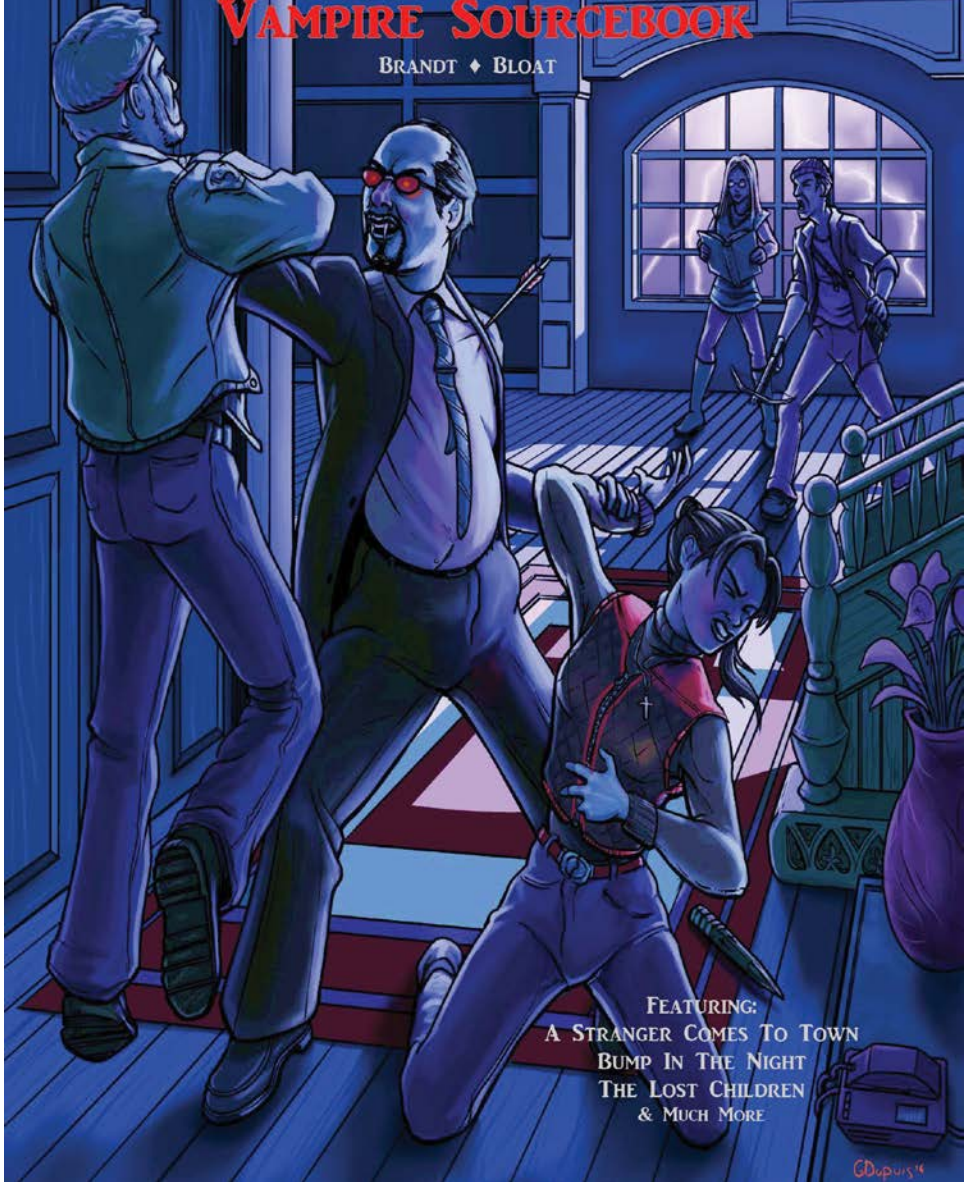


DARK PLACES & DEMOGORGONS

VAMPIRE SOURCEBOOK

BRANDT ♦ BLOAT



FEATURING:
A STRANGER COMES TO TOWN
BUMP IN THE NIGHT
THE LOST CHILDREN
& MUCH MORE

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DARK PLACES & DEMOGORGONS

VAMPIRE SOURCEBOOK

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**SURVIVE THIS!! IS BASED ON THE WORLD'S MOST POPULAR
1970S FANTASY ROLEPLAYING GAME.**

Twelve months ago, when I turned over control of Gaming for a Cure to my volunteers, after running it for the past 11 years, I had no idea where my passion for role-playing games would take me. Fortunately, it gave birth to the QuestWise YouTube channel and to my first professional design gig. I have to thank my wife, Sabrina, first. Her faith in my talents and passions has been like the warm sun in the afternoon, comforting and steadfast. Next, I have to thank Eric and Josh for letting me play in their world for a little while. And last, but not least, I have to thank everyone who watched, liked and shared my rambling videos. You all have made my gaming dreams come true.



