

The stumbling masses, fanged nightmares, and accursed dead.

They are coming...

The Living Dead is a sourcebook of supernatural horror in a cinematic vein for use with the d20 System and especially for use with Aegis Studios' Contagion Gamesetting.

For more information on the Contagion Gamesetting, visit <http://d20.aegisstudios.net>



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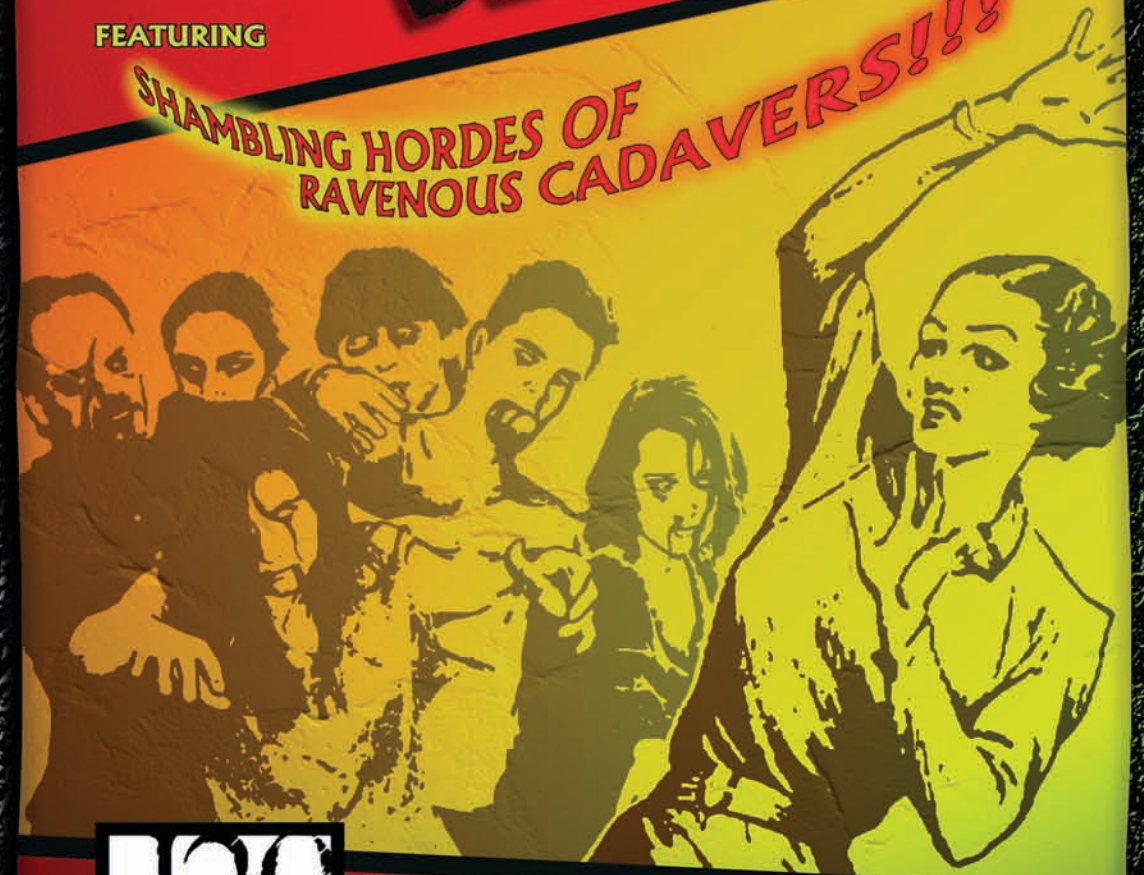


Aegis Studios
Presents

THE LIVING DEAD

FEATURING

SHAMBLING HORDES OF RAVENOUS CADAVERS!!!



AN AEGIS STUDIOS PRODUCTION THE LIVING DEAD
STARRING UNDEAD HORRORS OF MOVIES AND LEGEND
WRITTEN BY TRAVIS LEGGE
FOR USE WITH THE D20 GAME SYSTEM
A SOURCEBOOK FOR THE CONTAGION GAMESSETTING

THE LIVING DEAD

A horror sourcebook about the dead rising from the grave, for use with Dungeons & Dragons and d20 Modern.



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Game supplement written and developed by

Travis Legge

Additional Material by

Dean Petty III, Dan Edwards

Edited by

Darius McCaskey

Art Direction by

Jason Huntress

Art Contributions by

Travis Legge, Jason Huntress, Lonnie Iske, Tiffanie Townsend

Photo manipulation models:

Robert Edgerton, Dan Edwards, Erin Hyde, Tony Kurtz, Dean Petty III, Cathleen Stark, Taylor Thusing and Tiffanie Townsend

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“They're coming to get you, Barbara.”
— Night of the Living Dead

With those six words, I was hooked. Soon after their utterance, the TV screen filled with the mindless shambling remnants of the recently deceased. On the screen the dead could walk, and the sight of corpses seeking the flesh of the living haunted me for years to come. As I grew older, I became drawn to several other mediums of horror. Movies, books, television, and role-playing games all offered their own particular brand of terrifying tales. I reveled in it all, from the psychological and subtle horror of David Lynch, to the splatter gore works of Clive Barker, I was in love with being scared.

When I discovered role-playing games, I found several games that paid homage to the horror genre, with varying degrees of success. White Wolf Game Studio gave us “Vampire”, “Werewolf”, “Wraith”, and so many more. GURPS had games with names like “Horror” and “Monsters”. EDEN offered up “Witchcraft” and, of course, “All Flesh Must Be Eaten”.

I had never been much of a fan of Dungeons and Dragons. Medieval role-playing had never tweaked my knobs. Then Wizards of the Coast bought the game from TSR, revamped the system, and even offered up a core rulebook for use in modern settings! I was psyched...

Until I looked at the Undead...

Maybe I was too picky. Maybe I have a one track mind, and I was hoping for a more cinematic approach to the walking dead. Maybe I need a little therapy, but as I looked over the templates offered in the D&D books, I felt that something was lacking. While these templates are wonderful for Fighters in shining armor, and Clerics of innumerable Gods to battle, they don't work so well for representing the undead creatures that people like George Romero have popularized in the last half-century. At least not the way that I thought they should.

But who the hell am I?

I'm just some fan who's spent (though my mom would say wasted) nearly twenty years immersed in the horror genre. I'm a professional geek, and a longtime gamer.

Does this give me the credentials to modify someone else's extremely well done, and obviously very successful hard work, just because I have a problem with a few of the minor details?

Probably not...

But the Open Game License does ;)

So here it is. My quest to bring a more cinematic feel to some classic templates for the d20 system. Use what you like, ignore what you hate. All that I ask is that you turn out the light, get under the covers with a flashlight, and get a little scared.

Thank you,
Travis Legge
Aegis Studios

Chapter 1:

**The Dead Rise:
Zombies**



Zombies have appeared in various forms throughout the horror genre. These alternate templates are designed to represent a wider array of zombies, allowing you to include the type of zombie that will best suit your game.

The standard Zombie template can be found in either the D&D MM or the d20 Modern book.

Cinematic Zombie (Template)

Cinematic Zombies do not speak. They have little, if any, understanding of their native language.

Template Traits

The “Cinematic Zombie” is a template that can be added to any humanoid or monstrous humanoid creature other than an undead (referred to hereafter as the base creature.) It uses all the base creature’s statistics and abilities except as noted here.

Challenge Rating:

A Cinematic Zombie's challenge rating is 1/4

Type:

The creature's type changes to undead.

Hit Dice:

Drop any Hit Dice gained from experience, double the number of Hit Dice

left and raise them to d12.

Speed:

10 feet.

Defense/ AC:

Cinematic Zombies receive a -4 Dexterity penalty to Defense/ AC.

Attacks:

The Cinematic Zombie retains all the natural attacks of the base creature. A zombie also gains a slam attack, a bite attack, and a claw attack.

Damage:

Natural and manufactured weapons deal damage normally. A slam attack deals 1d6 damage (but use the base creature’s slam damage if greater).

For purposes of Strength bonuses to damage, a slam attack is considered a two-handed attack.

A Cinematic Zombie's bite does 1d6 damage (but use the base creature’s bite damage if greater).

A Cinematic Zombie's claw attack does 1d4 damage (but use the base creature’s claw damage if greater).

Special Qualities:

A Cinematic Zombie loses all of the base creature's supernatural and spell-like qualities except for immunity or resistance to specific energy types. A Cinematic Zombie may retain any or all of the base creature's extraordinary abilities, at the GM’s discretion. In addition to gaining the undead type, a Cinematic Zombie has the following special qualities:

Fever (Su):

Disease—bite, Fortitude DC 12, incubation period 1 hour, damage 1d3 Con and 1d3 Dex per hour.

An afflicted humanoid who dies of fever rises as a Cinematic Zombie 1d6 rounds after death. A humanoid who becomes a Cinematic Zombie in this way retains none of the abilities it possessed in life. It is not under the control of any other Cinematic Zombies, but it hungers for the flesh of the living and behaves like a normal Cinematic Zombie in all respects.

Move or Attack Action Only (Ex):



A Cinematic Zombie has poor reflexes and can perform only a single move action or attack action on its turn. It can only move and attack if it charges.

Weaknesses:

The Cinematic Zombie suffers from the following weaknesses:

Decapitation:

A Cinematic Zombie can only be killed by removal of the head, or more specifically the brain. Reducing a Cinematic Zombie to 0 hp only disables it temporarily (1d6 rounds helpless, after which the Cinematic Zombie gains 1d10 HP up to maximum HP.)

A Cinematic Zombie taking damage equal to or greater than its starting HP total from a single attack is considered to be decapitated.

A Cinematic Zombie may also be killed using the Decapitation combat maneuver (see **Appendix: Rules and Systems**).

Allegiances/Alignment:

A Cinematic Zombie loses any previous allegiances. If using alignment, the creature's alignment becomes Chaotic Neutral.

Saves:

A Cinematic Zombie's saving throw modifiers are based on Hit Dice and given in Appendix: Rules and Systems.

Action Points:

A Cinematic Zombie does not acquire or amass action points. It loses any action points possessed at the time of transformation.

