THE HIDDEN BEAST   CREATURE 16

| UNCOMMON | CE | LARGE | UNDEAD | VAMPIRE |

Perception +25; darkvision

Languages Aklo

Skills Intimidation +32, Religion +28

Str +5, **Dex** +6, **Con** +5, **Int** +6, **Wis** +6, **Cha** +9

Undead Bloodline Sorceror

Children of the Night (divine, enchantment, mental) The vampire's presence brings forth creatures of the night to do the master's bidding. These typically include rat swarms, bat swarms, and wolves, but can include other creatures. The vampire can give telepathic orders to these creatures as long as they are within 100 feet, but they can't communicate back.

Coffin Restoration (divine, necromancy, negative) Unlike other undead, a vampire isn't destroyed at 0 HP. Instead, it falls unconscious. If its body rests in its coffin for 1 hour, the vampire gains 1 HP, after which its fast healing begins to function normally.

Divine Evolution You gain an additional spell slot of your highest level, which you can use only to cast your choice of heal or harm.

Items Sihedron Ring

AC 36; **Fort** +25, **Ref** +28, **Will** +28

HP 220 (coffin restoration, fast healing 15, negative healing); **Immunities** death effects, disease, paralyze, poison, sleep; **Resistances** 15 physical (except silver), 5 all energy types; **Weaknesses** Vampire Weaknesses

Mist Escape ◈ **Trigger** The vampire is reduced to 0 HP. **Effect** The vampire uses Turn to Mist. It can take move actions to move toward its coffin even though it's at 0 HP. While at 0 HP in this form, the vampire is unaffected by further damage. It automatically returns to its corporeal form, unconscious, if it reaches its coffin or after 2 hours, whichever comes first.

Turn to Mist ❖ (concentrate, divine, transmutation) The vampire turns into a cloud of vapor, as the gaseous form spell, or back to its normal form. The vampire loses fast healing while in gaseous form. The vampire can remain in this form indefinitely.

Counterspell ↩ **Requirements**: You have an unexpended spell slot you could use to cast the triggering spell.

    Trigger A creature Casts a Spell that you have prepared. You expend one of your spell slots to counter the triggering creature's casting of a spell that you have in your repertoire. You lose your spell slot as if you had cast the triggering spell. You then attempt to counteract the triggering spell. Counteract check 41.

Steady Spellcasting If a reaction would disrupt your spellcasting action, attempt a DC 15 flat check. If you succeed, your action isn't disrupted.

Speed 25 feet, climb 25 feet

Melee ❖ bite +25 (agile), **Damage** 3d10+15 piercing

Melee ❖ tentacle +30 (agile, reach 10ft), **Damage** 3d6+15 bludgeoning plus Grab

Divine Spells 1 Focus Point, DC 41, attack +26 ; **8th** *harm, horrid wilting, vampiric exsanguination, spiritual epidemic;* **7th** *finger of death, ethereal jaunt, harm, energy aegis;* **6th** *vampiric exsanguination, true seeing, spirit blast, blade barrier;* **5th** *cloudkill, prying eye, sending, wall of flesh;* **4th** *talking corpse, vampiric maiden, air walk, discern lies;* **3rd** *bind undead, vampiric touch, chilling darkness, glyph of warding;* **2nd** *illusory creature* (at will), *dispel magic, false life* (12 HP), darkness, see invisibility; **1st** harm, alarm, ray of enfeeblement, ventriloquism;

cantrips (8th) chill touch, detect magic, message, shield, summon instrument, undeath's blessing (focus)

Greater Constrict ◈ 2D6+12, DC 37

Change Shape ◈ (concentrate, divine, polymorph, transmutation) Giant bat with fangs +25 for 3d6+15 piercing.

Create Spawn (divine, downtime, necromancy)

Dominate ◈◈ (divine, enchantment, incapacitation, mental, visual) The vampire can cast dominate DC 41 at will as a divine innate spell. Casting it requires staring into the target's eyes, giving the spell the visual trait. A creature that succeeds is temporarily immune to that vampire's Dominate for 24 hours. Fully destroying the vampire ends the domination, but merely reducing the vampire to 0 HP is insufficient to break the spell.

Drink Blood ◈ (divine, necromancy); **Requirement** A grabbed, paralyzed, restrained, unconscious, or willing creature is within the vampire's reach. **Effect** The vampire sinks its fangs into that creature to drink its blood. This requires an Athletics check against the victim's Fortitude DC if the victim is grabbed and is automatic for any of the other conditions. The victim is drained 2 and the vampire regains 20 HP, gaining any excess HP as temporary Hit Points. Drinking Blood from a creature that's already drained doesn't restore any HP to the vampire but increases the victim's drain value by 1. A victim's drained condition decreases by 1 per week.

Bespell Weapon ◈ **Frequency** once per turn;

Requirements Your most recent action was to cast a non-cantrip spell;

You siphon the residual energy from the last spell you cast into one weapon you're wielding. Until the end of your turn, the weapon deals an extra 1d6 damage of a type depending on the school of the spell you just cast.

    Abjuration force damage

    Conjuration or Transmutation the same type as the weapon

    Divination, Enchantment, or Illusion mental damage

    Evocation a type the spell dealt, or force damage if the spell didn't deal damage

    Necromancy negative damage

Quickened Casting ◈ **Frequency** once per day

Blood Magic Necromantic energy flows through you or one target. Either you gain temporary Hit Points equal to the spell's level for 1 round, or a target takes 1 additional negative damage per spell level

Dangerous Sorcery When you Cast a Spell from your spell slots, if the spell deals damage and doesn't have a duration, you gain a status bonus to that spell's damage equal to the spell's level.