee, damage 1d6+11.

Speak with Animals (Su): This ability works like speak with animals (caster level 8th) but is a free action and does not require sound.

Blood Drain (Ex): A vampir can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. On each such successful attack, the vampir gains 5 temporary hit points. Any outsider without vital bodily fluids is immune to this attack form, and is not subject to the vampir's Create Spawn ability.

Dominate (Su): A vampir can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that the vampir must use a standard action, and those merely looking at it are not affected. Anyone the vampir targets must succeed on a Will save or fall instantly under the vampir's influence as though by a dominate monster spell (caster level 17th). The ability has a range of 30 feet and only affects outsiders.

Create Spawn (Su): If the vampir drains another outsider's Constitution to 0 or lower using its Blood Drain ability, the victim returns as a vampir in 1d4 days if it had 5 or more HD. If the victim has 4 or less HD, it is simply killed. An outsider that wishes to resist becoming a vampir can attempt a WILL save DC 10 + 1/2 HD + Cha modifier of the vampir that drained it. Success indicates that the vampir begins to rise in 1d4 days, but crumbles to dust in the same round. Frequently, the outsider that resists becoming a vampir manages to utter a dozen or fewer words as it crumbles to dust. The outsider cannot use any spells or spell-like abilities in this round. Good outsiders will always try to resist becoming vampires.

The new vampir is under the command of the vampir that created it and remains enslaved until its master's destruction. At any given time a vampir 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 vampires. A vampir that is enslaved may create and enslave spawn of its own, so a master vampir can control a number of lesser vampires in this fashion. A vampir may voluntarily free an enslaved spawn in order to enslave a new spawn, but once freed, a vampir cannot be enslaved again.

Energy Drain (Su): Living creatures hit by a vampir's slam attack (or any other natural weapon the vampir might possess) gain two negative levels. For each negative level bestowed, the vampir gains 5 temporary hit points. A vampir can use its energy drain ability once per round. This vampir only drains one negative level due to its degenerative condition (see below).

Fast Healing (Ex): A vampir heals 5 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points in combat, it automatically assumes gaseous form and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. (It can travel up to nine miles in 2 hours.) Any additional damage dealt to a vampir forced into gaseous form has no effect. Once at rest in its coffin, a vampir is helpless. It regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 5 hit points per round.

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

Spider Climb (Ex): A vampir can climb sheer surfaces as though with a spider climb spell.

Degenerative Condition (Ex): This vampir has begun to degenerate. Living creatures only gain half the normal negative levels on a successful slam and the vampir only receives half normal temporary hit points.

Description A powerful, lion-headed humanoid with thick, rippling muscles. It is covered in heavy golden fur. Its once regal demeanor is slowly being replaced by a more animalistic, predatory pose. The once warm, golden fur is now as cold as the grave. Fur falls from the vampir as it moves, withering to dust. It looks like the once powerful body is desiccating before your eyes. It wears the tabard of New Gran March with the symbol of the Knights Vigilant prominently featured.

Sources Vampir template detailed in New Rules

ENCOUNTER 5

BARADIEL CR 19

SOLAR VAMPIR

NE Large undead

Init +11; **Senses** darkvision 60 ft. low-light vision, Listen +43, Spot +43

Languages Celestial, common, tongues

AC 37, touch 16, flat-footed 30; Dodge, Mobility (-1 size, +7 Dex, +21 natural)

hp 363 (22 HD); fast healing 5; **DR** 10/silver and good

Immune acid, cold, petrification

Resist; electricity 10 +8 turn resistance SR 32

Fort +13 **Ref** +22, **Will** +21

Weakness holy symbol, mirror, sunlight

Speed 50 ft. (10 squares); fly 150 ft. (good)

Melee +5 dancing greatsword, +38/+33/+28/+23 (3d6+23/19-20) or slam +33 (1d8+12 plus energy

drain) **Ranged** +2 composite longbow (+5 str bonus)
+30/+25/+20/+15 (2d6+7/x3 plus slaying)

Space 10 ft.; **Reach** 10 ft.