Ability Scores:

A Cinematic Zombie's ability scores change as follows: Str +2, its Dexterity decreases to 3 it has no Constitution or Intelligence score, its Wisdom changes to 10, and its Charisma decreases to 1.

Skills:

The Cinematic Zombie loses all skills.

Feats:

None

Sample Cinematic Zombie: CR 1/4; Medium-size undead; HD 2d12; HP 13; Init -4; Spd 10 ft.;

Defense/AC 6, touch 6, flat-footed 5 BAB +0; Grap +1; Atk +1 melee (1d6+1, slam); Atk +1 melee (1d6+1, bite); Atk +1 melee (1d4+1, claw); Full Atk +1 melee (1d6+1, slam); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ fever, undead, move or attack action only, decapitation; AL none ; SV Fort +0, Ref -4, Will +3; AP 0; Rep +0; Str 13, Dex 3, Con -, Int -, Wis 10, Cha 1

Variations on a theme

Improved Cinematic Zombie (Template)

The Improved Cinematic Zombie shares many strengths and weaknesses with the Cinematic Zombie. The primary differences lie in agility and speed. The Improved Cinematic Zombie is much faster and more dexterous than the more classic Cinematic Zombie. Any traits not listed are considered to be the same as a Cinematic Zombie.

Template Traits

As the Cinematic Zombie template with the following exceptions:

Challenge Rating:

The Improved Cinematic Zombie's challenge rating is 1/2

Speed:

The Improved Cinematic Zombie's speed is 30 feet.

Defense:

The Improved Cinematic Zombie receives a natural +2 armor bonus to Defense.

Special Qualities:

Improved Cinematic Zombies are not restricted to either move or attack actions only, and may act normally in a round.

Ability Scores:

Str +2, Dex + 0, Con - , Int -, Wis 10, Cha 1.

Feats:

The Improved Cinematic Zombie receives the Toughness feat.

Sample Improved Cinematic Zombie: CR 1/2; Medium-size undead; HD 2d12; HP 16; Init +0; Spd 30 ft.; Defense/ AC 12, touch 12, flat-footed 12 BAB +0; Grap +1; Atk +1 melee (1d6+1, slam); Atk +1 melee (1d6+1, bite); Atk +1 melee (1d4+1, claw); Full Atk +1 melee (1d6+1, slam); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ fever, undead, decapitation; AL none; SV Fort +0, Ref +0, Will +3; AP 0; Rep +0; Str 13, Dex 10, Con -, Int -, Wis 10, Cha 1

Mutant Zombie (Template)

Mutant Zombies are created by radiation, toxic waste, pollution, and several other terrible catalysts that mutate the unfortunate victims into the walking dead. Products of mankind's carelessness, the Mutant Zombies are a warning that even the greatest of scientific advancements can have unexpected and horrible repercussions.

Template Traits

As the Cinematic Zombie template with the following exceptions:

Challenge Rating:

The Mutant Zombie's challenge rating is 3.

Speed:

The Mutant Zombie's speed is 30 feet.

Defense/ AC:

The Mutant Zombie receives a natural +2 armor bonus to Defense/ AC.

Special Qualities:

Mutant Zombies are not restricted to

either move or attack actions only, and may act normally in a round. Mutant Zombies do not receive the benefits and drawbacks associated with Decapitation as described in the Cinematic Zombie template. They are killed in the same fashion as any other undead.

Damage Resistance:

Mutant Zombies receive Damage Resistance 5/fire/magic.

Toxic Blood:

Any single attack dealing 5 or more HP of damage to a Mutant Zombie (after Damage Reduction) causes a spray of toxic blood to splatter the zombie's threat range. Any characters in the area must make a Reflex save at DC 10 or be hit with the blood. Those hit with the blood take 1d6 points of damage and are subject to Fever as if they had been bitten by the Zombie. Toxic Blood is corrosive and will affect the character if he is in armor, though metal armor, as well as an environmental suit such as the protection equipment worn to resist chemical and biological weapons, can withstand 1d6 turns of exposure to the blood before it eats a hole through the material, affecting the wearer on the next round.

Weaknesses:

The Mutant Zombie suffers from the following weaknesses (as well as those listed in the Cinematic Zombie template):

Need to Feed:

Mutant Zombies suffer from the *Need to Feed* weakness, as detailed in **Appendix:**

Rules and Systems.

Ability Scores:

Str +2, Dex + 0, Con -, Int-, Wis 10, Cha 1.

Feats:

The Mutant Zombie receives the Toughness feat.

Special Note:

Any character obtaining a sample of Mutant Zombie tissue may attempt to create an antidote to the mutation. First the character must study the tissue (Knowledge: Earth and Life Sciences DC 30) . After determining the chemical properties of the tissue, the character can attempt to craft a



serum that will render the Mutant Zombie inert, effectively killing it. To create the serum requires a Craft: Pharmaceutical DC 30

Mutant Zombie: CR 3; Medium-size undead; HD 2d12; HP 16; Init +0; Spd 30 ft.; Defense / AC 12, touch 12, flat-footed 12 BAB +0; Grap +1; Atk +1 melee (1d6+1, slam); Atk +1 melee (1d6+1, bite); Atk +1 melee (1d4+1, claw); Full Atk +1 melee (1d6+1, slam); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ fever, damage resistance 5/fire/magic, undead, toxic blood, need to feed; AL none ; SV Fort +0, Ref +0, Will +3; AP 0; Rep +0; Str 13, Dex 10, Con -, Int -, Wis 10, Cha 1

Vengeful Zombie (template)

Please note that this template uses rules combinations only possible using the d20 Modern SRD. In D&D a creature with no Constitution score cannot normally possess the Regeneration special ability. Gamemasters who feel that this template is unbalanced and overpowered may feel free to disallow it for pc use, and refuse to commit the horrible and cruel act of using this template as an antagonist. That being said, this template can be the vehicle for intense, driven, and emotional roleplaying. It can also kill a ton of stuff. Enjoy!

This template represents a creature who has returned from the grave on a mission of vengeance. A Vengeful Zombie must choose a specific piece of unfinished business (revenge on murderers, protect a child, etc.) at the time that this template is acquired. Once this business is completed, the Vengeful Zombie returns to the grave to enjoy its final rest.

Template Traits

The “Vengeful Zombie” is a template that can be added to any corporeal creature other than an undead (referred to hereafter as the base creature.) The creature must be killed before this template may be applied. The Vengeful Zombie uses all the base creature's statistics and special abilities except as noted here.

Challenge Rating:

Same as base creature +13.

Type:



The creature's type changes to undead.

Hit Dice:

Change all hit dice to d12.

Speed:

As base creature.

Defense:

The Vengeful Zombies receive a +3 armor bonus to Defense.

Attacks:

The Vengeful Zombie retains all of the base creature's attacks.

Special Qualities:

A Vengeful Zombie retains all the special qualities of the base creature and gains those listed below

Dimensional Anchor (Su)

The Vengeful Zombie's will binds it to the prime material plane. This strength of will functions as if the Dimensional Anchor spell had been cast on the Vengeful Zombie by a 15th level spellcaster.

Regeneration 5 (Ex):

The Vengeful Zombie is immune to most forms of attack. Being undead (and as such being immune to Massive Damage) as well as regenerating makes most conventional weaponry useless against the Vengeful

Zombie.

Turn Resistance (Ex):

The Vengeful Zombie has Turn Resistance at +5.

Saves:

Vengeful Zombies receive a +2 bonus to Will saves. Otherwise they retain the same saves as the base creature.

Weaknesses:

The Vengeful Zombie suffers from the following weaknesses:

Corporeal Link (Ex):

The Vengeful Zombie requires a link to return to the lands of the living. Something akin to a Lich's Phylactery, this object holds the Vengeful Zombie's soul in the material plane, and keeps it bound to the flesh. The Link may be any object or even an animal, so long as the link held great importance to the Vengeful Zombie in life.

The Corporeal Link represents one of the few exploitable weaknesses of the Vengeful Zombie. If the Link is ever destroyed, the Vengeful Zombie loses all Special Qualities including the immunities granted by being Undead. The creature will use Strength to resolve Massive Damage thresholds at this point. Furthermore, the Vengeful Zombie will lose 1d4 hp per hour after the Link is destroyed, giving it a finite time limit to complete its mission. If the Vengeful Zombie does not complete its mission before reaching -10 hp, it will be destroyed. This damage may not be healed in any fashion, though destruction may be

averted with a resurrection spell, if cast before the creature reaches -10 hp. Furthermore, if the Vengeful Zombie should ever leave the immediate presence (within 100 feet) of its Corporeal Link (or vice versa) the creature will function as if the Link had been destroyed, until such time as the Vengeful Zombie re-enters the presence of the Link. Upon reentering the Link's presence, the Vengeful Zombie immediately regains all of its previous benefits, drawbacks, etc.

Damnation (Ex)

The Vengeful Zombie risks its very soul by returning from the grave. Should it fail in its mission, or somehow be destroyed, the creature's soul is doomed to eternal damnation and suffering. Only by resolving its unfinished business may the Vengeful Zombie attain *Eternal Rest*.

Eternal Rest (Ex):

Upon resolving its unfinished business, the Vengeful Zombie returns to its grave for eternal rest. At this point, the creature becomes immune to any sort of necromancy and resurrection spells, or any other effect that deals with its soul or corpse. The creature has earned its rest at this point and may never be disturbed.

Unfinished Business (Ex):

The Vengeful Zombie exists only to fulfill a particular mission so that its spirit may rest. If an outside force somehow makes that mission impossible to fulfill (GM discretion as to what is actually impossible. Locking a person that the Vengeful Zombie must kill in a titanium vault may make it difficult to kill the target, but hardly impossible.), then the Vengeful Zombie is destroyed. If the Vengeful Zombie fulfills its mission, or if someone else fulfills the Vengeful Zombie's mission for it, it then returns to the grave for *Eternal Rest*.

Abilities:

Increase from the base creature as follows: Str +6, Dex +2, Wis -2, Cha -2. As undead creatures, Vengeful Zombies have no Constitution score.

Skills:

Vengeful Zombies receive a +6 racial



bonus to Climb, Escape Artist, Hide, Move Silently, and Tumble checks. Otherwise same as the base creature.

Feats:

Vengeful Zombies gain Combat Reflexes, Improved Initiative, Improved Unarmed Strike, Lightning Reflexes, and Toughness as bonus feats.