Jodie Brandt

*A huge thank you to all our Kickstarter Backers.
This one's for you awesome folks!*



Eric Bloat

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INTRODUCTION

Dating as far back as pre-biblical times, references to strange beings with varying descriptions, abilities and weaknesses, could be classified as vampires. Whether it be someone with an unusual fear or reaction to the sun, to another who was reputed to devour human flesh and drink human blood. Thorough out history, in every corner of the world, rumors and stories have emerged claiming the existence of vampires.

Our modern take on vampires can be traced back to the highly popular 1897 novel Bram Stoker's Dracula. Stoker's Dracula has inspired countless fictional depictions of Dracula and Vampires in literature, comics, television and movies.

By the 1980s, vampires were everywhere, especially in cinema. Here are just a few vampire movies to emphasis the plethora of vampire saturation in 1980s entertainment:

1980	Encounters of the Spooky Kind, Dracula: Sovereign of the Damned
1981	The Monster Club, The Living Dead Girl
1982	I, Desire,
1983	The Hunger,
1984	-
1985	Fright Night, Lifeforce, Vampire Hunter D, Once Bitten, Mr. Vampire, Vampires in Havana, A Polish Vampire in Burbank
1986	Vamp, Kung Fu Vampire Buster, Mr. Vampire II, The Close Encounters of Vampire
1987	The Lost Boys, The Monster Squad, My Best Friend is a Vampire, Graveyard Shift, Near Dark, Mr. Vampire III, A Return to Salem's Lot, Dinner with a Vampire, I Married A Vampire
1988	Waxwork, Vampire's Kiss, The Lair of the White Worm, Fright Night part 2, Vampire in Venice, Robo Vampire, Dracula's Widow
1989	Nick Night, Dance of the Damned, Beverly Hills Vamp, Transylvania Twist

The abundance on vampires in pop culture during the 1980s is what has inspired this Vampire Sourcebook for Dark Places & Demogorgons.

CLASSIC VAMPIRES

Vampires are very powerful undead beings. Most of them retain their intelligence and skills they had upon ‘turning,’ and many of them have used their time since to gain more skills, resources and power. Some, on the other hand, are simply feral, psychotic monsters who are driven by hunger.

Armor Class: 17

Hit Dice: 8+2

Move: 12, Fly 18, 6 Mist

Attacks: 1 per Round

Attack Damage: Bite (Level Drain), Claw 1d6 or By Weapon

Special: See Below

Bonuses: +6 to Hit, +2 to Damage

Terror: 12

HDE: 2

All vampires regenerate 3 hit points of damage from normal attacks every combat round, and if they are reduced to near zero hit points, will attempt to turn to their gaseous form and return to a safe place to heal. Magic weapons do full damage to vampires and non-magical weapons only do half damage, with the exception of attacks that pierce or sever the spine of the vampire, or pierce the heart. Piercing a vampire’s heart will paralyze it and allow an attacker to sever the spine of the vampire to destroy it. To successfully hit the heart is a special ‘called shot’ that attacks an armor class of 20 and the vampire gets a Saving Throw to only be hindered (-4 to all rolls until the piercing item can be removed). Vampires who are pierced (or nearly pierced) through the heart cannot regenerate while in that state.

A vampire can turn into a gaseous mist or a giant bat as a single round action, and can summon a horde of 3d6 wolves, rats, or feral dogs from the surrounding area, which arrive in 1d3+2 combat rounds to assist the vampire.

Meeting the gaze of a vampire requires a saving throw at a +2 penalty, or the victim is affected as by a Control Sentient spell. This spell affects living bipeds of human size or smaller, such as goblins, gremlins and of course humans. If the spell succeeds (Mental Saving Throw allowed but with a penalty of +2), the unfortunate creature falls under the vampire's influence and will follow directions given them as if the caster were their only true friend. Range: 120ft.

The bite of a vampire drains two levels of experience from the victim. Those reduced to 0 levels in this manner become wampyre (lesser vampires) under the control of the creator vampire.

Vampires can be killed by immersing them in running water (they take 2d6 damage per round immersed), severing their spine or exposing them to sunlight (5d6+5 damage per round). Contrary to legends, vampires are unaffected by garlic, mirrors or holy symbols.