Base Atk +22; **Grp** +38

Atk Options Cleave, Great Cleave, Improved Sunder, Power Attack, Combat Reflexes, blood drain

Special Actions Spell-like abilities, *dominate*, *create spawn*, *gaseous form*

Cleric Spells Prepared (6/8/8/8/8/7/6/6/6/5; save DC 18 + spell level): (CL 20th):

9th— ~~miracle, miracle, miracle, miracle, time stop*~~

8th— ~~fire storm, (2), mass inflict critical wounds, greater spell immunity, symbol of death, unholy aura*~~;

7th— ~~dictum, ethereal jaunt, mass inflict serious wounds (3), screen*~~

6th— ~~greater dispel magic, harm (2), mislead*, word of recall (2)~~

5th— ~~break enchantment, dispel good, plane shift (2), symbol of pain, true seeing (2)~~

4th— ~~confusion, freedom of movement (2), greater magic weapon (2), sending (3)~~

3rd— ~~invisibility purge, magic circle against good*, magic vestment (2), prayer (2), protection from energy, wind wall~~

2nd— ~~align weapon, death knell, desecrate (2), eagle's splendor (2), shield other (2)~~

1st— ~~bless (2), cause fear, comprehend languages (2), divine favor (2), protections from good*~~

0— ~~create water, detect magic, guidance (2), resistance (2);~~

D: Domain spell. Deity: Evil (no deity at this time). Domains: Evil, Trickery

Spell-like abilities (CL 20th):

At will - aid, animate objects, commune, continual flame, dimensional anchor, greater dispel magic, ~~holy smite (DC 24), imprisonment (DC 26), invisibility (self only), lesser restoration (DC 19), remove curse (DC 20), remove disease (DC 20), remove fear, resist energy, summon monster VII, speak with dead (DC 21), waves of fatigue (DC 18);~~

3/day - ~~blade barrier (DC 23), earthquake (DC 25), heal (DC 23), mass charm monster (DC 25), permanency, resurrection, waves of exhaustion;~~

1/day - ~~greater restoration (DC 24), power word blind, power word kill, power word stun, prismatic spray (DC 24), wish.~~

The following abilities are always active on a solar's person, as the spells (caster level 20th): detect evil, detect snares and pits, discern lies (DC 22), see invisibility, true seeing. They can be dispelled, but the solar can reactivate them as a free action.

Abilities Str 34, Dex 24, Con --, Int 22, Wis 27, Cha 27

SQ tongues, degenerative condition, gaseous form, scent, spider climb, unholy toughness, undead traits

Feats Alertness, Cleave, Combat Reflexes, Dodge, Great Cleave, Improved Initiative, Improved Sunder, Lightning Reflexes, Mobility, Power Attack, Track

Skills Bluff +16, Concentration +33, Craft (bowmaking) +31, Craft (alchemy) +31, Diplomacy +33, Escape

Artist +32, Hide +40, Knowledge (arcana) +31, Knowledge (The Planes) +31, Knowledge (religion) +31, Listen +43, Move Silently +40, Search +39, Sense Motive +41, Spellcraft +31, Spot +43, Survival +8 (+10 following tracks), Use Rope +6 (+8 binding)

Possessions +5 *dancing greatsword*, +2 *composite longbow* (+5 Str), *cloak of turn resistance* +4.

Change Shape (Su): A solar can assume the form of any Small or Medium humanoid.

Blood Drain (Ex): A vampir can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. On each such successful attack, the vampir gains 5 temporary hit points. Any outsider without vital bodily fluids is immune to this attack form, and is not subject to the vampir's Create Spawn ability.

Dominate (Su): A vampir can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that the vampir must use a standard action, and those merely looking at it are not affected. Anyone the vampir targets must succeed on a Will save or fall instantly under the vampir's influence as though by a dominate monster spell (caster level 17th). The ability has a range of 30 feet and only affects outsiders.

Create Spawn (Su): If the vampir drains another outsider's Constitution to 0 or lower using its Blood Drain ability, the victim returns as a vampir in 1d4 days if it had 5 or more HD. If the victim has 4 or less HD, it is simply killed. An outsider that wishes to resist becoming a vampir can attempt a WILL save DC 10 + 1/2 HD + Cha modifier of the vampir that drained it. Success indicates that the vampir begins to rise in 1d4 days, but crumbles to dust in the same round. Frequently, the outsider that resists becoming a vampir manages to utter a dozen or fewer words as it crumbles to dust. The outsider cannot use any spells or spell-like abilities in this round. Good outsiders will always try to resist becoming vampires.