Sample Vengeful Zombie

(Tough Hero 1): CR 14; Medium-size undead; HD d12; HP 18; Mas-; Init +5; Spd 30 ft.; Defense/AC 16, touch 14, flat-footed 14 (+2 Dex, +1 class, +3 natural); BAB +0; Grap +5; Atk melee +5(1d6 unarmed); Full Atk melee +5(1d6 unarmed) +5 melee (as weapon), or ranged; FS 5ft. by 5ft; Reach 5ft.; SQ: Dimensional Anchor, Regeneration 5, Turn Resistance +5; Weaknesses: Corporeal Link, Damnation, Eternal Rest, Unfinished Business; AL: None/ Chaotic Neutral SV: Fort +1, Ref +4, Will +3; AP 0; Str 20, Dex 15, Con —, Int 10, Wis 13, Cha 10. Skills: Climb +13, Concentration (uses Cha) +2, Escape Artist +8, Hide +8, Move Silently +8, Spot +10, Survival +4, Tumble +8 Feats: Armor Proficiency (light), Combat Reflexes, Improved Initiative, Improved Unarmed Strike, Lightning Reflexes, Toughness x2 Talent: Damage Reduction 1/- Equipment: Trench coat, Corporeal Link, Bad attitude

VOODOO ZOMBIE (template)

This template represents the undead servants created by practitioners of voodoo. These wretched creatures are bound into eternal service of their houngan masters. Voodoo Zombies are slow and not very bright, but they are quite strong, and very adept at tracking prey.

Challenge Rating:

As Cinematic Zombie

Type:

The creature's type changes to undead.

Hit Dice:

Drop any Hit Dice gained from experience, double the number of Hit Dice left, and raise them to d12.

Speed:

10 feet.

Attacks:

The Voodoo Zombie retains all the natural attacks, manufactured weapons, and weapon proficiencies of the base creature. The Voodoo Zombie also gains a slam attack.

Damage:

Natural and manufactured weapons deal damage normally. A slam attack deals 1d6 damage (but use the base creature's slam damage if it's greater).

For purposes of Strength bonuses to damage, a slam attack is considered a two-handed attack.

Special Qualities:

A Voodoo Zombie loses all of the base creature's supernatural and spell-like qualities except for immunity or resistance to specific energy types. A Voodoo Zombie may retain any or all of the base creature's extraordinary abilities, at the GM's discretion. In addition to gaining the undead type, a Voodoo Zombie has the following special qualities:

Move or Attack Action Only (Ex):

A Voodoo Zombie has poor reflexes and can perform only a single move action or attack action on its turn. It can only move and attack if it charges.

Weaknesses:

The Voodoo Zombie suffers from the following weaknesses:

Decapitation:

A Voodoo Zombie can be killed using the *Decapitation* combat maneuver (see **Appendix: Rules and Systems**).

Allegiances:

A Voodoo Zombie loses any previous allegiances and gains an allegiance to its creator.

Ability Scores:

A Voodoo Zombie's ability scores change as follows: Str +2, its Dexterity -4, it has no Constitution or Intelligence score, its Wisdom changes to 10, and its Charisma decreases to 1.

Skills:

As Cinematic Zombie

Feats:

As Cinematic Zombie

Voodoo Zombie: CR 1/4; Medium-size undead; HD 2d12; HP 16; Init -2; Spd 10 ft.; Defense/ AC 8, touch 8, flat-footed 8 BAB +0; Grap +2; Atk +2 melee (1d6+1, slam); Full Atk +2 melee (1d6+1, slam); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ undead, move or attack action only; AL: creator; SV Fort +0, Ref -2, Will +3; AP 0; Rep +0; Str 14, Dex 8, Con -, Int -, Wis 10, Cha 1

NEW Advanced/ Prestige Class

Zombie Veteran (Prestige/ Advanced) Class

The Zombie Veteran Class is designed to represent those men and women who have faced several zombies and lived to fight another day. Many zombie films have such a character, or tell the story of the making of such a person. The sun has risen, the dead have returned to their graves, and you have just leveled! What do you do now? Become a Zombie Veteran!

Hit Die: d10

Requirements:

To qualify to become a Zombie Veteran, a character must fulfill the following criteria.

Base Attack Bonus:



Table: The Zombie Veteran

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Speed Bonus
1	+1	+2	+2	+2	+0 ft.
2	+2	+3	+3	+3	+0 ft.
3	+3	+3	+3	+3	+10 ft.
4	+4	+4	+4	+4	+10 ft.
5	+5	+4	+4	+4	+10 ft.
6	+6	+5	+5	+5	+20 ft.
7	+7	+5	+5	+5	+20 ft.
8	+8	+6	+6	+6	+20 ft.
9	+9	+6	+6	+6	+30 ft.
10	+10	+7	+7	+7	+30 ft.

To become a Zombie Veteran the character must have a minimum Base Attack Bonus of +2.

Feats:

Simple Weapons Proficiency,
Personal Firearms Proficiency

Race:

Human only.

Special:

The Zombie Veteran must have had a terrifying experience with zombies, one where he or she was heavily outnumbered. During this harrowing experience, at least one person must have died at the hands of the zombies, and the death witnessed by the Zombie Veteran.

Skill Points:

The Zombie Veteran receives 4+ Int modifier skill points per level.

Class Skills:

The Zombie Veteran receives the following skills as Class Skills: Balance (Dex), Climb (Str), Concentration (Con), Hide (Dex), Jump (Str), Listen (Wis), Move Silently (Dex), Spot (Wis), Swim (Str), and Tumble (Dex).

Class Features:

The following are the Class Features



of the Zombie Veteran (Advanced/Prestige)
Class

Defense/ AC Bonus (Ex):

Sharp wits and fast reflexes keep the Zombie Veteran alive. Repeated exposure to hordes of zombies has honed the defensive capabilities of the Zombie Veteran. Because of this, at 1st level the Zombie Veteran adds his Wisdom bonus (if any) to his Defense/ AC. In addition, a Zombie Veteran gains a +2 bonus to Defense/ AC at 5th level and again at 10th level.

These bonuses to Defense/ AC apply even against touch attacks or when the Zombie Veteran is flat-footed. He loses these bonuses when immobilized or helpless or when he carries a medium or heavy load.

Irrational Fearlessness (Ex):

Zombie Survivors have been through hellish ordeals. Witnessing the macabre and revolting deeds of monsters hardens the Zombie Veteran, making them resistant to things that would break the minds of lesser men and women. This allows the character resistances and immunities to certain fear-based conditions as his level increases.

At 1st Level the Zombie Veteran no

longer loses actions when *cowering*, though actions taken while *cowering* do suffer a -4 penalty, and he still suffers the -2 Defense/ AC penalty. The Zombie Veteran also suffers only a -1 penalty to actions taken while *shaken* at 1st level.

At 3rd level the Zombie Veteran no longer receives a penalty from being *shaken*.

At 5th level the Zombie Veteran is immune to becoming panicked. At any time that the character would normally be considered *panicked*, he is simply treated as being *cowed*, with the modifiers listed above.

At 5th level the character may also take actions while *nauseated* at a -4 penalty.

Restless Vigilance (Ex):

In order to survive Zombie Survivors must often stay awake for extended periods of time.

At 2nd level the Zombie Veteran no longer becomes *exhausted*, and simply takes 1d4 subdual (bashing) damage if placed in a situation that would cause him to become *exhausted*.

At 4th level the Zombie Veteran will recover from being *fatigued* after only 6 hours of rest.

At 6th level the character may recover from being *fatigued* after only 4 hours of rest.

At 8th level the Zombie Veteran no longer takes subdual (bashing) damage from situations that would normally cause him to become *exhausted*.

Fast Movement (Ex):

Discretion is the better part of valor, they say, and running away has saved the life of more than one Zombie Veteran.

At 3rd level a Zombie Veteran gains an enhancement bonus to his speed, as shown in the table above. A Zombie Veteran carrying a medium or heavy load loses this extra speed.

Favored Enemy:

At 4th level the Zombie Veteran receives Undead creatures as a Favored Enemy. The Zombie Veteran gains a +2 bonus on Listen, Spot, and Survival checks when using these skills against zombies. He

gets a +2 bonus on weapon damage rolls against zombies as well.

Improved Massive Damage Threshold (Ex):

Fighting hordes of the walking dead tends to come with a fair share of near death experiences, grievous wounds, and debilitating injuries. As a result, over time the Zombie Veteran learns to shrug off damage that would kill a weaker person.

At 5th level the Zombie Veteran adds 3 to his Massive Damage Threshold (as per the Improved Massive Damage Threshold Feat in d20 Modern, or simply increasing the threshold to 53 using the D&D 3.5 rules).

At 10th level this benefit is received again. (Increasing the D&D 3.5 massive damage threshold of the character to 56).

Improved Called Shot (Ex):

Zombie Survivors are grossly outmatched by the terrors of the supernatural. To compensate for this disadvantage, the Zombie Veteran becomes adept at aiming blows for the weak spots of their enemies.

At 6th level the Zombie Veteran receives a +2 bonus to any Called Shot attempt. This bonus applies to the *Decapitation* combat maneuver listed in this book as well (see **Appendix: Rules and Systems**).

Shambling Hordes (Ex):

Considering that Zombies often travel in groups, Zombie Survivors often find themselves fighting multiple opponents. One must become quite creative and adaptable

when being swarmed by the mindless hungry dead. Fortunately, the Zombie Veteran learns to compensate.

At 7th level the Zombie Veteran no longer loses his Dexterity bonus to Defense/ AC vs. opponents outside of a grapple while grappled.

At 9th level the Zombie Veteran no longer suffers a -4 penalty to Defense/ AC while pinned, though he still loses his Dexterity bonus to Defense/ AC.

Sample Zombie Veteran

Theresa McClain (Fast Hero 2/Tough Hero 2/Zombie Veteran 3): CL 7; HP 66; Mas 16; Init +3; Spd 40 ft.; Defense/ AC 22, touch 18, flat-footed 19 (Dex +3, class +8, armor +1); BAB +5; Grap +5; Atk melee +5 (1d3 unarmed); melee +5 (1d4 knife), or ranged +8 (2d6 Glock 17); FS 5ft. by 5ft.; Reach 5ft.; AL: Good; SV: Fort +7, Ref +7, Will +4; AP 3; Str 10, Dex 17, Con 16, Int 11, Wis 15, Cha 12.