A STRANGER COMES TO TOWN



“And all around them, the bestiality of the night rises on tenebrous wings. The vampire’s time has come.”

— Stephen King, *Salem's Lot*

The Morris Estate had remained vacant and boarded up since the passing of the previous and only tenants in the early 1970s. Collins and Shain Morris, were J'town's first openly gay couple. They arrived in J'town in the 1940s, when openly gay couples were definitely not in vogue, and immediately set to building The Morris Estate, a large, luxurious home and grounds that would double as an intimate bed & breakfast hotel that the couple would run. Collins and Shain Morris also would often host some of the most extravagant and elegant parties the town had ever known. The two were very popular and well liked much to the chagrin of the towns religious leaders.

After their passing in the early 1970s, the Morris Estate went on the market but due to its unparalleled luxury and it's prime real-estate location, it's sale price was simply nothing anyone looking to buy in J'town could afford. So, after more than 2 years on the market, the estate was boarded up and all but forgotten about. That was until last week when out of town construction crews showed up and began work on the interior of the old Morris Estate.

Now J'town is all abuzz with excitement and rumors are running rampant. Characters can roll on the Rumor Table to see what they've heard: Roll 1d8

ROLL	RUMOR
1	A New York investment group has purchased the property with plans to re-open The Morris Estate B&B.
2	The new owner plans to tear it to the ground and build a small strip mall in it's place.
3	A wealthy investor from Indonesia is looking to remodel and re-sell the estate now that current market situation is favorable.
4	A distant relative of the Morris's has come forward to claim the property and plan to move in with their new inheritance.
5	A Louisville businessman is looking to retire in nearby J'town.
6	A reclusive European has bought the property with unknown intentions.
7	The City of Jeffersontown plans to renovate the building and use as a home for the Mayor.
8	A Lexington horse trainer is looking to move closer to Churchill Downs and has purchased the estate as his new home.

Meanwhile in J'town, a small store has a "Coming Soon" sign posted on the door, with a marquee reading "Masterson's Wine & Cheese" . . .

Around town, a stranger begins showing up here and there. He is a pale, white-haired, middle-aged man named Mathew Bartholomew. He speaks in a thick British accent and dresses in sophisticated garments. However, everything about him screams "CREEP!"

If approached, he will gladly divulge that he is the proud butler for Lord Kristopher Masterson, owner of not only the soon to open Masterson Wine & Cheese but also The Morris Estate which Masterson will use as his new residence here in J'town. Bartholomew states that his "Master" (he constantly refers to him as Master) shall be arriving sometime in the following weeks as he is currently traveling by boat from his former home in Bulgaria.

Almost immediately when Masterson arrives, people begin disappearing. However, Masterson is never seen leaving the house. When people begin asking questions, Masterson hosts an extravagant party for all the town elite. The party is held after dark and goes way into the morning. After meeting him, it is declared that Masterson is far too civilized to have anything to do with the disappearances but the player's characters think differently.



Masterson, a Type-One vampire, can appear in two distinct forms. First, he can appear as a living decomposing corpse of a man from the Dark Ages. His skin looks brittle and is dripping of his face. His clothes tattered from grave rot and filthy as if he had recently been laying in fresh dirt. He stinks of decay.

While still in his first form, through the use of his *Illusion ability, Masterson can appear as Upper Class middle-aged

man of means. Speaking in an unrecognizable accent, he embodies nobility.

If the players attempt an assault on The Morris Estate at night, this is how he'll appear to them and will be undefeatable!

Lord Kristopher Masterson

Type-One Vampire

Armor Class: 18

Hit Dice: 10

Move: 18 ground, 12 Fly***

Attacks: 3 per Round

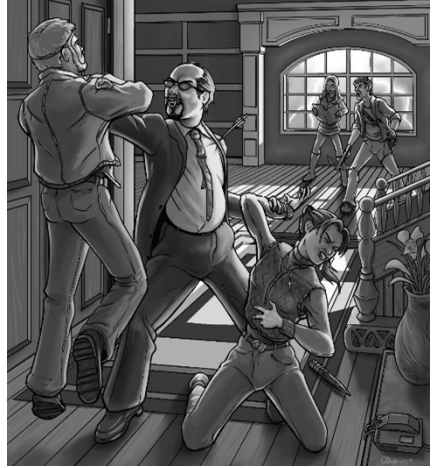
Attack Damage: All Physical Attacks (Punch, Kick, Claw, Bite) 1d6+3