The new vampir is under the command of the vampir that created it and remains enslaved until its master's destruction. At any given time a vampir 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 vampires. A vampir that is enslaved may create and enslave spawn of its own, so a master vampir can control a number of lesser vampires in this fashion. A vampir may voluntarily free an enslaved spawn in order to enslave a new spawn, but once freed, a vampir cannot be enslaved again.

Energy Drain (Su): Living creatures hit by a vampir's slam attack (or any other natural weapon the vampir might possess) gain two negative levels. For each negative level bestowed, the vampir gains 5 temporary hit points. A vampir can use its energy drain ability once per round. Baradiel only drains one negative level due to his degenerative condition (see below).

Fast Healing (Ex): A vampir heals 5 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points in combat, it automatically assumes gaseous form and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. (It can travel up to nine miles in 2 hours.) Any additional damage dealt to a vampir forced into gaseous form has no effect. Once at rest in its coffin, a vampir is helpless. It regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 5 hit points per round.

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

Spider Climb (Ex): A vampir can climb sheer surfaces as though with a spider climb spell.

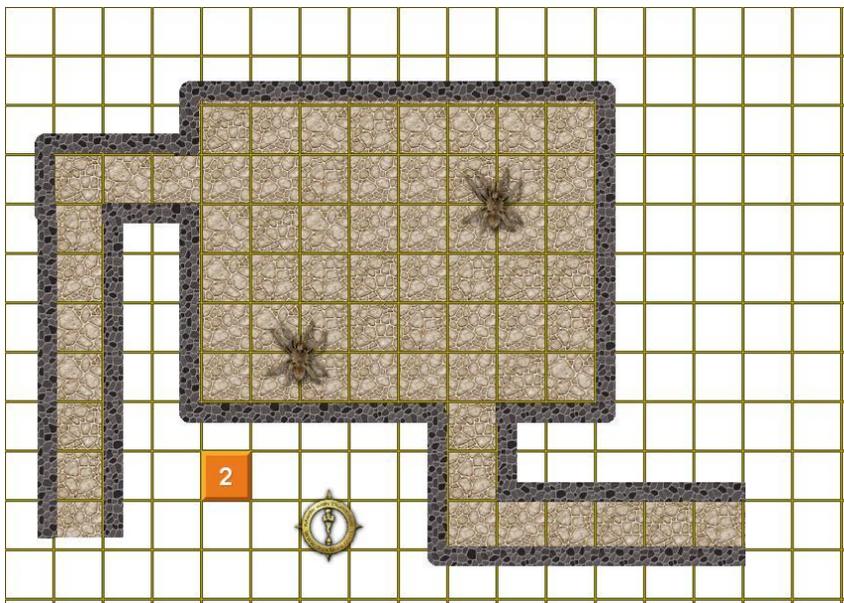
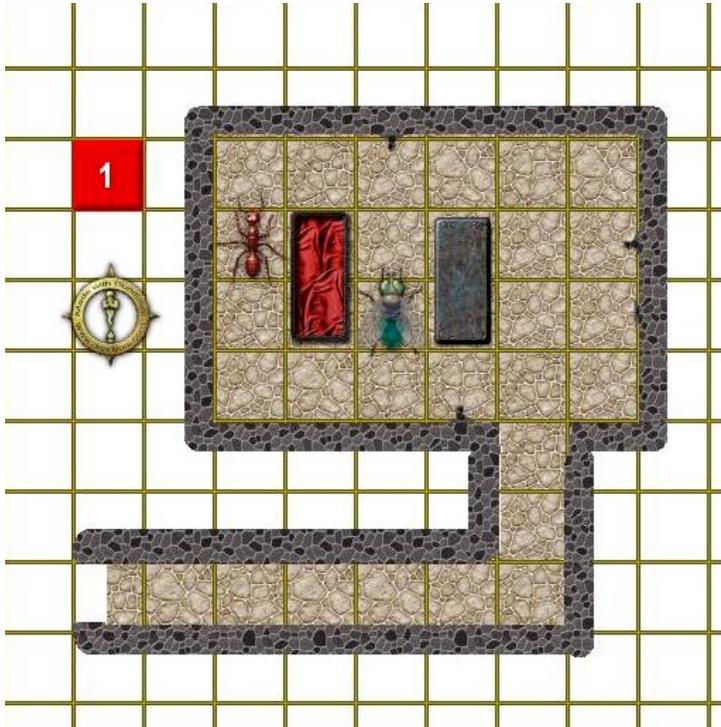
Degenerative Condition (Ex): Baradiel has begun to degenerate. Living creatures only gain half the normal negative levels on a successful slam and the vampir only receives half normal temporary hit points. Baradiel has also lost the ability to cast most of the spells and spell-like abilities he once did. He has also lost some of his natural armor.