Skills: Balance +5, Climb +2, Concentration +4, Craft (mechanical) +2, Drive +10, Escape Artist +5, Hide +5, Knowledge (streetwise) +4, Listen +6, Move Silently +9, Pilot +6, Profession (car thief) +4, Sleight of Hand +6, Spot +7, Tumble +5

Feats: Drive-By Attack, Far Shot, Dead Aim, Personal Firearms Proficiency, Advanced Firearms Proficiency, Point Blank Shot, Simple Weapons Proficiency, Vehicle Expert

Talents: Evasion, Damage Reduction 1/-, Fast Movement, Irrational Fearlessness, Restless Vigilance

Equipment: Casual Clothing, Cell Phone, Lock release gun, SUV, Glock 17 pistol (x2), Knife, Leather Jacket



Chapter 2:



**Children of the Night:
Vampires**

Cinematic Vampire (Template)

Cinematic Vampires are bloodsucking undead creatures possessing superior physical abilities. Although they are undead, they can infect humanoids by forcing them to ingest vampire blood. On rare occasions a Cinematic Vampire can even breed with a human creating a Dhampir (see Dhampirs this chapter) Damaged by sunlight, garlic, and silver, these vampires are not bound to coffins and lack many of the strange abilities often attributed to standard vampires. For descriptions of standard vampires see either the D&D MM or the d20 Modern core book.

Cinematic Vampires appear just as they did in life, although they are often more pale than their living counterparts and their eyes sometimes have an unnatural glow in firelight. They typically cast shadows and have reflections in mirrors.

Cinematic Vampires speak any languages they knew in life.

"Cinematic Vampire" is a template that can be added to any humanoid or monstrous humanoid creature. The creature's type changes to "undead." It uses all the base creature's statistics and special abilities except as noted here.

Challenge Rating:

Same as the base creature +2

Hit Dice:

Increase to d12.

Speed:

Same as the base creature.

Defense/AC:

The base creature's natural armor improves by +6.

Attacks:

A Cinematic Vampire retains all the attacks of the base creature.

Special Attacks:

A Cinematic Vampire retains all the special attacks of the base creature and also gains those listed below.

Blood Drain (Ex):

A Cinematic Vampire can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe it drains blood, inflicting 1d4 points of temporary Constitution damage each round the pin is maintained.

Create Spawn (Ex):

A humanoid or monstrous humanoid may be infected by a Cinematic Vampire's bite. Once bitten the victim must make a Fortitude save (DC 10) or become infected and turn into a Cinematic Vampire spawn in 1d3 days. These spawn are not under the control of their sire in any way.

Special Qualities:

A Cinematic Vampire retains all the special qualities of the base creature and those listed below, and also gains the undead type.

Damage Reduction (Su):

A Cinematic Vampire's undead body is tough, giving the creature damage reduction 10/fire.

Domination (Su):

A Cinematic Vampire can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that the vampire must take a standard action, and those merely looking at it are not affected.

Anyone the vampire targets must succeed on a DC 14 Will save or fall instantly under the vampire's influence as though by a *dominate person* spell from a 5th level caster. The ability has a range of 30 feet. The save DC is Charisma-based.

Turn Resistance (Ex):

A Cinematic Vampire has +4 turn resistance.

Resistance (Ex):

A Cinematic Vampire has cold and electricity resistance 10.

Fast Healing 5 (Ex):

A Cinematic Vampire heals 5 points of damage each round so long as it has at least



1 hit point. A Cinematic Vampire harmed by silver or magic weapons cannot heal that damage until all of its other damage has been healed, and even then only heals at a rate of 1 point of damage per round.

Slow Regeneration (Ex):

Cinematic Vampires can slowly regenerate lost limbs over the course of several days, but cannot reattach severed limbs.

Saves:

Same as the base creature.

Weaknesses

Cinematic Vampires have a number of weaknesses.

Garlic:

Cinematic Vampires can be killed by garlic. A single clove of garlic crushed onto a weapon allows the weapon to inflict one negative level upon a vampire in addition to its normal damage (this is an exception to the rule that undead are immune to negative levels); each application has a limit of one successful strike, in the manner of poisoned weapons. An entire vial of garlic juice injected into or consumed by the vampire inflicts 2d4 negative levels. If the vampire's negative levels ever meet or exceed its actual hit dice, the vampire is destroyed.

Sunlight:

Cinematic Vampires cannot stand sunlight. Exposing one to sunlight for a full round causes it to take damage equal to its maximum hit points, killing it instantly. A vampire exposed to sunlight for less than a full round loses half its maximum hit points. Cover or concealment reduces the amount of damage by the amount of cover or concealment (so being exposed to sunlight for a full round through nine-tenths cover, such as an arrow slit, means the vampire only loses one-tenth of its maximum hit points).

Decapitation:

A Cinematic Vampire can be killed by *Decapitation* (see **Appendix: Rules and Systems** for details on decapitation)

Need to Feed:

Cinematic Vampires suffer from the *Need to Feed* weakness (see **Appendix: Rules and Systems**)

Abilities:

Increase from the base creature as follows: Str +6, Dex +6, Wis +2, Cha +2. As undead creatures, Cinematic Vampires have no Constitution score.

Skills:

Cinematic Vampires receive a +8 racial bonus to Hide, Listen, Move Silently, and Spot checks. Otherwise same as the base creature.

Feats:

Cinematic Vampires gain Alertness, Combat Reflexes, Improved Initiative, Improved Unarmed Strike, Lightning Reflexes, and Toughness as bonus feats.

Allegiances/ Alignment:

Any (although Good vampires are EXTREMELY rare).

Advancement:

By character class.

Sample Cinematic Vampire (modern)

(Charismatic Hero 1): CR 3; Medium-size undead; HD 1d12; HP 15; Mas-; Init +4; Spd 30 ft.; Defense/ AC 20, touch 16, flat-footed 16 (+4 Dex, +0 class, +6 natural); BAB +0; Grap +3; Atk +3 melee (knife 1d4+3 19-20), or +4 ranged; FS 5ft. by 5ft.; Reach 5ft.; SQ: Blood Drain, Create Spawn, Damage Reduction 10/fire, Domination, Turn Resistance +4, Resistance

(cold/electricity) 10, Fast Healing 5, Slow Regeneration; Weaknesses: Garlic, Sunlight, Decapitation, Need to Feed; AL: Chaos, Evil; SV: Fort +1, Ref +5, Will +4; AP 0; Str 16, Dex 18, Con —, Int 15, Wis 15, Cha 16.
Skills: Bluff +8, Gather Information +7, Intimidate +7, Diplomacy +8, Hide +12, Knowledge (business) +5, Knowledge (pop culture) +5, Knowledge (streetwise) +6, Listen +10, Move Silently +12, Read/Write Language (Spanish), Speak Language (Spanish), Spot +10
Feats: Alertness, Combat Reflexes, Improved Initiative, Improved Unarmed Strike, Iron Will, Lightning Reflexes, Personal Firearms Proficiency, Simple Weapons Proficiency, Toughness

Folklore Vampire (Template)

Folklore Vampire is an acquired template that can be added to any humanoid, or monstrous humanoid (referred to hereafter as the base creature). The creature's type changes to undead. It uses all the base creature's statistics and special abilities except as noted here.

Folklore Vampires speak all languages known in life.

Challenge Rating:

Same as the base creature +3.

Hit Dice:

Change to d12.

Speed:

Same as the base creature.

Defense/AC:

The base creature's natural armor

improves by +6.

Attacks:

A Folklore Vampire retains all the attacks of the base creature and gains a slam attack if it didn't already have one. The vampire's slam attack deals 1d6 damage. (though use the base creature's slam attack damage if higher).

Special Attacks:

A Folklore Vampire retains all the special attacks of the base creature and also gains those listed below.

Blood Drain (Ex):

A Folklore Vampire can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, inflicting 1d4 points of temporary Constitution damage each round the pin is maintained.

Create Spawn (Su):

A humanoid or monstrous humanoid slain by a Folklore Vampire's energy drain attack rises as a Folklore Vampire loyal to its creator (called the master vampire, or simply "master"). The new vampire gains three allegiances (in any order): chaos, evil, and master. All previous allegiances are lost permanently. A vampire loses its allegiance to its master (and may adopt a new allegiance to replace it) only when the master vampire is destroyed. Partaking of human flesh, or particular sinful acts in life can provoke the change as well upon the creature's death.

Domination (Su):

As an attack action, a Folklore Vampire can crush an opponent's will just by gazing into his or her eyes. The vampire can attempt to dominate only one target at a time, and the target must be within 30 feet and able to see the vampire. A target that fails a Will save (DC 10 + 1/2 vampire's Hit Dice + vampire's Charisma modifier) becomes the vampire's thrall for 1 day per Hit Die of the vampire. The thrall temporarily loses all previous allegiances and adopts a singular, unswerving allegiance to the vampire. If the vampire commands its thrall to do something blatantly self-destructive, the target can make a Will save to break the vampire's control. If



the save succeeds, the target becomes free-willed and regains its previous allegiances.

Children of the Night (Su):

Folklore Vampires command the lesser creatures of the world and once per day can call forth 1d6+1 rat swarms, 1d4+1 bat swarms, or a pack of 3d6 wolves as a standard action. These creatures arrive in 2d6 rounds and serve the vampire for up to 1 hour.

Create Spawn (Su):

A humanoid or monstrous humanoid slain by a Folklore Vampire's blood drain rises as a Vampire Spawn (see *Vampire Spawn* in the MM) 1d4 days after burial. The victim returns as a spawn if it had 4 or less HD and as a Folklore Vampire if it had 5 or more HD. In either case, the new vampire or spawn is under the command of the vampire that created it and remains enslaved until its master's destruction. At any given time a vampire 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 Folklore Vampires or Vampire Spawn. A vampire that is enslaved may create and enslave spawn of its own, so a master vampire can control a number of lesser vampires in this fashion. A vampire may voluntarily free an enslaved spawn in order to enslave a new spawn, but once freed, a vampire or Vampire Spawn cannot be enslaved again.

