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The Chronicles of Mhoriedh™

VAMPIRES OF THE OLDEN LANDS™

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VAMPIRES OF THE OLDEN LANDS

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DEDICATED TO THE MEMORY OF BELA LUGOSI

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VAMPIRES AND OTHER BEASTS

Various superstitions, mostly developed by the peasantry of the vampire-haunted land of Strigoria and the far-travelled Seirgar gypsies, may or may not be efficacious against individual vampires on an individual basis. For such things to work against the vampire, often it must believe in them as much as the peasant who is using them! If a vampire, in its mortal life, was brought up believing that seeing its reflection in a mirror will destroy it, when it is a vampire, unless another vampire is able to disabuse it of that notion, you can be certain that it will avoid mirrors at all costs... and perhaps *even be harmed* if it does see its reflection in a mirror!

Of all the vampire types, the only single truism across all bounds is that the holy symbols of the God of Law, whether it is the various crosses of the First Prophet, the hexagon of the Second Prophet, or the octagons of the Third Prophet, will cause the vampire to recoil, even if held in the hands of a non-believer, dangling loosely from a chain on a neck, or simply hanging on a wall or sitting on a table. Held in the hand of a believer and presented, a vampire must make a Wisdom save [LL: Save versus Spells] to approach the one presenting the symbol. Clergy of the God of Law and priests of certain Goodly Pagan gods are able to use their holy symbols to actively turn or even destroy vampires through the power of the their deity, as they can other forms of undead, though their ability to do so is partially based on their own faith.

Common peasant beliefs regarding things that ward off vampires include various items and methods listed below. Most offending objects do not harm vampires, but will cause them to recoil. This causes a vampire to delay any attack by at least 1d4 rounds while it tries to find a way to maneuver around the offending object. If it is not a sure method against that specific type of vampire, they usually get a Wisdom save [LL: Save versus Spells] to avoid it altogether.

- **Baby Rattle:** This is only sure against the szalbaphir; others are not affected.
- **Blessed Candlelight:** A vampire must make a Wisdom save [LL: Save versus Spells] to enter an area lit by candles blessed by a cleric of Law or a priest of a Goodly Pagan god.
- **Blessed Incense:** A vampire must make a Wisdom save [LL: Save versus Spells] to enter an area filled with the smoke of incense blessed by a cleric of Law or a priest of a Goodly Pagan god.
- **Child's Doll:** This is only sure against the szalbaphir; others are not affected.
- **Garlic:** This is only sure against the mhoroiaphir and the strighoiaphir; others get a Wisdom save [LL: Save versus Spells] to avoid it completely.
- **Holly:** This is only sure against the szalbaphir; others get a Wisdom save [LL: Save versus Spells] to avoid it completely.
- **Holy Bells:** The sound of the ringing of bells consecrated to the God of Law or a Pagan god of Good automatically cause a vampire to recoil for as

long as they are rung; the grave of a vampire within hearing distance of the morning bells of Gods Day will give off smoke and steam, as the vampire within thrashes and moans in pain from the sound.