Special: Illusion*, Vampiric Invulnerability**, Fly***, Turn to Mist****, WEAKNESS SUNLIGHT*****

Bonuses: +5 to Hit

Terror: 15

HDE: 15



However, if the players are wise and go snooping around during the day, they can find Masterson is sleeping in dug out foundation, down in the cellar of the estate. If roused from his slumber, Masterson's stats will be as follows:

Armor Class: 12

Hit Dice: 5

Move: 9 ground, (No Fly)

Attacks: 1 per Round

Attack Damage: All Physical Attacks (Punch, Kick, Claw, Bite) 1d6

Special: Vampiric Invulnerability**, WEAKNESS SUNLIGHT*****

Bonuses: +1 to Hit

Terror: 12

HDE: 8

ANCIENT ONE



"I am here to do your bidding, master. I am your slave."
- Dracula, chapter 8

Ancient One (An Adventure Seed for mid to high level characters)

On the far side of Jeffersontown, in an abandoned gymnasium, an ancient evil has taken up residence. It came from a land far away, with strange customs and even stranger language. Why it has come here no one knows, but it has made itself at home and its evil is growing. . .

One of the Ancient Vampires has come to J-Town. Like Dracula, this beast has been haunting the world for centuries. It cannot be destroyed by traditional means, only stopped. And that's the good news. The bad news is that it has created others of its kind.

An Ancient Vampire can never be truly destroyed. If even the tiniest fragment of its body remains, it will return within 2d6 weeks to hunt again. The only way to truly stop it is to contain it, placing it in a perpetual state of slumber. That is until some unbeknownst fool frees it again.

This particular vampire seeks not to be discovered, so while living in Jeffersontown it hunts, feeds and breeds elsewhere thus ensuring that it is not tracked down. So, stumbling upon this particular vampire and it's brood is unlikely, but deadly.

Ancient Vampire

Armor Class: 17, 20 when Invigorated

Hit Dice: 8+2

Move: 12, 16 when Invigorated, 14 flying, 6 mist

Attacks: 1 per round, 2 while Invigorated

Attack Damage: bite (level drain), claw 1d6 (2d6+2 while Invigorated), or by weapon

Bonuses: +4 to hit (+6 while Invigorated), +2 to damage (+4 while Invigorated)

Terror: 12 (14 while Invigorated due to its unholy anger and visage)

An Ancient Vampire can become Invigorated, when it feels threatened, by feeding off one of its brood. This process takes 2 combat rounds to complete and the Ancient Vampire cannot be interrupted during this time, or the Invigoration will fail and he must try again later. The Invigoration process will destroy the brood member being fed upon, even if the attempt is a failed one.

An Ancient Vampire can turn into a wisp of fog, or a cloud of mist at will. While in this state the vampire cannot be harmed by any conventional means other than sunlight. It can maintain this form for up to 10 minutes before it must return to its corporeal form.

Meeting the gaze of an Ancient Vampire requires a saving throw at -2, or the victim is stunned and can take no actions for 1d4 turns.

The bite of an Ancient Vampire is that of a Classic Vampire, found on page 6.

To 'capture' the Ancient Vampire its body must be placed in a coffin bedded with fresh garlic, lined with mirrors, with a stake driven through its heart, and nailed shut with crucifix shaped nails. No easy feat, but then it has been among the undead for longer than the United States has been a country.

The Ancient Vampire is also attended at any given time by 1d3 standard vampire brood with stats and weaknesses as listed in the DP&D core rulebook.



An Ancient Vampire dressed up for a night on the town.

BUMP IN THE NIGHT



A strange darkness seems to dampen the phosphorescent glow of the street lights, turning mundane shadows into crawling nightmares. The low-lying fog muffles the sounds of the screams that emanate from the house next door. The new neighbor is up to something evil, and you are determined to discover what it is!

One of the characters, preferably one that lives in Acree Acres or any upper-class subdivision, has a new neighbor. Every night for the past two weeks, weird sounds, unearthly lights, and strange events have kept the character awake. All signs, from missing local teens, activity only occurring under the cover of darkness, and the unloading of a large coffin like crate, point to the neighbor being a vampire! But that's crazy, right? Vampires don't exist, do they? And if the new resident really is a vampire, how do you get others to believe you? And if they do believe you, how the hell do you kill a vampire before he kills you?!?!

