

FLESHBOUND VAMPIRE (TEMPLATE)

Fleshbound vampires are bloodsucking undead creatures possessing superior physical abilities. Although they are undead, they breed with each other to produce young, or they infect humanoid by forcing them to ingest vampire blood. Damaged by sunlight, garlic, and silver, fleshbound vampires are not restricted by coffins and lack many of the strange abilities often attributed to “standard” vampires.

Fleshbound vampires, often referred to simply as “fleshbounds,” appear just as they did in life, although they are often more pale than their living counterparts. Their eyes sometimes have an unnatural glow in fire-light. They cast shadows and have reflections in mirrors.

Fleshbounds speak any languages they knew in life.

Creating a Fleshbound Vampire

“Fleshbound vampire” is a template that can be added to any humanoid or monstrous humanoid creature (referred to hereafter as the “base creature”). The creature’s type changes to “undead.” The fleshbound uses all the base creature’s statistics and special abilities except as noted here.

Hit Dice: Increase to d12.

Speed: Same as the base creature.

AC: The base creature’s natural armor improves by +6.

Attacks: A fleshbound retains all the attacks of the base creature.

Special Attacks: A fleshbound retains all the special attacks of the base creature and also gains those listed below.

Blood Drain (Ex): A fleshbound 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 slain by a fleshbound’s blood drain attack rises as a fleshbound vampire 1d3 days after its death. These new fleshbounds are not under the control of their sire in any way.

Special Qualities: A fleshbound retains all the special qualities of the base creature and those listed below, and also gains the undead type.

Damage Reduction (Su): A fleshbound’s undead body is tough, giving the creature damage reduction (10/silver).

Turn Resistance (Ex): A fleshbound has +4 turn resistance.

Resistance (Ex): A fleshbound has cold and electricity resistance (10).

Fast Healing (Ex): A fleshbound heals 5 points of damage each round so long as it has at least 1 hit point. A fleshbound 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): Fleshbounds slowly regenerate lost limbs over the course of several days, but cannot reattach severed limbs.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Saves: Same as the base creature.

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

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



Feats: Fleshbounds gain Alertness, Combat Reflexes, Improved Initiative, Improved Unarmed Strike, Lightning Reflexes, and Toughness as bonus feats.

Climate/Terrain: Any land and underground.

Organization: Solitary, pair, gang (2–5), or troop (1–2 plus 2–5 vampire spawn).

Challenge Rating: Same as the base creature +2.

Adjustment: +4.

Treasure: Standard.

Alignment: Any evil.

Advancement: By character class.

Fleshbound Vampire Weaknesses

Like supernatural vampires, fleshbound vampires have a number of weaknesses.

Garlic: Fleshbounds can be killed by garlic. A single clove of garlic crushed onto a weapon allows the weapon to inflict 1d6 points of temporary Strength damage. An entire vial of garlic juice injected into or consumed by the fleshbound deals 4d4 points of temporary Strength damage. At Strength 0 the fleshbound vampire dies.

Sunlight: Fleshbounds 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 fleshbound 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 fleshbound only loses one-tenth of its maximum hit points).

Variant Rule: Staking a Fleshbound's Heart

A fleshbound's heart is especially vulnerable to certain attacks. A wooden stake or a silver weapon thrust into its heart destroys 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 down to the wood). To strike the heart, an opponent must use a full-round action to aim for the heart with a melee weapon

(the opponent may use a bow or crossbow if they are adjacent to the fleshbound). Making a heart strike draws an attack of opportunity from the fleshbound 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 fleshbound 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.

Sample Fleshbound Vampire

This example uses a 2nd-level human fighter as the base creature.