- **Holy Water:** If a vampire sees a vial of the holy water of the God of Law, he must make a Wisdom save [LL: Save versus Spells] or recoil in fear, for he knows the power within.
- **Hymns:** Hymns sung in praise of the God of Law or even a Good-aligned Pagan god can cause a vampire to recoil.
- **Icons:** The various icons used in the Western Rites, Elysian Rites, and lesser sects of the Gregorian Church can be efficacious in causing a vampire to recoil, if they are true blessed icons.
- **Knots:** According to the Seirgar gypsies, vampires, due to the tangled web of their un-life, have a mystic tie with knots. Placing a knotted string or rope on a door or window will cause a vampire to pause and contemplate the knot for 1d4 rounds if it fails a Wisdom save [LL: Save versus Spells].
- **Mirrors:** Not all vampires are afraid of mirrors; mhoroiaphirs and strighoiaphirs abhor mirrors and avoid them at all costs, while others are less concerned, but might still recoil.
- **Netting:** Netting, placed over windows and doors, operates much like a knotted string or rope, above, with the addition that if the vampire fails his saving throw with a Natural 1, the vampire has become entangled in the netting and is paralyzed.
- **Poppy Seeds:** A vampire must make a Wisdom save [LL: Save versus Spells] to cross a line of poppy seeds or to walk on ground upon which poppy seeds have been strewn.
- **Prayer Beads:** A vampire must make a Wisdom save [LL: Save versus Spells] to cross through a door or other portal that is draped with prayer beads dedicated to the God of Law or a Goodly Pagan god.
- **Prayers:** Prayers chanted in praise of the God of Law or even a Good-aligned Pagan god can cause a vampire to recoil.
- **Rose Petals:** These are only sure against the lhamphir; others get a Wisdom save [LL: Save versus Spells] to avoid them completely.
- **Running Water:** A vampire must make a Wisdom save [LL: Save versus Spells] to cross over a river or other source of running water, in whatever form, other than at a bridge.
- **Salt:** A vampire must make a Wisdom save [LL: Save versus Spells] to cross a line of salt or to walk on ground upon which salt has been strewn.
- **Stake:** A vampire must make a Wisdom save [LL: Save versus Spells] or recoil when he first sees a stake in the hands of a combatant.

BHABAPHIR [GRANNY SOUL-SUCKER]

CASTLES & CRUSADES

No. Enc: 1 (1 in lair)
Size: Medium
HD: 5 to 7 (d12)
Move: 40'
Climb: 20'
AC: 16
Attacks: 2 Claws (1d3) or Spit
Special: Adopt Minion, Alternate Form, Cause Fever, Create Larva, Darkvision 60', Day Walker, Gaseous Form, Illusions, Regeneration, Sorcery, Spider Climb, Venomous Spittle, Vulnerabilities
Saves: M & P
Int: High
Alignment: Chaotic Evil
Type: Undead (Unique)
Treasure: 5 to 7
XP: 5 HD: 560 + 5/hp
6 HD: 840 + 6/hp
7 HD: 1,350 + 7/hp

LABYRINTH LORD

No. Enc.: 1 (1)
Alignment: Chaotic Evil
Movement: 150' (50')
Climb: 90' (30')
Armor Class: 3
Hit Dice: 5 to 7
Attacks: 2 Claws or Spit
Damage: 1d3/1d3
Save: F5 to F7
Morale: 9
Hoard Class: VI, VIII, IX
XP: 5 HD: 800
6 HD: 1,320
7 HD: 1,840

Bhabaphirs are horribly twisted old ladies, the corrupted "wise woman" of a village transformed into a vicious and most evil form of undead. The means for such a thing to pass are several. First and foremost, the wise-woman may delve into eldritch things that are beyond her ken and thus be horribly transformed, possessed perhaps, by a demonic spirit. Similarly, she may be corrupted by Chaos through feelings of jealousy, envy, or hatred for those in her community whom she feels may take advantage of her. Too, another bhabaphir may visit the village in disguise and "convert" the local wise-woman. Finally, she may fall in secret to the service of another, more potent vampire, and also be transformed.

Whatever the source of the transformation, the once gentle and kind wise-woman has become a terrible, potent source of evil and destruction. Her one goal is the utter destruction of her village, beginning with the future of the village – the children. These she slowly poisons with her venomous spittle, disguised as a potion or nostrum to cure a fever or other common childhood illness. Once the child succumbs to the

venom, she steals the body from its coffin, for the soul of the child is trapped within in the form of a soul-larva egg, which she trades to night hags for favors, spells, magic items, and other things.

By day and at most times, bhabaphirs look much as they did in life; the nature of their labors requires it. Only the victim, once he has been reduced to less than half his original Charisma, can usually see the bhabaphir for what it truly is – a walking, desiccated, blackened corpse. However, once she has been turned (not controlled, but turned), her true appearance becomes apparent to all, and the illusion of her hale appearance never works again on any who see her true form.



ORGANIZATION: The bhabaphir usually works alone, though she sometimes recruits a single lesser undead or monstrous minion to keep around as "muscle." This minion is covered by an appropriate illusionary cover as needful (see adopt minion, below).