This adventure seed is meant to be split into two parts:

PART 1 is the investigation phase. Sure, movies and media claim there are dozens of different ways to kill a vampire, but which are true? Or better yet, are any of them true? Before the adventure begins the Game Master will have a chance to custom build (or randomly determine) a unique vampire, with strengths and weaknesses, thus avoiding characters just kicking down the door, driving a wooden stake through the beast's heart and being done with it. Characters should be given clues by the Game Master for visiting certain key locations and important NPCs during this phase. (*see below*)

PART 2 is the actual removal of the vampire neighbor, whether that means killing it, or driving it out of town, is up to the players. When running the adventure, it is encouraged to make the players investigate, gather knowledge, and arm themselves accordingly if they plan to fight this gothic beast.

You can use these locations and people from Jeffersontown, or create your own.

IMPORTANT NPCs:

Mr. Davis

High School history teacher / folklore and occult enthusiast. Provides the characters with some basic folklore and where in town to find more information.

Kelly Baker

High School student

Claims she was approached by the new neighbor while walking her dog in the park. She too believes he is a vampire and will add credence to the characters story, if they need a witness.

KEY LOCATIONS:

PIERRE'S BOOK NOOK in Southwestern J-Town.

Small bookstore with a large number of paranormal titles.

THE PAWN SHOP located in Northwestern J-Town.

Lots of tools which might aid in the hunt, as well as a vintage vampire slaying kit from the 1800's. On sale for only \$300... (kit includes: 2 wooden stakes, a dried-up vial of Holy Water, a mini crucifix on a leather cord, and foggy hand mirror)

JEFFERSONTOWN COMMUNITY LIBRARY located in Central J-Town. Houses an entire section on witchcraft, paranormal, and folklore, though the Librarian will not be very forthcoming with its location. (She's a member of Reverend Phillips congregation, and will report the teens to him, if the Game Master wants to add another level of difficulty or set up additional adventure seeds -

see Dark Places & Demogorgons Core Book

THE NEW NEIGHBOR

Alternate Vampire rules

Alignment: most certainly evil

Armor Class: 17

Hit Dice: 8+2

Move: 12

HDE: 12

Bonuses: +6 to Hit, +2 to Damage

Terror: 12

Attacks: 1/rnd

Attack Damage: Claw 1d6 or Weapon/Shape

To create your Random Vampire roll 1d6 twice for EACH column, (Characteristics and Vampire Weakness). Re-roll any duplicate rolls.

1D6	CHARACTERISTICS	VAMPIRE WEAKNESS
1	Wolf Shape (move 15)	Running Water
2	Bat Shape (fly 15)	Stake through the heart
3	Mist Shape	Garlic
4	Level Drain bite	Decapitation
5	Summon Beasts: wolves, rats, or dogs	Mirrors
6	Hypnotic Gaze	Holy water

(Note: direct sunlight will always kill a vampire, causing 5d6+5 damage / round)

For alternative shapes use the vampire's base stats with additional movement speeds, for the others see Classic Vampire entry on page 6.

THE LOST CHILDREN



“Great, the bloodsucking Brady Bunch!”
- Edgar Frog, *The Lost Boys*, 1987

A dangerous new group of teenagers have arrived on the quiet streets of J'town. These kids are bad news with a capital "B". Unfortunately, one of the player's close friends or sibling has fallen in with these hooligans and it's up to the players to make their friend/sibling see the light of day!

UNIVERSAL RULES FOR THE LOST CHILDREN:

Lost Children cannot enter a residence without first being invited. Once invited, they can come and go as they please from the residence and the invitation cannot be revoked in any way. Lost Children can enter any public building or area without need for invitation.

The Lost Children sleep in caves while hanging upside down from their bat-like feet.

While The Lost Children can fly, their preferred method of transportation is dirt bike motorcycles.

Unlike most vampires, The Lost Children do not shy away from people. In fact, they prefer large crowds where they can act out and can be obnoxious to the inferior humans. This is how they spend most of their time.

The Lost Children do not infect those who they bite, they pass on their unique strain of Vampirism by getting an unsuspecting victim to drink their blood, which is often disguised as red wine.

All Lost Children have Vampiric Suggestion. This allows them to implant thoughts into the players heads. They might say something like, "Hey Tami, your shoes are on fire." Tami would then need to make a Mental Savings Throw, if passed she has no ill effects, if she fails, then she will believe that her shoes are on fire.

*Note: The Lost Children CANNOT use Vampiric Suggestion to get someone to invite them into their home or to get a victim to drink their blood. Those actions must be done by the humans own free will.



All Lost Children possess great physical strength, equivalent to an 18 Strength Attribute. While they are plenty strong, their strength should not be considered supernatural.