Alternate Form (Su):

A Folklore Vampire can assume the shape of a bat or wolf as a standard action. This ability is similar to a *polymorph* spell cast by a 12th-level character, except that the vampire does not regain hit points for changing form and must choose either bat or wolf each time the change is made. While in its alternate form, the vampire loses its natural slam attack and dominate ability, but it gains the natural weapons and extraordinary special attacks of its new form. It can remain in that form until it assumes another or until the next sunrise.

Damage Reduction (Su):

A Folklore Vampire has damage reduction 10/silver and magic.

Fast Healing 5 (Ex):

A Folklore Vampire 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 within 2 hours or be utterly destroyed. (It can travel up to nine 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 Folklore 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.

Resistance (Ex): A Folklore Vampire has resistance to cold 10 and electricity 10.

Spider Climb (Ex):

A Folklore Vampire can climb sheer surfaces as though with a *spider climb* spell.

Turn Resistance (Ex):

A Folklore Vampire has +4 turn resistance.

Folklore Vampire Weaknesses:

Decapitation

A Folklore Vampire can be killed by *Decapitation* (see **Appendix: Rules and Systems** regarding decapitation)

Garlic:

Folklore Vampires can be killed by garlic on the same fashion as a Cinematic Vampire.

Need to Feed

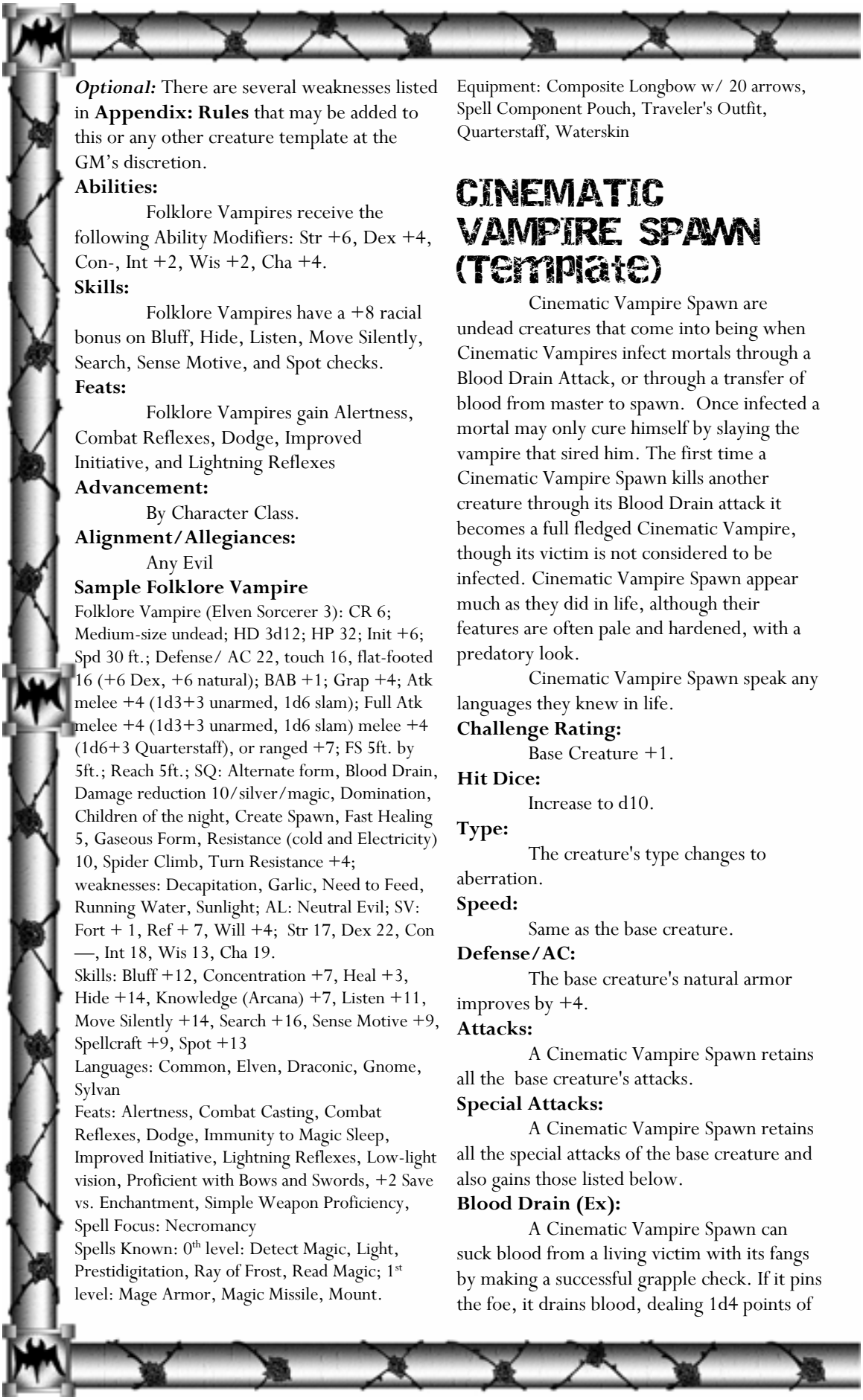
Folklore Vampires suffer from the *Need to Feed* weakness (see **Appendix: Rules and Systems**)

Running Water

A Folklore Vampire cannot physically cross any body of running water. A body of running water is considered to be any water more than three inches wide that is not completely stagnant.

Sunlight:

Folklore Vampires suffer from sunlight exactly as Cinematic Vampires.



Optional: There are several weaknesses listed in **Appendix: Rules** that may be added to this or any other creature template at the GM's discretion.

Abilities:

Folklore Vampires receive the following Ability Modifiers: Str +6, Dex +4, Con-, Int +2, Wis +2, Cha +4.

Skills:

Folklore Vampires have a +8 racial bonus on Bluff, Hide, Listen, Move Silently, Search, Sense Motive, and Spot checks.

Feats:

Folklore Vampires gain Alertness, Combat Reflexes, Dodge, Improved Initiative, and Lightning Reflexes

Advancement:

By Character Class.

Alignment/Allegiances:

Any Evil

Sample Folklore Vampire

Folklore Vampire (Elven Sorcerer 3): CR 6; Medium-size undead; HD 3d12; HP 32; Init +6; Spd 30 ft.; Defense/ AC 22, touch 16, flat-footed 16 (+6 Dex, +6 natural); BAB +1; Grap +4; Atk melee +4 (1d3+3 unarmed, 1d6 slam); Full Atk melee +4 (1d3+3 unarmed, 1d6 slam) melee +4 (1d6+3 Quarterstaff), or ranged +7; FS 5ft. by 5ft.; Reach 5ft.; SQ: Alternate form, Blood Drain, Damage reduction 10/silver/magic, Domination, Children of the night, Create Spawn, Fast Healing 5, Gaseous Form, Resistance (cold and Electricity) 10, Spider Climb, Turn Resistance +4; weaknesses: Decapitation, Garlic, Need to Feed, Running Water, Sunlight; AL: Neutral Evil; SV: Fort + 1, Ref + 7, Will +4; Str 17, Dex 22, Con —, Int 18, Wis 13, Cha 19.

Skills: Bluff +12, Concentration +7, Heal +3, Hide +14, Knowledge (Arcana) +7, Listen +11, Move Silently +14, Search +16, Sense Motive +9, Spellcraft +9, Spot +13

Languages: Common, Elven, Draconic, Gnome, Sylvan

Feats: Alertness, Combat Casting, Combat Reflexes, Dodge, Immunity to Magic Sleep, Improved Initiative, Lightning Reflexes, Low-light vision, Proficient with Bows and Swords, +2 Save vs. Enchantment, Simple Weapon Proficiency, Spell Focus: Necromancy

Spells Known: 0th level: Detect Magic, Light, Prestidigitation, Ray of Frost, Read Magic; 1st level: Mage Armor, Magic Missile, Mount.

Equipment: Composite Longbow w/ 20 arrows, Spell Component Pouch, Traveler's Outfit, Quarterstaff, Waterskin

CINEMATIC VAMPIRE SPAWN (Template)

Cinematic Vampire Spawn are undead creatures that come into being when Cinematic Vampires infect mortals through a Blood Drain Attack, or through a transfer of blood from master to spawn. Once infected a mortal may only cure himself by slaying the vampire that sired him. The first time a Cinematic Vampire Spawn kills another creature through its Blood Drain attack it becomes a full fledged Cinematic Vampire, though its victim is not considered to be infected. Cinematic Vampire Spawn appear much as they did in life, although their features are often pale and hardened, with a predatory look.

Cinematic Vampire Spawn speak any languages they knew in life.

Challenge Rating:

Base Creature +1.

Hit Dice:

Increase to d10.

Type:

The creature's type changes to aberration.

Speed:

Same as the base creature.

Defense/AC:

The base creature's natural armor improves by +4.

Attacks:

A Cinematic Vampire Spawn retains all the base creature's attacks.

Special Attacks:

A Cinematic Vampire Spawn retains all the special attacks of the base creature and also gains those listed below.

Blood Drain (Ex):

A Cinematic Vampire Spawn 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 damage each round.

Special Qualities:

Fast Healing 2 (Ex):

A Cinematic Vampire Spawn heals 2 points of damage each round so long as it has at least 1 hit point. A Cinematic Vampire Spawn harmed by silver or magic weapons cannot heal that damage until all of its other damage has been healed, and even then only heals at a rate of 1 point of damage per round.

If reduced to 0 hit points in combat, it is rendered unconscious for 1d6 rounds, after which healing resumes as normal.

Skills:

Cinematic Vampire Spawn have a +4 racial bonus on Bluff, Hide, Listen, Move Silently, Search, Sense Motive, and Spot checks.

Weaknesses:

Cinematic Vampire Spawn are vulnerable to all attacks and effects that repel or slay Cinematic Vampires, with the exception of sunlight, and *Need to Feed*. A Cinematic Vampire Spawn caught in sunlight is considered to be Fatigued, but is otherwise alright. Once the Cinematic Vampire Spawn is no longer exposed to sunlight, he is no longer considered fatigued. For details on other weaknesses, see the Cinematic Vampire entry.