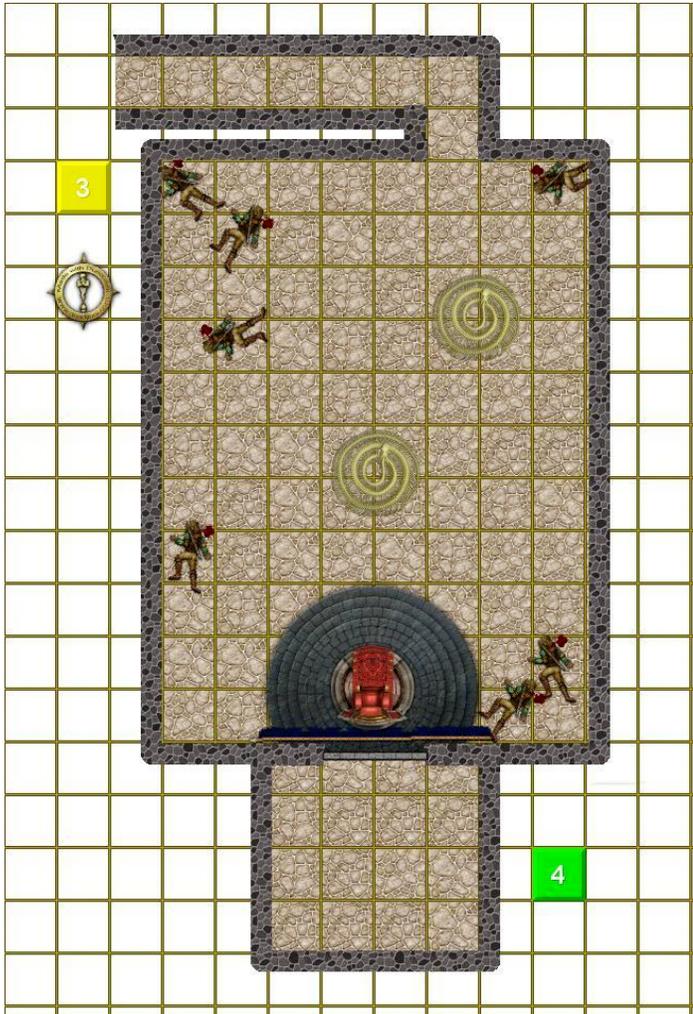
Description Baradiel was once remarkably beautiful, with long golden hair and a face and form that defined human perfection. His flesh is now rotting and his once-white wings are now blackened and seeping pus. His complexion is pallid. As he opens his mouth to speak, you see you see the tips of needle-sharp fangs behind his lips. The once beautiful, serene face betrays an angry insanity.

Sources Vampir template detailed in New Rules

DM MAPS:

These maps were made using a mapping program, and are provided for your assistance





DM AID: NEW RULES

NEW TEMPLATE

VAMPIR

Deep in the swamps of the ancient Rushmoors, the arch-lich Vecna and his minions ruined thousands of lives researching new ways to manipulate necromantic energy. One of these experiments carried great promise, but came to fruition as the Whispered One fell. This secret stayed buried beneath the vast swamp of the Rushmoors for centuries, unknown to even those few who survived the fall of their Occluded Empire. But secrets of the Whispered One have a nasty habit of surfacing whenever the exact wrong hands go digging.

