

Baroness Zaleria Beatrice Karlene Corbsavie

Ancient Vampire

Armor Class: 20

Hit Dice: 12** (53 HP)

No. of Attacks: 2 claws, 1 weapon or special

Damage: 1d8+2, as weapon +2 or special

Movement: 40', Fly 60'

No. Appearing: 1

Save As: MU 11

Morale: 11

Treasure Type: H

XP: 1,765

Charm with a gaze, save vs Spells -2. Those charmed will submit to being bitten. Anyone bitten takes 1d6 damage each round the bite continues and lose a level, the Ancient Vampire regenerating 1d6 for each level drained. Anyone killed in this fashion rises at sunset within the next 24 hours as a Vampire Spawn (see The Basic Fantasy Field Guide). While biting the Ancient Vampire suffers a -5 to its AC. The Ancient Vampire may call 1d6 Vampire Spawn, 3d6 Giant Wolves, 4d6 Giant Bats, 5d6 Giant Rats or 10d10 rats to it and they will appear within 1d4 rounds.

The Ancient Vampire is immune to Sleep, Charm, and Hold spells. If reduced to 0 HP the Ancient Vampire will turn into a mist and move at its fly speed back to its coffin. If it cannot return to its coffin with one hour it is destroyed. While in its coffin the Ancient Vampire is catatonic and will not move while at 0 HP but will regenerate 1 HP every 1d8 hours while in its coffin. If staked in the heart it remains catatonic. If then beheaded it is killed. If submerged into running water it takes 1d8 points of damage per round as if submerged in acid. If reduced to 0 HP in this fashion it is killed. If exposed to sunlight or the effects of a Daylight spell it will take 1d8 points of damage per round. If reduced to 0 HP in this fashion it is killed.

Repelled by the strong scent of garlic, may not enter a home unless invited, recoils from mirrors and cannot attack or approach within 10 feet anyone presenting a holy symbol (but may use their charming gaze on them).

53 HP

Spells:

1 – x4 Corpse Servant, Detect Magic, Light (reversed), Stench

2 – x3 Dark Flame, Ether Bolt, Wizard Lock

3 – x2 Dispel Magic, Ectoplasm

4 – x1 Dark Lightning

Dhampyr

Armor Class: 16 (scale mail)

Hit Dice: 8* (28)

No. of Attacks: 2 claws, 1 weapon or special

Damage: 1d6 or as weapon

Movement: 60'

No. Appearing: 1d6

Save As: MU 8

Morale: 10

Treasure Type: D

XP: 1150

Abnormally quick and strong, these spawn of darkness and mortals are near-mad being half-mortal and half-vampire which causes strong problems to their psyches. They yearn for the flesh of and blood of mortals but lack the vicious bite of the vampire. They do, however have a number of innate magical abilities, able to cast the following spells once per day – Detect Magic, Light (reversed), and Detect Invisible.

In combat a dampyr will most often target whoever in the fight looks the weakest but if in the presence of their vampiric parent they will follow said parents' commands to the best of their ability. They wear ornate armor befitting their station and often carry battle axes, longswords or maces but, if caught by surprise by a foe, they disregard these weapons and attack with their wicked claws.

While being begotten by an undead parent, a dhampyr is not a true undead and is therefore not able to be turned. They are, however, afraid of holy symbols and will not approach those who bear them openly and can also be harmed by holy water. Garlic and other measures against vampires, though, do not phase them.

Intelligent Flesh Golem

Armor Class: 20 †

Hit Dice: 9** (+8) (46)

No. of Attacks: 2 fists or weapon

Damage: 2d8/2d8 or weapon

Movement: 30'

No. Appearing: 1

Save As: Ftr 5

Morale: 10

Treasure Type: None

XP: 1,225

A vile invention of alchemy and necromancy, the Intelligent Flesh Golem is a true terror. Smart enough to be able to disguise itself and understand how to use weapons, the creature can infiltrate communities where it may try to act as a kind benefactor or even friend to the townsfolk but will, in time (1% chance per cumulative day), snap and attack those very same folk it calls "friends". It is not bound to its creator

and may, in fact, attempt to kill their creator in a fit of unholy rage. It is, however, terrified by fire, what "sanity" it has snapping if in the presence of a flame as large or larger than a torch (candles bring no fear unless used to light larger flames).

During these manic and crazed attacks the creature acts not unlike that of a typical Flesh Golem save it will flee if it fails a morale check (and will also forego any weapons unless already wielding one). Otherwise treat as a Flesh Golem in all other regards such as healing by electricity or being slowed by fire and cold damage.

Werehorse

AC: 15

Hit Dice: 3*

No. of Attacks: 1 hoof or 1 weapon

Damage: 1d8 or by weapon

Movement: 50' Human form 60'

No. Appearing: 1d4, Wild 2d4, Lair 3d4

Save As: Ftr 3

Morale: 9

Treasure Type: C

XP: 175

A rare form of lycanthropy, the werehorse is a gentle enough being unless spooked. Preferring to run away from any fight rather than risk injury, they use their quick speed to escape those who would dare harm them. If forced to fight, they have a powerful kick but often use it to intimidate their foe to enable them a chance to flee. Both woman and men wear their hair long and have shapely legs.

Vampiric Cat

AC: 11

Hit Dice: 1*

No. of Attacks: 2 claws or 1 bite

Damage: 1d4/1d4, 1d4+1

Movement: 40' Fly 50'

No. Appearing: Wild 1d6

Save As: Ftr 2

Morale: 9

Treasure Type: None

XP: 37

A vampiric cat is a beast often kept by vampires as pets, creatures with coats as black as a moonless night and eyes as red as blood. Sporting large fangs and deadly claws, these ambush predators are unafraid of larger beasts and humanoids but only attack in quick bursts. If they cannot kill within 1d4 rounds (or suffer a fail on their morale check) they flee and seek distant shadowy locales to recuperate their wounds (if any).

Like a vampire, the vampiric cat may bite their victim to gain sustenance, healing 1 hp for every successful bite that deals damage. Creatures kill in this fashion do not rise as undead however. They are

also able to be turned (treat as Skeleton) and recoil from garlic but not holy symbols. They are also able to be damaged by running water, taking 1d6 points of damage for each combat round they are submerged in the running water. They are also weak to sunlight as a vampire.

Vermin Golem

AC: 13 †

Hit Dice: 4**

No. of Attack: 1 claw or 1 bite

Damage: 1d4 or 1d4+1

Movement: 30'

No. Appearing: 1

Save As: Thf 4

Morale: 12

Treasure Type: None

XP: 320

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Hag

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