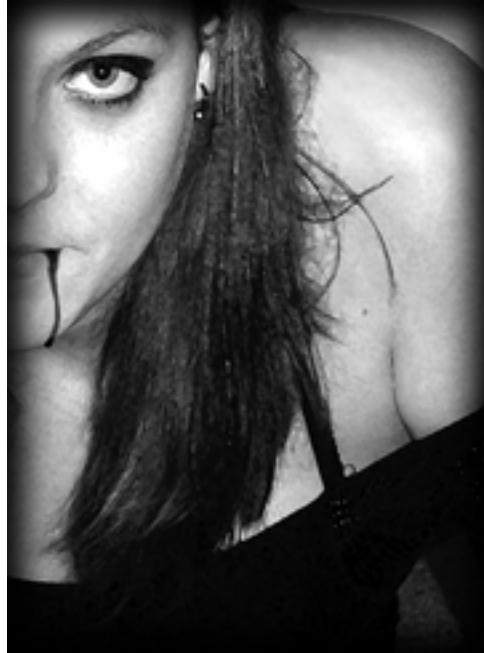
Sample Cinematic Vampire Spawn

(Fighter 6): CR 7; Medium-size aberration; HD d10; HP 61; Mas 50; Init +2; Spd 30 ft.; Defense/AC 24, touch 14, flat-footed 20 (Dex +2, armor +8, natural +4); BAB +7/+2; Grap +10; Atk melee +10/+5 (1d3 unarmed); Full Atk melee +10 (Blood Drain) melee +11/+6 (2d6 Great Sword MW), or ranged; FS 5ft. by 5ft.; Reach 5ft.; SQ: Blood Drain, Fast Healing 2; Weaknesses: Decapitation, Fatigued in Sunlight, Garlic AL: Master/Chaotic Evil; SV: Fort +8, Ref +4, Will +4; Str 17, Dex 14, Con 16, Int 15, Wis 14, Cha 13.

Skills: Balance +6 (+0 in armor), Bluff +6, Climb +12 (+6 in armor), Craft (repair) +11, Hide +6 (+0 in armor), Jump +12 (+6 in armor), Listen +6, Move Silently +6, Search +6, Sense Motive +6, Spot +6

Feats: Blind Fighting, Cleave, Endurance, Great Cleave, Power Attack, Weapon Focus (Great Sword), Weapon Specialization (Great Sword)

Equipment: Great Sword (Masterwork), Spiked Full Plate Armor (Masterwork)



Cinematic Dhampir (Template)

The Cinematic Dhampir template represents the child of a humanoid and a Cinematic Vampire. Dhampirs tend to appear like normal members of the base creature's race, albeit with pale skin.

Many Dhampirs develop an intense hatred for their arcane heritage and take up careers as Vampire hunters.

Template Traits:

The "Cinematic Dhampir" is a template that can be added to any corporeal creature other than an undead (referred to hereafter as the base creature.) It uses all the base creature's statistics and special abilities except as noted here.

Challenge Rating:

Base creature +2

Type:

The creature's type changes to aberration.

Hit Dice:

d10 or by class, whichever is higher.

Speed:

30 feet.

Defense:

Cinematic Dhampirs receive a +3 armor bonus to Defense.

Attacks:

The Cinematic Dhampir retains all the natural attacks, manufactured weapons, and weapon proficiencies of the base creature. Cinematic Dhampirs are also proficient with all simple and archaic weapons, and gain any weapon proficiency acquired by class.

Special Qualities:

A Cinematic Dhampir retains all of the base creature's supernatural and spell-like qualities. Dhampirs also gain the following Special Qualities:

Darkvision:

Cinematic Dhampirs have darkvision with a range of 60 feet.

Damage Reduction (Su):

A Cinematic Dhampir body is tough, giving the creature damage reduction 5/wood.

Fast Healing 2 (Ex):

A Cinematic Dhampir heals 2 points of damage each round.

Cold Resistance 10 (Ex):

A Cinematic Dhampir ignores the first 10 points of cold damage from any cold-based attack.

Electricity Resistance 10 (Ex):

A Cinematic Dhampir ignores the first 10 points of electricity damage from any electricity-based attack.

Saves:

The Cinematic Dhampir receives a

+2 racial bonus on all Will saves.

Abilities:

Increase from the base creature as follows: Str +3, Dex +2, Int +1, Con -2, Cha +4.

Skills:

Cinematic Dhampirs receive a +4 racial bonus to Bluff, Hide, Listen, Move Silently, Search, Sense Motive, and Spot checks. Otherwise same as the base creature (by class).

Feats:

As a human of the characters class.

Advancement:

By character Class.

Sample Cinematic Dhampir

Cinematic Dhampir (Fast Hero 1): CR 2; Medium-size aberration; HD 1d10; HP 10; Mas 10; Init +7; Spd 30 ft.; Defense/ AC 19, 16 touch, 16 flat-footed (+3 Dex, +3 class, +3 natural); BAB +0; Grap +0; Atk melee (1d3 unarmed, 1d6 slam); Full Atk melee (1d3 unarmed, 1d6 slam) melee (weapon), or ranged; FS 5ft. by 5ft.; Reach 5ft.; SQ: Darkvision 60ft., Damage Reduction 5/wood, Fast Healing 2, Resistance (cold) 10, Resistance (electricity) 10; Weaknesses: none; AL: Chaos and Good; SV: Fort +0, Ref +4, Will +4; AP 0; Str 11, Dex 17, Con 10, Int 14, Wis 14, Cha 14. Skills: Bluff +6, Craft (mechanical) +5, Drive +6, Escape Artist +6, Hide +10, Listen +6, Move Silently +10, Search +6, Sense Motive +6, Sleight of Hand +7, Spot +6, Tumble +7 Feats: Evasion, Improved Initiative, Simple Weapons Proficiency, Personal Firearms Proficiency Equipment: Casual clothing, Cell phone, Desert Eagle (2d8 ballistic), Tazer (1d4 electricity), Whip (1d2 slashing), Wooden stakes (see Appendix: Rules and Systems) x2



Folklore Dhampir (Template)

Template Traits:

The "Folklore Dhampir" is a template that can be added to any corporeal creature other than an undead (referred to hereafter as the base creature.) It uses all the base creature's statistics and special abilities except as noted here.

Challenge Rating:

Base creature +1

Type:
The creature's type changes to aberration.

Hit Dice:
d8 or by class, whichever is higher.

Speed:
30 feet.

Defense:
Folklore Dhampirs receive a +2 armor bonus to Defense.

Attacks:
The Folklore Dhampir retains all the natural attacks, manufactured weapons, and weapon proficiencies of the base creature. Folklore Dhampirs are also proficient with all simple and archaic weapons, and gain any weapon proficiency acquired by class.

Special Qualities:
A Folklore Dhampir retains all of the base creature's supernatural and spell-like qualities. Dhampirs also gain the following

Special Qualities:

Darkvision:
Folklore Dhampirs have darkvision with a range of 60 feet.

Damage Reduction (Su):
A Folklore Dhampir body is tough, giving the creature damage reduction 5/bludgeoning.

Fast Healing 2 (Ex):
A Folklore Dhampir heals 2 points of damage each round.

Cold Resistance 5 (Ex):
A Folklore Dhampir ignores the first 5 points of cold damage from any cold-based attack.

Electricity Resistance 5 (Ex):
A Folklore Dhampir ignores the first 5 points of electricity damage from any electricity-based attack.

Sense Vampires (Su):
A Folklore Dhampir can sense the presence of Vampires in the immediate area by simply looking through their shirt sleeve and making a Spot check at DC 10. This ability will reveal even hidden Vampires and Vampires in mist form. By making a Concentration check at DC 15, the Folklore

Dhampir may extend this "second sight" to another creature by allowing them to look through their shirt sleeve. This ability may be used at will.

Brittle Bones
Folklore Dhampirs suffer from the *Brittle Bones* weakness (see **Appendix: Rules and Systems**).

Saves:
The Folklore Dhampir receives a +2 racial bonus on all will saves.

Abilities:
Increase from the base creature as follows: Str +2, Dex +2, Con -4, Cha +4.

Skills:
Folklore Dhampirs receive a +4 racial bonus to Bluff, Hide, Listen, Move Silently, Search, Sense Motive, and Spot checks. Otherwise same as the base creature (by class).

Feats:
As a human of the character's class.

Advancement:
By character Class.

Sample Folklore Dhampir (Barbarian 1): CR 2; medium-size aberration; HD 1d12; HP 13; Init +3; Spd 30 ft.; Defense/ AC 15, touch 12, flat-footed 12 (+3 Dex, +2 natural); BAB +1; Grap +5; +5 Atk melee (1d3+4 unarmed, 1d6+4 slam); +5 Full Atk melee (1d3+4 unarmed, 1d6+4 slam) +6 melee (Great club 1d10+5), or +3 ranged; FS 5ft. by 5ft.; Reach 5ft.; SQ: Darkvision 60ft., Damage Reduction 5/bludgeoning, Fast Healing 2, Resistance (cold) 5, Resistance (electricity) 5, Sense Vampires; Weaknesses Brittle Bones; AL: Chaotic Good; SV: Fort +3, Ref +3, Will +3; Str 19, Dex 17, Con 12, Int 11, Wis 12, Cha 19.

Skills: Bluff +8, Craft (Leatherworking) +2, Handle Animal +6, Hide +7, Intimidate +7, Knowledge (nature) +1, Listen +7, Move Silently +7, Search +5, Sense Motive +8, Spot +6, Swim +5, Wilderness Lore +4

Feats: Simple Weapons Proficiency, Martial Weapons Proficiency, Light Armor Proficiency, Medium Armor Proficiency, Shield Proficiency, Rage (1x per day), Fast Movement
Equipment: Great club, Traveler's Outfit, 50' Rope, Torch, Waterskin

NEW CORE CLASS Slayer (Core Class)

Hit Die: d12

Requirements: Human only. Must be *Chosen* (see below).

Class Skills

The Class Skills of the Slayer (and the key ability for each skill) are: Balance (Dex), Climb (Str), Concentration (Con), Gather Information (Cha), Jump (Str), Knowledge (any) (Int), Listen (Wis), Sense Motive (Wis), Spot (Wis), Tumble (Dex)

Skill points at 1st level:

(4+ Int Modifier) x4

Skill points per level:

4+ Int modifier.