The ritual created by Vecna to transform an outsider into a vampir requires the sacrifice of numerous blood fiends (Fiend Folio), a few succubi and a willing outsider. This ritual creates a master vampir who can, in turn, create more spawn using her create blood drain ability. If the ritual is not performed correctly, the outsider is still transformed into a vampir, but the undead flesh begins to deteriorate over time. This slowly weakens the original vampir as well as any spawn she created until they crumble to dust, forever dead.

Vampirs appear similar to how they looked in life, though in the case of good outsiders, it lends a fiendish and feral look to the creature. For evil outsiders, the change can be nearly impossible to detect. Like their humanoid counterparts, vampirs cast no shadows and throw no reflections in mirrors.

Vampirs speak any languages they knew in life.

CREATING A VAMPIR

“Vampir” is an acquired template that can be added to any outsider creature (referred to hereafter as the base creature).

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

Size and Type: The creature's type changes to undead (outsider). Do not recalculate base attack bonus, saves, or skill points. Size is unchanged.

Hit Dice: Increase all current and future Hit Dice to d12s.

Speed: Same as the base creature.

Armor Class: The base creature's natural armor bonus improves by +6.

Attack: A vampir retains all the attacks of the base creature and also gains a slam attack if it didn't already have one. If the base creature can use weapons, the vampir retains this ability. A creature with natural weapons retains those natural weapons. A vampir fighting without weapons uses either its slam attack or its primary natural weapon (if it has any). A vampir armed with a weapon uses its slam or a weapon, as it desires.

Full Attack: A vampir fighting without weapons uses either its slam attack (see above) or its natural weapons (if it has any). If armed with a weapon, it usually uses the weapon as its primary attack along with a slam or other natural weapon as a natural secondary attack.

Damage: Vampirs have slam attacks. If the base creature does not have this attack form, use the appropriate damage value from the table below according to the vampir's size. Creatures that have other kinds of natural weapons retain their old damage values or use the appropriate value from the table below, whichever is better.

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

Special Attacks: A vampir retains all the special attacks of the base creature and gains those described below. Saves have a DC of $10 + 1/2$ vampir's HD + vampir's Cha modifier unless noted otherwise.

Blood Drain (Ex): A vampir can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. On each such successful attack, the vampir gains 5 temporary hit points. Any outsider without vital bodily fluids is immune to this attack form, and is not subject to the vampir's *Create Spawn* ability.

Dominate (Su): A vampir can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that the vampir must use a standard action, and those merely looking at it are not affected. Anyone the vampir targets must succeed on a Will save or fall instantly under the vampir's influence as though by a *dominate monster* spell (caster level 17th). The ability has a range of 30 feet and only affects outsiders.

Create Spawn (Su): If the vampir drains another outsider's Constitution to 0 or lower using its *Blood Drain* ability, the victim returns as a vampir in 1d4 days if it had 5 or more HD. If the victim has 4 or less HD, it is simply killed. An outsider that wishes to resist becoming a vampir can attempt a Will save DC $10 + 1/2$ HD + Cha modifier of the vampir that drained it. Success indicates that the vampir begins to rise in 1d4 days, but crumbles to dust in the same round. Frequently, the outsider that resists becoming a vampir manages to utter a dozen or fewer words as it crumbles to dust. The outsider cannot use any spells or spell-like abilities in this round. Good outsiders will always try to resist becoming vampirs.

The new vampir is under the command of the vampir that created it and remains enslaved until its master's destruction. At any given time a vampir 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 vampirs. A vampir that is enslaved may create and enslave spawn of its own, so a master vampir can control a number of lesser vampirs in this fashion. A vampir may voluntarily free an enslaved spawn in order to enslave a new spawn, but once freed, a vampir cannot be enslaved again.

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

Spell-like Abilities: A vampir retains all the spell-like abilities of the base creature.

Spells: A vampir retains all the arcane spellcasting abilities of the base creature. Any divine spellcasting abilities are lost if the creature was not an evil outsider subtype. The creature can regain her divine spellcasting abilities, but the spells being granted come from Vecna or another evil deity. The evil outsider must change domains to match her new divine patron.

Special Qualities: A vampir retains all the special qualities of the base creature and gains those described below.