If killed, each Lost Child will die in a uniquely random way. Roll on chart on the next page to determine just how each Child dies.

Lost Children are not as strong as typical vampires. Here are the stats for a standard Lost Child:

LOST CHILDREN

Armor Class: 11(on the ground),
13 (in the air)

Hit Dice: 4

Move: 12 Walking, 18 Flying

Attacks: 2 per Round

Attack Damage: Claw(1d6+1),
Bite(1d6-1)

Special: Flight*, Hypnotic
Suggestion**

Bonuses: +2 to Hit, Toughness +1,
Damage +2

Terror: 14 (Only roll once per
group, not individual Child)

HDE: 6

Lost Children can only be killed by a stake thru the heart or sunlight.

Also, killing the head vampire will revert all other vampires their blood created back to human. However, each Lost Children group usually keeps the head vampire a guarded secret.

1D20 OCCURS UPON DEATH	
1	A massive gory eruption of blood
2	Glowing inferno of purple flames
3	Shatters like pottery, revealing crystalline innards
4	They “poof”, leaving only a small pile of ash
5	Lightning explodes from their inside, everyone within 10 feet takes 1d6 electrical damage (double if in water)
6	Slumps over and closes eyes but nothing else uncommon occurs.
7	A “soul” can visibly be seen escaping the vampires mouth and ascending into the heavens. The body shrivels and ages before decaying to dust and blowing away in the wind.
8	Melts into a bubbling, gurgling, puss-like ooze
9	Their body implodes on itself, disappearing into nothingness with an audible “ping”
10	3 Grim Reapers instantly appear grabbing the vampire and pulls them apart by their appendages. Then, just as quickly disappearing, taking all evidence of the vampire with them
11	The vampires skin begins hissing and smoking and within seconds they melt away leaving only their skeleton behind
12	The vampire screams in agony while coughing up the black inky blood of all their victims. This process takes 1d6 hours, meanwhile the vampire is helpless and can perform no further actions, aside from suffering in retribution for the innocent souls they killed.
13	The vampire explodes sending bloody bits and chunks in all directions.
14	White sparks spew forth from their eyes, ears, nose, etc. Their body then explodes red, like a firecracker on the Fourth of July.
15	The vampire simply “blinks” out of existence.
16	Glowing red skeletal hands break through the floor/ground/whatever the vampire is standing on, grabbing him by the legs and dragging him to Hell. Once the vampire is enveloped in the fiery abyss, the flooring reseals itself leaving no evidence behind.
17	The vampire’s eyes and features change to reveal an innocence not before seen. The vampire says “Thank you” before closing its eyes and passing on.
18	The vampire’s body explodes in all directions, melting away clothes, and doing 2 Hit Points of damage to everyone within 10’ who is not sheltered or protected in some way.
19	Beginning with the vampire’s feet and rising up it’s body, it’s body starts turning to black ash, as the upper body collapses on itself.
20	No less than 30 bats rush from the vampire’s mouth before he collapses not to rise again.

NOSFERATU - THE DEVOURER OF BEASTS



“Here kitty, kitty...”

Pet lovers beware! Something foul and dark has made its way into Jeffersontown. It lurks in the alleys and backyards of your neighborhood under the cover of night, looking not to feed upon human flesh, but on the very lifeblood of your precious little shih tzu.

Nosferatu are terrible creatures to behold, shriveled and wizened. They have bulging black eyes and prominent fangs. Drifting from town to town like a vagabond, they feed only on animals. No domesticated pets or livestock are free from its hunger. When the cats and dogs of Jefferson Town begin disappearing, you can be sure a Nosferatu is in somewhere near.

Nosferatu

Armor Class: 15

Hit Dice: 8

Move: 12, 6 mist

Attacks: 1 per round

Attack Damage: Bite (Disease - see below), Claw 1d6

Bonuses: +4 to hit, +2 to damage

Terror: 14

HDE: 2

The Nosferatu is a small humanoid, standing about 5-foot-tall, but spends most of its time hunched over moving about on all fours. It is such a hideous creature, covered in boils and shriveled skin, making its Terror score higher than a classic vampire.

If any creature, human or pet, is bitten by a Nosferatu there is a 25% chance that they will contract a weeping disease, which causes the victim severe pain and sluggishness, as well as leaking sores around the eyes. (-2 to Strength, Constitution and Dexterity. The victims Charisma also suffers a -4 penalty. The disease is not deadly and will run its course in 1d4 weeks.)