Class Features

The class features of the Slayer are:

Simple Weapons Proficiency

At 1st level, the Slayer receives the Simple Weapons Proficiency feat for free.

Bonus Feats

The Slayer receives bonus feats at 1st, 3rd, 6th, and 9th level. The Slayer may select any feat provided that he meets the prerequisites.

Chosen

Slayers are not made, they are born. To become a Slayer, the character must be Chosen. At GM discretion any member of a non-spellcaster class may multiclass into the Slayer class, though only after their first encounter with the supernatural. Some higher power selects the character as a champion in the fight against the forces of Evil, and the choice is usually (though not always) made early in the Slayer's life. It is extremely rare that a person will be brought into the Slayer class after more than one encounter with a Supernatural creature. The energies that drive supernatural creatures tend to trigger latent Slayers when the two cross paths. Ultimately, the GM is the final arbiter as to who may or may not become a Slayer.

Detect Supernatural

At 1st level, the Slayer gains the

ability to detect Supernatural creatures and auras. This power may be used at will. The Slayer simply takes a turn to attune himself to

Table: The slayer

Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+1	Bonus Feat, Detect Supernatural
2nd	+2	+3	+0	+1	Supernatural Resistance
3rd	+3	+3	+1	+2	Bonus Feat
4th	+4	+4	+1	+2	Favored Enemy
5th	+5	+4	+1	+3	Defense/AC Bonus
6th	+6	+5	+2	+3	Bonus Feat
7th	+7	+5	+2	+3	Favored Enemy
8th	+8	+6	+2	+4	Defense/AC Bonus
9th	+9	+6	+3	+4	Bonus Feat
10th	+10	+7	+3	+5	Martyr's Strike

his surroundings and makes a Spot Check at DC 15. If successful, the Slayer may detect Supernatural occurrences in his presence. This awareness grows sharper the longer the Slayer keeps it in effect, as detailed below.

Maintaining Detect Supernatural is a free action, and does not require concentration.

1st Round: Presence or absence of the supernatural.

2nd Round: Number of supernatural auras (creatures, objects, or spells) in the area and the power of the most potent supernatural aura present.

3rd Round: The power and location of each

aura. If an aura is outside your line of sight, then you discern its direction but not its exact location.

Aura Power: A supernatural aura's power depends on the type of supernatural creature or object that the Slayer is detecting and its HD, or caster level; see the accompanying table. If an aura falls into more than one strength category, the spell indicates the stronger of the two.

Lingering Aura: An evil aura lingers after its original source dissipates (in the case of a spell) or is destroyed (in the case of a creature or magic item). If Detect Supernatural is used and directed at such a location, the awareness indicates an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power:

This awareness can penetrate barriers stretching in 500 feet in every direction.

Supernatural Resistance

At 2nd level, the Slayer develops a resistance to damage from supernatural sources. Whether from a Werewolf's claws, a Vampire's fangs or a Wizard's spell, the Slayer is considered to have Damage Resistance equal to his Slayer level x2 versus all sources of supernatural damage (including magic weapons).

Favored Enemy

At 4th level, a Slayer may select a type of creature from among those given on Table: Slayer Favored Enemies. The Slayer gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against creatures of this type. Likewise, he gets a +2 bonus on weapon damage rolls and attack rolls against such creatures.

At 7th level, the Slayer may select an additional favored enemy from those given on the table. In addition, the bonus against the favored enemy selected at 4th level increases by 2.

Defense/ AC Bonus

At 5th level, the slayer gains a +1 bonus to Defense/ AC, due to the extensive combat experience he has amassed by this point. At 8th level, the Slayer gains an

additional +1 bonus to Defense/ AC.

Martyr's Strike

At 10th level, the Slayer gains the ability to smite the unnatural. By giving a bit of his own life force, the Slayer can destroy even the most potent of supernatural adversaries. To use this power, the Slayer takes 1d6 damage, and then must make a touch attack against the chosen supernatural creature. If successful, the creature must make a Fortitude save DC 25 or die. If the creature makes this save, it still suffers 5d6 points of damage, though the Slayer will take an additional 1d6 damage in this event.

Sample Slayer

Eric Benson (Slayer 1): CL 1; HD d12; HP 13; Mas 13; Init +2; Spd 30 ft.; Defense/ AC 13, touch 11, flat-footed 11 (Dex +2, armor +1); BAB+1; Grap +4; Atk melee +4(1d3 unarmed); melee +4(1d6 wooden stake), or ranged; FS 5ft. by 5ft.; Reach 5ft.; SQ: Detect Supernatural; AL: Good, SV: Fort + 2, Ref + 3, Will + 2; Str 16, Dex 14, Con 13, Int 9, Wis 9, Cha 11. Skills: Balance +3, Climb +4, Concentration +3, Gather Information +1, Intimidate +2, Jump +4, Knowledge (pop culture) +2, Listen +3, Move Silently +4, Spot +3, Tumble +4 Feats: Alertness, Iron Will, Simple Weapon Proficiency Equipment: Casual Clothing, Leather Jacket, Wooden Stake (x4), Metal Baton, Sap.



Chapter 3:



**EGYPTIAN HORROR:
MUMMIES**

Horror films often speak of curses and retribution befalling those who disturb the rest of the mummy. Here are three different examples of these immortal creatures.

Bandage Mummy

The bandage Mummy template is designed to reflect the spooky, shambling creature of classic horror film. Usually rising only to seek revenge upon those foolish enough to disturb their tombs, these mummies are simple in purpose and intent.

Bandage Mummies do not speak.

Challenge rating:

A Bandage Mummy has a Challenge rating of 3.

Hit Dice:

Remove all hit dice gained from levels, double those dice that remain and change to d12

Type:

The creature's Type becomes Undead.

Speed:

15ft.

Defense/ AC:

Bandage Mummies receive a +3 armor bonus to Defense/ AC.

Attacks:

Bandage Mummies retain all natural attacks of the base creature and gain a slam attack.

Damage:

Natural and manufactured weapons deal damage normally. A slam attack deals 1d6 damage (but use the base creature's slam damage if greater).

Special Qualities:

The Bandage Mummy loses all base creature's supernatural or spell-like abilities.

Damage Reduction (Su):

The Bandage Mummy is nearly impervious to many forms of injury, giving the creature Damage Reduction 20/fire.

Move or Attack Action Only (Ex):

A Bandage Mummy is very slow and clumsy. As such, the creature can perform only a single move action or attack action on

its turn. It can only move and attack if it charges.

Turn Resistance (Ex):

Due to the magics involved in creating a Bandage Mummy, the creature receives Turn Resistance +4 (If the cleric worships Anubis, or any other death god, as well as if the Cleric possesses a copy of the ritual used to create the mummy, this does not apply)

Blindsight (Su)

Bandage Mummies possess blindsight at a range of 60ft.

Spell Resistance (Su)

A Bandage Mummy receives +10 to all saves made to resist spells.

Death Knell (Sp)

Bandage Mummies may use *Death Knell* as a 10th level spell caster twice a day.

Weaknesses:

Combustible:

Bandage Mummies suffer from the *Combustible* weakness (see **Appendix: Rules**)

Allegiances/Alignment:

None / neutral evil

Saving Throws:

Bandage Mummies receive a +2 bonus to Will saves.

Abilities:

Bandage Mummies alter the base creature's abilities as follows: Str +2, Dex – 2, Wis changes to 10, Cha decreases to 1

Skills:

The creature loses all skills; however the Bandage Mummy gains a +10 racial bonus to all Spot, Listen, and Move Silently checks

Feats:

The Bandage Mummy gains the Archaic Weapon Proficiency and Simple Weapon Proficiency feats.

Sample Bandage Mummy

CR 3; Medium-size undead; HD d12; HP 24; Mas-; Init; Spd 15 ft.; Defense/ AC 14, touch 13, flat-footed 13(+1 Dex, +3 natural); BAB +1; Grap +4; Atk melee +4 (1d3 unarmed, 1d6+3 slam); Full Atk melee +4 (1d3+3 grapple, 1d6+3 slam) melee +4 (1d4+3 Knife), or ranged; FS 5ft. by 5ft.; Reach 5ft.; SQ: Damage reduction 20/fire, Move or Attack Action Only, Turn Resistance +4, Blindsight, Spell Resistance +10, Death Knell;



weaknesses: Combustible; AL: None/Neutral Evil
 SV: Fort + 0, Ref + 1, Will + 2; Str 17, Dex 12,
 Con —, Int 12, Wis 10, Cha 1.
 Skills: Listen +10, Move Silently +10, Spot +10
 Feats: Archaic Weapon Proficiency, Simple
 Weapon Proficiency
 Equipment: Knife

Improved Bandage Mummy

This Template is designed to create a slightly more threatening version of the Bandage Mummy. Unless otherwise noted, use the stats and modifiers for the Bandage Mummy.

Improved Bandage Mummies do not speak.

Challenge Rating:
 Increase CR to 4.

Speed:
 The Improved Bandage Mummy has a speed of 30ft.

Special Qualities:

Despair (Su):
 At the mere sight of an Improved Bandage Mummy, the viewer must succeed on a DC 16 Will save or be paralyzed with fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same Mummy's *Despair* ability for 24 hours. The save DC is Charisma-based.

Note: Improved Bandage Mummies do not suffer from Move or Attack Action Only.

Skills:
 Retains all current skills, though these skills may never improve. Improved Bandage Mummies also gain a +10 racial bonus to all Spot, Listen and Move Silently checks.

Sample Improved Bandage Mummy
 CR 4; Medium-size undead; HD d12; HP 24; Mas-
 ; Init; Spd 30 ft.; Defense/ AC 14, touch 13, flat-
 footed 13(+1 Dex, +3 natural); BAB +1; Grap
 +4; Atk melee +4 (1d3 unarmed, 1d6+3 slam);
 Full Atk melee +4 (1d3+3 grapple, 1d6+3 slam)
 melee +4 (1d4+3 Knife), or ranged; FS 5ft. by
 5ft.; Reach 5ft.; SQ: Damage Reduction 20/fire,
 Despair, Turn Resistance +4, Blindsight, Spell
 Resistance +10, Death Knell; Weaknesses:
 Combustible; AL: None/Neutral Evil SV: Fort +

0, Ref + 1, Will + 2; Str 17, Dex 12, Con —, Int
 12, Wis 10, Cha 1.