Damage Reduction (Su): A vampir has damage reduction 10/silver and good. If the base creature has a material related or alignment oriented (good/evil/law/chaos) damage reduction of its own, that material damage reduction is lost, but other innate damage resistances are cumulative. (a night hag vampir has damage reduction 10/silver and good (losing the cold iron resistance); a rakshasa vampir would have damage reduction 15/silver, good and piercing). A vampir's natural weapons are treated as evil-aligned weapons for the purpose of overcoming damage reduction.

Degenerative Condition (Ex): A vampir that is created by an incorrectly performed ritual will begin to degenerate as its flesh decays in death. Any spawn created by the master vampir and her spawn will likewise begin to decay. This process can be slowed by using energy drain or blood drain, but the vampir will eventually decay to dust. This process can take days, or it can take years, depending on the severity of the mistakes made during the creation ritual. Vampirs can exist for years without exhibiting signs of decay, only to decompose completely in a matter of days.

Fast Healing (Ex): A vampir heals 5 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points in combat, it automatically assumes gaseous form and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. (It can travel up to nine miles in 2 hours.) Any additional damage dealt to a vampir forced into gaseous form has no effect. Once at rest in its coffin, a vampir is helpless. It regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 5 hit points per round.

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

Resistances (Ex): A vampir has resistance to cold 10 and electricity 10. If the base creature is vulnerable to either cold or electricity, it loses that vulnerability and has the resistance 10. It retains any other resistances it had from its outsider form. A creature with either cold or electricity resistance from its outsider form uses whichever resistance is greater, they do not stack.

Spider Climb (Ex): A vampir can climb sheer surfaces as though with a spider climb spell.

Turn Resistance (Ex): A vampir has +4 turn resistance.

Unholy Toughness (Ex) A vampir gains a bonus to its hit points equal to its Charisma modifier X its Hit Dice.

Abilities: Increase from the base creature as follows: Str +6, Dex +4, Int +2, Wis +2, Cha +4. As an undead creature, a vampir has no Constitution score.

Skills: Vampirs have a +8 racial bonus on Bluff, Hide, Listen, Move Silently, Search, Sense Motive, and Spot checks. Otherwise same as the base creature.

Feats: Vampirs gain Alertness, Combat Reflexes, Dodge, Improved Initiative, and Lightning Reflexes, assuming the base creature meets the prerequisites and doesn't already have these feats.

Environment: Any, usually same as base creature.

Organization: Solitary, pair, gang (3–5)

Challenge Rating: Same as the base creature +2.

Treasure: Double standard.

Alignment: Always evil (any).

Advancement: Same as base creature.

Level Adjustment: Same as the base creature +8.

Vampir Weaknesses

For all their power, vampirs have a number of weaknesses.

Repelling a Vampir: Vampirs 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 don't harm the vampir - they merely keep it at bay. A recoiling vampir 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 vampir at bay takes a standard action.

Vampirs are utterly unable to enter a home or other building unless invited in by someone with the authority to do so. They may freely enter public places, since these are by definition open to all.

Slaying a Vampir: Reducing a vampir's hit points to 0 or lower incapacitates it but doesn't always destroy it (see the note on fast healing). However, certain attacks can slay vampirs.

Exposing any vampir to direct sunlight disorients it: It can take only a single move action or attack action and permanently loses one HD for each round of continued exposure if it cannot escape.

Driving a wooden stake through a vampir's heart instantly slays the monster. However, it 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).

PLAYER HANDOUT #1 – BULLYWUG VILLAGES

This handout is for all PCs who are members of the Gran March Army or Knights of the Watch/Dispatch who have 10 or more skill ranks in Search or 10 or more ranks in Survival with the Track feat.

You were part of a group that investigated attacks on bullywug villages in the Rushmoors over the last 4 months. You were assigned to the duty under the direction of Baron Doulanfon of Barony Shibolet.

Five months ago, a group of yugoloths reportedly entered the Rushmoors carrying a massive bronze gate that had been removed from beneath the city of Shibolet.