The Nosferatu also has the ability to turn into a green gaseous mist as a single round action, lasting up to 20 minutes before having to return to its corporal form.

A Nosferatu can be killed by exposing them to direct sunlight, suffering 5d6+5 points of damage / round. Reducing them to 0 hit points also ends their reign of terror, but it must be done swiftly as they regenerate 3 hit points of damage every combat round.

Nosferatu Story Hooks (choose or roll 1d6)

1D6 NOSFERATU STORY HOOKS	
1	A horrifying scream emanates from within a nearby barn as you walk by late in the evening...
2	In the cafeteria, you overhear that Tammy Halloway's prized beagle has been missing for 3 days. How thankful would she be if you looked into its disappearance...
3	Just after midnight as you and your friends finish the second of four 6-packs of beer you all see what appears to be a mangled, hairless bear dragging a deer through the brush at the edge of the flickering bonfire light...
4	You notice your neighbor placing reward posters on each of the streets light poles. It reads: "Reward! \$200 for information regarding the sick bastard who murdered all our chickens. Call 555-3456"...
5	Danny Wilson was sent home from school today after complaining of a high fever, pain in his stomach and red, rheummy eyes. He claims he was bitten by a wrinkled hairless stray dog the night before...
6	The strange goth kid in your math class claims that he saw a vampire outside his house last night, but not just any vampire, a Nosferatu. Man, that kid is weird...

SANGIEST - THE BLOOD SPIRIT



bkm-1994

There is always that one house in every town. The one that makes every passerby feel uneasy. The one that always casts a shadow of fear on the nearby street. J-town is no different, only in this house lives the hottest chick in the whole city!

The two-story Victorian with the white picket fence is home to Lilith Morgenstern and her aging mother Beatrice. They have been in residence for only a few months, but the house has stood in place for more than eighty years. Lilith is the height of womanly beauty, striking awe into males and females alike. Her mother is the classic crone of myth, twisted and ugly.

Those walking by can see weak light bleeding though soiled curtains at all times, day or night. Some evenings, after the sun slips down beyond the trees, Lilith can be found tending to the meager flower beds surrounding the house's foundation, always an inviting smile on her lips for those who stroll by. Other times, late afternoon joggers have been startled by old woman Beatrice staring silently out from the shadows of the warped wooden porches' awning. Though the women share the old place no one in Jeffersontown can claim to have ever seen them together at the same time.



The truth is Lilith and her "mother" Beatrice are the same person. She is a creature known as a Sangeist, the "blood-spirit", a rare breed of vampire which needs to bath in the blood of its victims in order to retain its youthful beauty. Their curse is evident in their vanity. They must "feed" frequently or their bodies will wither, aging rapidly, within hours. Unfortunately, the blood they need to maintain their facade must be fertile and full of life, that means the blood of children and teenagers are best for that purpose. In order to woo victims, they have mastered the art of guile and seduction, especially for hormone laden young adults.

A Sangeist harbors the power of enchantment, an ability that allows them to lure young people into a sense of friendship, or even lust. Those who follow their base instincts into Lilith's presence, and into her home, must make a Mental Saving Throw at a -2 penalty. Failure means the victim is under complete psychological control of the creature and will do whatever they are commanded. A victim with a Wisdom score of 13 or higher is able to re-roll the saving throw every 2 turns. Those who make successful saves are overcome with a feeling of uncomfortableness and the need to seek safety away from the Sangeist responsible for triggering the roll.

Once under her control, Lilith will take her victims to the house's cellar, where their blood is drained from them as their life slowly seeps from their bodies. The blood is then collected into a large tub, in which Lilith may bathe in its rejuvenating energy. Blood amassed in this way only retains its power for a few hours before become detrimental to her. A Sangeist bathing in old blood suffers 3d6 points of damage every 2 rounds in stays in contact with it, and will age their body 2d20 years instantly. (Being undead this aging process is cosmetic only, but being vain creatures enrages and frightens them.)

Sangeist - Blood Spirit Vampire

Armor Class: 15

Hit Dice: 6

Move: 12

Attacks: 1 per round

Attack Damage: Claw 1d6, or by weapon

Special: Enchantment (see above)

Bonuses: +4 to hit, +2 to damage

Terror: 12 (only applicable once a victim has failed a Mental Saving Throw or if the character becomes aware of what the creature truly is.)