Human Male Fleshbound Vampire Ftr2

Medium Undead

Hit Dice:	2d12+6 (19 hp)
Initiative:	+9 (Dex, Improved Initiative)
Speed:	30 ft.
AC:	26 (+1 Dex (armor penalty), +7 armor, +2 shield, +6 natural), touch 15, flat-footed 25
BAB/Grapple:	+2/+6
Attacks:	Masterwork longsword +8 melee (1d8+4); or masterwork mighty (+4) composite longbow +8 ranged (1d8+4)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Blood drain, create spawn
Special Qualities:	Damage reduction (10/silver), fast healing (5), resistance (cold and electricity 10), slow regeneration, turn resistance (+4), vampire weaknesses
Saves:	Fort +3, Reflex +7, Will +0.
Abilities:	Str 19, Dex 21, Con —, Int 10, Wis 10, Cha 12.
Skills:	Handle Animal +6, Hide +6, Jump +2, Listen +8, Move Silently +6, Ride (horse) +14, Spot +8
Feats:	Alertness, Combat Reflexes, Improved Initiative, Improved Unarmed Strike, Lightning Reflexes, Power Attack, Quick Draw, Toughness (x2), Weapon Focus (longsword).
Gear:	masterwork longsword, masterwork mighty (+4) composite longbow, 20 arrows, masterwork half-plate, masterwork large steel shield, <i>potion of inflict moderate wounds</i> , <i>potion of bull's strength</i> .

DEATH EYE

Large Undead	
Hit Dice:	11d12 (76 hp)
Initiative:	+5 (+1 Dex, +4 Improved Initiative)
Speed:	fly 20 ft. (good)
AC:	21 (-1 size, +1 Dex, +11 natural) touch 10, flat-footed 20
BAB/Grapple:	+5/+9
Attack:	+7 ranged (eye rays, ranged touch attack)
Full Attack:	+2 melee (2d4, bite) and +7 ranged (eye rays, ranged touch attack)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Eye rays
Special Qualities:	All-around vision, <i>reverse gravity cone</i> , fly, +3 turn resistance, undead
Saves:	Fort +3, Ref +4, Will +9
Abilities:	Str 10, Dex 13, Con —, Int 16, Wis 14, Cha 14
Skills:	Hide +8, Knowledge (arcana) +14, Listen +13, Search +14, Spot +13
Feats:	Alertness, Flyby Attack, Improved Initiative, Iron Will, Shot on the Run
Environment:	Any land and underground
Organization:	Solitary
Challenge Rating:	14
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	12–16 HD (Large); 17–33 HD (Huge)

The death eye is an undead eye tyrant created by powerful spellcasters to serve as a guardian. Transformed by negative energy, the creature's eyestalks take on new and frightening powers. The death eye appears as a large, eye tyrant like orb, mutated by death into a sickly, pale, and partially rotted monstrosity.

Combat

Only 2d4 of the death eye's eyestalks are active, as the others are too withered to be of any use.

Eye Rays (Su): Each eyestalk can emit a ray every round, even when the death eye is attacking or moving. The death eye can aim up to three stalks at any one target per firing arc (i.e., forward, left, right, behind, up, or down). Saving throws against eyestalks are made against DC 18 and have a range of 100 feet. The death eye uses these powers as a 13th-level sorcerer, and they behave as per the spells of the same name, with the exception that they are rays that affect only a single target each. Each active eye stalk has a different ability from the fol-

lowing list: *animate dead*, *circle of death*, *energy drain*, *enervation*, *eyebite*, *finger of death*, *horrid wilting*, *polymorph other*, *ray of enfeeblement*, and *vampiric touch*.

Fly (Ex): The eye tyrant may fly, hover, et cetera, and is always under the protection of a *feather fall* spell.

Reverse Gravity Cone (Su): A death eye's central eye continually emits a cone of the spell *reverse gravity*, extending straight ahead from the front of the creature and reaching to a distance of 100 feet. All objects in the cone fall upwards, perhaps taking falling damage if striking the ceiling. There is no saving throw to avoid the effect, only a Reflex save at DC 18 to grab a floor-mounted object to keep from falling up. The death eye uses this power to render opponents helpless while it bombards them with eye rays. Creatures who can levitate or fly can prevent themselves from falling.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.



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