

one more than creating a masterful tableau of gore and surprise.

This example uses a 7th-level elf sorcerer as the base creature.

### Strategies and Tactics

Terror vampires typically avoid combat, viewing out and out melee as a failing of their carefully woven plots. Rather, they trick, seduce, or gaslight their targets, weakening their victims' mental stamina with lies and illusions and alienating them from one-time allies. When forced to do battle, a terror vampire sows dis-

cord with its gaze and *fear* abilities, retreating only if it faces destruction, unwilling to leave any alive with the knowledge of its true nature.

### Creating A Terror Vampire

"Terror vampire" is an acquired template that can be added to any humanoid or monstrous humanoid creature (referred to hereafter as the base creature).

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

**Size and Type:** The creature's type changes to undead and it gains the augmented subtype. Do not recalculate base attack bonus, saves, or skill points. Size is unchanged.

**Hit Dice:** Increase all current and future Hit Dice to d12s.

**Challenge Rating:** Same as the base creature +3.

**Alignment:** Always evil (any).

**Armor Class:** The base creature's natural armor bonus increases by +6.

**Attack:** A terror vampire 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 terror vampire retains this ability. A creature with natural weapons retains those natural weapons. A terror vampire fighting without weapons uses either its slam attack or its primary natural weapon (if it has any). A terror vampire armed with a weapon uses its slam or a weapon, as it desires.

**Damage:** Terror vampires 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 terror vampire'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

**Attack Options:** A terror vampire retains all the attack options of the base creature and gains those described below.



**Blood Drain (Ex):** See the vampire entry on page 250 of the *Monster Manual*.

**Create Spawn (Su):** See the vampire entry on page 250 of the *Monster Manual*.

**Wisdom Damage (Su):** Living creatures hit by a terror vampire's slam attack take 1d4 points of Wisdom damage. For each point of Wisdom damage dealt, the terror vampire gains 5 temporary hit points. A terror vampire can use its Wisdom damage ability once per round.

**Special Actions:** A terror vampire retains all the special actions of the base creature and gains those described below. Saves have a DC of 10 + 1/2 terror vampire's HD + vampire's Cha modifier unless noted otherwise.

**Eyebite (Su):** A terror vampire can cripple an opponent's mind just by looking into his or her eyes. This is similar to a gaze attack, except that the terror vampire must use a standard action, and those merely looking at it are not affected. Anyone the terror vampire targets must succeed on a Will save (DC 10 + 1/2 terror vampire's HD + vampire's Cha modifier) or immediately be affected as if by the spell *eyebite* (caster level 12th). The ability has a range of 30 feet.

**Abilities:** Increase from the base creature as follows: Dex +6, Int +2, Wis +2, Cha +8. As an undead creature, a terror vampire has no Constitution score.

**Special Qualities:** A terror vampire retains all the special qualities of the base creature and gains those described below.

**Damage Reduction (Su):** A terror vampire has damage reduction 10/silver and magic. A terror vampire's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

**Fast Healing (Ex):** A vampire heals 5 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit

## TERROR VAMPIRE SPECIAL ABILITIES

HD	Abilities
1-2	Dancing lights 3/day, ghost sound 3/day
3-4	Cause fear 3/day, disguise self 3/day
5-6	Silent image 3/day
7-8	Displacement, misdirection
9-10	Hallucinatory terrain, greater invisibility 3/day
11-12	Fear 3/day, phantasmal killer
13-14	Nightmare, seeming
15-16	Mirage arcana
17-18	Mislead, programmed image
19-20	Project image

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 9 miles in 2 hours.) Any additional damage dealt to a vampire forced into gaseous form has no effect. Once at rest in its coffin, a vampire 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 terror vampire 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 terror vampire has resistance to cold 10 and fire 10.

**Spell-like Abilities:** A terror vampire with a Charisma score of 8 or higher has one or more spell-like abilities, depending on its Hit Dice, as indicated on the Terror Vampire Special Abilities table. The abilities are cumulative; a derro terror vampire (3 HD) can use *dancing lights*, *disguise self*, and *ghost sound* each 3 times per day. Unless otherwise noted, an ability is usable once per day. Caster level equals the creature's HD, and the save DC is Charisma-based.

**Turn Resistance (Ex):** A terror vampire has +4 turn resistance.

**Vampiric Repression (Su):** A terror vampire can repress all of its

vampiric traits and abilities and appear to be a normal mortal for a number of rounds equal to twice its Charisma modifier every day (minimum 2). During this time, the vampire is unaffected by its normal vampiric weaknesses but also loses the benefits of its special attacks and qualities. For example, a terror vampire trying to pass as a normal mortal could use this ability to stand in full daylight, but during this time it would lose its special attacks, fast healing, and similar abilities. The terror vampire is still undead even while this power is in effect, and as such it can be turned as normal. This ability also does not deceive spells like *detect undead*. A terror vampire can activate and deactivate this ability as a free action and may use it any number of times per day as long as the number of rounds it is used does not exceed twice its Charisma modifier.

**Feats:** Terror vampires gain Alertness, Improved Initiative, Lightning Reflexes, and Persuasive as bonus feats, assuming the base creature meets the prerequisites and doesn't already have these feats.

**Skills:** Terror vampires have a +8 racial bonus on Bluff, Hide, Intimidate, Listen, Move Silently, Search, Sense Motive, and Spot checks. Otherwise same as the base creature.

**Advancement:** By character class.

**Level Adjustment:** Same as the base creature +10. 