HDE: 2

WEAKNESSES: As per all vampires, direct sunlight causes 5d6+5 damage per round. The Sangeist also suffers from a fear of mirrors, which reflect their true hideousness. A Sangeist forced to look into a mirror will recoil in pain and flee the area as quickly as possible. This causes no damage but reveals their likeness to themselves and those watching.



THE THRALL KEEPER



Just outside of Jeffersontown, there is a small neighborhood in which everyone who lives there is connected by a strange, and frankly disturbing, bond. While not related in a familiar way, they seem to all share a very strong affection for each other and for Stefan Bixby, the 'president of the Ridgewood Valley Homeowners Association'. Each member serves his or her 'community' with utmost devotion, even to an unnatural degree. From the outside the rather plain looking subdivision, with its wealth of middle class homes, looks rather mundane. But those who live nearby can't seem to shake the feeling that something is just 'too perfect' about the community and its members, as if on the surface it was all just a facade, and the truth may not be a safe thing to uncover.

Stefan Bixby appears to be a well-groomed man in his middle to late 50's, who lives in a split-level ranch style home near the heart of Ridgewood Valley. He came into the community some 5 years ago and quickly grew to become a highly regarded member. In reality Stefan is a Thrall Keeper, a distinctly unique breed of vampire which seeks to surround themselves with mind-altered folk who protect them. How and where this breed of vampire came about no one really knows, but they all seem to be superior to other vampires in mind control and creating Thralls. A "Keeper", as they are sometimes known, do not create other lesser vampires, but builds communities of folk who seem to "esteem" it above all else, including their own well-being. This of course is due to the mind controlling properties of the vampire. It then feeds off of its Thralls in inconspicuous ways as to not draw attention to itself, and is the reason it lives amongst those folk on the edges of society.

Stefan has built a community of 15 families, all of whom are of the same wealthy middle class. His mind control is so exact that these folks go about their lives without the slightest hint of being brain washed. All they know is that Mr. Bixby is an amazing, smart and talented man who seeks only the best for their community. Even when he insists on always meeting

with his fellow citizens in the evening or at night, they see no dysfunction in that choice.

It can be difficult to know if there is a Thrall Keeper near, especially if you live in its community, but there are telltale signs that can be found that would tip one off that a predator has made its way into their town.

First off, is the utter obedience and unnatural adoration for one individual in the community. Most people are fans of other human beings, but this level of devotion and love borders on the obsessive level.

Secondly, one might notice a fellow schoolmate, or co-worker, that appears pale and distinctly tired. This is a sure sign that they were a victim of the Keepers feast within the last week or so. A Keeper will never kill or completely drain a Thrall of all its blood, only enough to ensure its satisfaction.

And lastly, it can be discerned that a Thrall Keeper vampire is near as the small community it builds around itself becomes further removed from the rest of the city or town it resides in. These families become very reclusive to the point in which they only recreate with other Thrall families and begin homeschooling their children.

Thrall Keeper

Armor Class: 15

Hit Dice: 8

Move: 12

Attacks: 1 per round

Attack Damage: by weapon

Bonuses: +4 to hit, +1 to damage

Charisma: +4

Thrall Keepers tend to have lower stats than regular vampires as they rely heavily on their Thralls to protect and defend them. They resemble humans in almost every way and this

have a Charisma score instead of Terror, the bonus of which is used when the Keeper tries to sweet talk someone. (See Influence below for more details)

The Keeper has evolved with little to no traditional vampire abilities and has developed its Psychic Influence power in order to thrive. By spending a full 30 minutes “wining and dining” an individual, it may make a Charisma test with the bonus provided above vs. A Mental Saving Throw. If the Keeper rolls higher the individual involved becomes a permanent Thrall of the vampire, responding to each of its commands. The Keeper can influence up to 3 individuals at a time. If the individual succeeds they notice no foul play and simply enjoy the Keepers presence.

The bite of a Thrall Keeper drains two levels of experience, but it will never kill a victim this way. This accounts for its Thrall to appear weak and anemic. It usually feeds in areas of the Thralls body that are not normally visible while wearing everyday clothing.

A Thrall has average human stats and will fight to the death in defense of Mr. Bixby and all other Thralls under his control.

The only way to save a Thrall from the Keepers Influence ability is to cause the victim some sort of trauma (i.e.: a blow to the head, a burn, or a cut) while they are at least a mile away from the vampire itself. This will break the Keepers power over them and they will be suddenly aware of the Influence they have been suffering under.

All vampires suffer damage from direct sunlight, which causes 5d6+6 damage per round. It otherwise can be damaged by any ordinary weapon, but will regenerate 3 points of damage per round.

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