Four months ago, one of the yugoloth leaders, an ultroloth named Marax, revealed that he had uncovered ancient secrets from the Occluded Empire. Marax had found a way to make himself a vampire of sorts and he has enthralled a solar named Baradiel as his vampiric spawn. The attacks on the bullywugs that you have been investigating have been made by Marax, Baradiel, and their vampiric minions. Your search of the attack sites has provided the information below.

- There have been four attacks in the last four months. It has been over a month since the last attack.
- Attacks have always been at night
- They always leave at least one witness, chained down to be found.
- The trail of the attackers begins within the villages, consistent with teleporters, fliers or undead using gaseous form. The trails disappear as abruptly.
- In some places, portions of the swamp have been destroyed by fire, ice, lightning and sonic force. In other places, the vegetation is unmarked, but there are always bodies that show signs of elemental destruction.
- The witnesses tell stories of fire and thunder raining down on them from the sky and of a terrible, pale angel who destroyed everything with lightning and black fire.
- Tracks that have been identified with certainty indicate the presence of leonals, mezzoloths, nycaloths, hound archons, barbed devils, vrock, and likely archons with human-like prints.
- Each of the villages was either at or near a site where ancient buildings (mostly crumbled and empty) stood. These ancient locations almost certainly date back to the Occluded Empire, according to scholars who were present.
- While the witnesses say that the leader of the undead always acted like he was searching for something, the tracks indicate that Marax was only seriously looking for something during two of the attacks. The other two attacks looked more like a random slaughter.
- After talking to the witnesses, the Army executed each of the surviving witnesses. Each was evil and probably insane. They were all bullywugs.
- It is worth noting that the sole survivor of the last attack witnessed the vampiric angel (Baradiel) draining the life-force from the bullywug chieftain while the leader (Marax) looked on. This was done as a display. The chieftain's desiccated carcass supports the eyewitness account. Scholars indicated that the celestial vampires were resisting their undead nature as strongly as possible four months ago. That no longer seems to be the case.
- There is no clue left to indicate what Marax and Baradiel are searching for, if anything.

PLAYER HANDOUT #2 – LURANA’S INVITATION

This handout is for PCs who received the AR item, *A Dangerous Thing*, from GRM7-06, *The Order of Underworld Travelers*. If your PC did not receive that item, and did not undergo the process of *improvement* at the hands of the arcanaloth, Morgraze, please return this handout to the DM without reading further.

As the ultroloth Lurana leaves the Baron’s estate, you receive a telepathic message. If you choose to resist, please return this handout to the DM without reading further.

“Greetings again. I hope your health is improved since last we met. I hope you still have the ruby I gave you when I returned your possessions to you. It has little real value, but it might serve a purpose in the near future.”

As you hear her voice in your mind, you are taken back to a black-skinned, shadowy figure who rescued you from the clutches of the necromantic arcanaloth. You feel confident that this is the ultroloth who brought you back to Gran March from Gehenna before you became fully half-fiend.

“Once this affair is done, I would like to offer you a chance to expand your horizons. I will be traveling soon, and there is much that you could learn from accompanying me. Have no fear, I will not allow you to fall into the clutches of those from who I took you once before. I am not Euryale, and I do not bend to their will as easily as she. Travel with me for a time and perhaps you will learn bits of knowledge unknown to this world. The locations might be a bit unpleasant, but if you can numb yourself to the pain of lesser beings, it will benefit you. Think on it. If your answer is yes, rub the ruby and say my name. I will come, and we will travel together for a time.”

Your PC has been offered the option of traveling to unknown, but likely evil worlds with the ultroloth Lurana. Ultroloths are evil by nature, and you have no reason to suspect that Lurana is not evil and self-serving. Even if she delivers on her promise of secret knowledge, it is likely that your PC will suffer a price for traveling with an evil creature to places where “lesser creatures” suffer torments. Your PC suspects that accepting the offer in the name of gaining knowledge or power will probably have a detrimental effect on how they view the world. In game terms, this means that it is possible that an alignment shift might occur.

If your PC agrees to accompany Lurana, your PC has committed to the effects. There is no option for trapping Lurana through duplicity, backing out partway through, or mitigating the impact of the choice. You should inform the DM of your decision at the end of the scenario.

PLAYER HANDOUT #3 – THE KNIGHTS VIGILANT AND NEW GRAN MARCH