Skills: Listen +10, Move Silently +10, Spot +10

Feats: Archaic Weapon Proficiency, Simple
 Weapon Proficiency



Equipment: Knife

Empowered Mummy (Template)

The Empowered Mummy is a truly terrifying and relentless creature. Sometimes adventurers or explorers disturb things which were meant to be left at rest. The Empowered Mummy is one such case. Once one of these creatures is roused from its slumber, it will stop at nothing to destroy those foolish enough to have disturbed it.

The Empowered Mummy has several bizarre powers at its command such as controlling the desert, and summoning swarms of locusts. This creature is truly a formidable enemy.

Empowered Mummies speak any languages they knew in life.

Challenge Rating:
 Same as base creature +8

Hit Dice:
 Change to d12.

Type:
 Creature type becomes Undead.

Speed:
 30ft



Defense/ AC:

The Empowered Mummy receives a +6 armor bonus to Defense/ AC.

Attacks:

Empowered Mummies retain all natural attacks of the base creature and gain a slam attack.

Damage:

Natural and manufactured weapons deal damage normally. A slam attack deals 1d6 damage (but use the base creature's slam damage if greater).

Special Qualities:

The Empowered Mummy retains all special qualities of the base creature, and gains the following:

Blindsight (Su)

Empowered Mummies possess blindsight at a range of 60ft.

Spells (Sp):

The Empowered Mummy can cast the following spells as if he were a 15th level spellcaster Call Lightning Storm, Clairaudience/Clairvoyance, Command, Command Undead, Contagion, Control Water, Control Weather, Creeping Doom, and Death Knell. Each may be cast once per day.

Spell Resistance (Su)

An Empowered Mummy receives +10 to all saves made to resist spells.

Turn Resistance (Ex):

Due to the magics involved in creating an Empowered Mummy, the creature receives Turn Resistance +4 (If the cleric worships Anubis, or any sort of death god, as well as if the Cleric possesses a copy of the ritual used to create the Mummy, this does not apply)

Weakness:**Need to Feed (special)**

Upon Rising, the Empowered Mummy must devourer the flesh of those who disrupted its tomb. The Mummy must devote every waking moment to the pursuit of the interlopers, until such time as they have all been destroyed. After the intruders have all been killed and eaten by the Mummy, it is free to pursue whatever agenda it wishes.

Allegiances/Alignment:

None/ Neutral Evil

Ability Scores:

Str +2, Dex +2, Con-, Cha +4

Skills:

Empowered Mummies gain a +10 racial bonus to all Spot, Listen and Move Silently checks. Also note that the Empowered Mummy uses Charisma for all Concentration checks.

Feats:

Empowered Mummies gain the Archaic Weapon Proficiency and Simple Weapon Proficiency feats.

Advancement:

By Character Class.

Sample Empowered Mummy

(Wizard 3): CR 11; Medium-size undead; HD d12; HP 41; Mas-; Init +1; Spd 30 ft.; Defense/ AC 18, touch 16, flat-footed 16(+2 Dex, +6 natural); BAB +1; Grap +2; Atk melee +2 (1d3+1 unarmed, 1d6+1 slam); Full Atk melee +2(1d3+1 unarmed, 1d6+1 slam) melee +2 (1d4+1 knife), or ranged +3; FS 5ft. by 5ft.; Reach 5ft.; SQ: Blindsight, Spells (Call Lightning Storm, Clairaudience/Clairvoyance, Command, Command Undead, Contagion, Control Water, Control Weather, Creeping Doom, and Death Knell each once per day) Spell Resistance +10, Turn Resistance +4; Weaknesses: Need to Feed (special); AL: None/ Neutral Evil; SV: Fort + 2, Ref + 2, Will + 6; Str 12, Dex 14, Con —, Int 17, Wis 16, Cha 18.

Skills: Alchemy +8, Appraise +5, Bluff +8, Concentration (uses Cha) +9, Escape Artist +4, Gather Information +6, Intimidate +6, Knowledge (Arcana) +7, Knowledge (religion) +5, Listen + 13, Move Silently +12, Spellcraft +7, Spot +16

Feats: Archaic Weapon Proficiency, Scribe Scroll, Simple Weapon Proficiency, Spell Penetration, Summon Familiar, Toughness
Equipment: Knife, Spellbook, Robes, Spell Component Pouch

Spells Known: 0th level: Detect Poison, Daze, Flare, Light, Dancing Lights, Ghost Sound, Disrupt Undead, Mage Hand, Mending, Open/ Close, Arcane Mark, Detect Magic, Prestidigitation, Read Magic; 1st level: Alarm, Endure Elements, Mage Armor, Mount, Summon Monster, Identify, Sleep, Magic Missile, Cause Fear, Feather Fall, Jump, Shocking Grasp; 2nd level: Summon Swarm, Web, Shatter, Ghoul

Appendix:

Rules and Systems

This section of the book is dedicated to new or modified rules, ready to be used in your D&D or d20 Modern game.

I. Combat

These rules are intended to simulate combat techniques used in various horror stories. Though these maneuvers are specifically designed with undead targets in mind, they could easily be added to any combat situation at GM's discretion.

Decapitation

As a full-round action, a character can use a firearm or melee weapon that deals lethal damage to decapitate an opponent. The attacker takes a -6 penalty, unless the opponent is somehow rendered helpless. In the case of a helpless victim, the attacker rolls normally. The helpless target has an effective Defense/ AC of 5 + his or her size modifier. In either scenario, if the character hits, he or she automatically removes the victim's head unless the victim can make a Fortitude save (DC 15)

Decapitating an opponent provokes attacks of opportunity from threatening foes because it involves focused concentration and methodical action.

Staking the Heart

A wooden stake or a silver weapon thrust into a vampire's heart can destroy it instantly (a weapon with a metal blade and wooden shaft, such as a spear, can be used in this manner at a -4 penalty to hit because of the extra force needed to push past the blade. Weapons of opportunity, like a broken off pool cue, or silverware also suffer this penalty). To strike a creature's heart, an opponent must use a full-round action to aim for its heart with a melee weapon (the opponent may use a bow or crossbow if they are adjacent to the vampire). Making a heart strike draws an attack of opportunity from the defender and from all threatening foes. The attacker then makes an attack roll at -4 (the penalty for using a spear or similar weapon stacks with this penalty); if



the attack succeeds, the vampire suffers normal damage and must make a Fortitude save (DC 10 + damage dealt) or be destroyed instantly. The attack is not a critical hit, nor does sneak attack damage apply.

II. NEW WEAPONS

UV Iridescent Tracer Rounds

These special bullets were developed by the U.S. military to provide soldiers with tracer rounds that the enemy cannot see. Their primary function is to cause a glowing trail, much like a standard tracer round, that can only be seen by someone wearing UV goggles. This is achieved by tipping a bullet with a cap filled with irradiated fluid that glows in the UV spectrum of light. These bullets serve their intended purpose quite well, but vampire hunters have discovered a secondary, and far more practical function. The bullets affect vampires exactly like sunlight exposure. Once hit with one of these bullets, a vampire is essentially doomed, as the UV light pours through their insides, reducing them to ash in a matter of seconds. Simply consider any vampire hit with a UV iridescent tracer round to be under the effects of full exposure to sunlight. Needless to say these bullets are primarily available through the military, and quite expensive on the black market, though the bullets can be found in all calibers fitting handguns and rifles.

Wooden Stakes

The standard weapon of the Vampire hunter, a wooden stake can represent either a weapon solely created for the purpose of killing Vampires, or a weapon of opportunity,

like a broken table leg.

Weapon: Stake

Damage: 1d6

Crit (x3): 19-20

Type: Piercing

Range: 5 ft.

Size: Med.

Weight: 3 lb.

III. Weaknesses

These weaknesses have been added in this supplement to help balance gameplay and add the limitations of various monsters of lore to the game.

Brittle Bones

Several supernatural creatures (mainly certain vampires and dhampirs) are reputed to have weak and brittle bones. Any time that a creature with Brittle Bones takes damage equal to or greater than his Constitution modifier +3 from a single bludgeoning attack, he must make a Fortitude save at DC 15 or break a bone. For each broken bone the creature receives a -2 penalty on all skill checks, saves and attack rolls, as well as a -2 penalty to Defense. These modifiers are cumulative. Broken bones can be treated by a Treat Injury check at DC 10. Each increment of 5 that this check succeeds by, the associated penalties are reduced by 1 (thus with a check result of 10 the penalty is reduced by 1, at 15 it is reduced by 2, at 20 by 3, etc.) to a minimum penalty of -1.

Combustible

It is often said that fire is the great destroyer. In the case of several cinematic undead, this is quite true. Creatures suffering from the Combustible weakness are at increased risk of dying from exposure to flames. Any creature with the Combustible weakness takes 2d6 points of damage the turn that they catch fire and an additional 2d6 points of damage per turn thereafter. Additionally, any rolls made to attempt to put out the flaming creature suffer a -4 penalty, as their undead flesh acts as an accelerant.

Counting Compulsion

A creature suffering from a counting compulsion must stop and count objects laid in its path. Usually only small objects arranged

randomly set off this weakness, but at the GM's discretion, virtually any group of objects can affect the creature. Whenever a creature with Counting Compulsion comes across an assortment of objects that may distract it, the creature must make a Will save at dc 15 or stop and individually count the items. A creature is considered flat footed while counting, even after being attacked, and may not use any skills or special qualities that require any thought whatsoever.

Need to feed

Certain undead creatures need to devour living tissue. Whether devouring flesh or blood the creature cannot perpetuate its existence without this vile sustenance. Any creature with *Need to Feed* will suffer 1d6 hp of damage every 24 hours that they fail to meet their need. If this damage reduces the creature to 0 hp, they are immediately destroyed unless otherwise noted in the creature's description.

Running Water

A creature suffering from the Running Water weakness cannot physically cross any body of running water. A body of running water is considered to be any water more than three inches wide that is not completely stagnant. Optionally the GM may determine that immersion in running water is actually harmful to the creature, and assign 1d10 hit points of damage per turn that a creature is submerged. Treat this damage as magic for the purposes of Damage Resistance, or simply allow the damage to ignore Damage Resistance altogether (the creature *does* suffer from a weakness to the water after all).



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