ECOLOGY: Bhabaphirs are unnatural, undead creatures and have no place in the normal ecology.

TREASURE: The bhabaphir collects treasure as a measure of her success; she lovingly recalls each coin paid to her to save a child that she was slowly killing, every gem handed over for a love potion that caused hate, and so on. Her trove of scrolls and potions are for her own use, usually gained in trade from night hags in return for the soul-larva of her victims. The bhabaphir keeps her treasures hidden in her secret lair, where also can be found her magic shawl (see vulnerabilities, below).

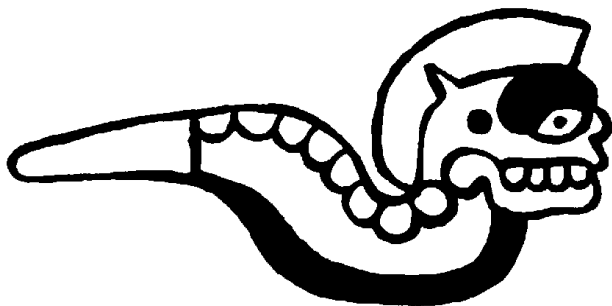
RANGE: Bhabaphirs most commonly arise in Strigoria, Bagaudia, and Mhordlakh, but can be found elsewhere, wherever the Gregorian Church or other Lawful faith is weak and the rural, rustic tradition of the wise-woman lives on.

COMBAT: Bhabaphirs fear combat, as unlike their more potent vampiric cousins, they are not immune to normal weapons and have minimal physical prowess; thus they flee combat if at all possible. They usually cower behind their minion while calling for aid from fellow villagers, asking them to “save them from these terrible outlaws!” If the jig is up and she must fight, she takes on the form of a black mountain lion and attacks using the mountain lion’s natural abilities.

ADOPT MINION: A bhabaphir can adopt a single monstrous creature as its minion, with all the powers and abilities of a familiar. It is usually something intelligent, at least of ghoul-like level of power, and can include undead, lycanthropes, small dragons, humanoids, and other generally man-sized creatures of equal or lesser power than the bhabaphir. The minion is provided with an illusionary cover if need be, though the power does not provide it with greater intellect or the ability to speak any new languages. The illusion of its “normality” is broken if it attacks in any way un-natural to a normal form, such as with claws or a breath weapon.

ALTERNATE FORM: A bhabaphir can take the form of a black raven, a black cat, or a black mountain lion. She often visits her victims at night in the black cat form; she only takes the black mountain lion form at great need, or when hunting down meddlesome adventurers outside the environs of her native village.

CAUSE FEVER: The bhabaphir can cause a child to suffer from a fever; a common, normal, childhood malady. She can target any child within 60’, even if she cannot see the child. The child gets a Charisma saving throw [LL: Save versus Death] to save against the effect; if the save is successful, that child cannot be targeted again until after the New Moon. If successful, the child grows feverish and ill for three days, or longer, if the child is plied with the life-stealing potions of the bhabaphir.



CREATE LARVA: If the bhabaphir slays a victim with her potion of life draining, the child’s soul will be trapped within its body. This also happens if an adult consumes the potion, which acts as a potion of poison, and dies. Once the bhabaphir recovers the body, stealing it from its grave, she can pull the soul-larva egg from the body. 1d3 days later the egg hatches into a soul-larva, a 6” to 2’ long maggot-like creature with the mawling face of the victim. The bhabaphir usually trades these to night hags, liches, vampires, and other creatures of such ilk in return for spell knowledge, magic items, or favors. She usually keeps soul-larvae magically

trapped in a bottle until needed. The larvae are hidden in her secret lair, along with her treasures.

DAY WALKER: Unlike most vampires, the bhabaphir has no fear of the sun, and is not damaged by it in the least. However, as she cannot use her alternate form, create larva, regeneration, spider climb, or venomous spittle abilities by day, she is careful not to arouse any suspicions and avoid any sort of confrontation by day.

GASEOUS FORM: A bhabaphir can assume the form of an invisible cloud of gas at will, as the spell *gaseous form*. If a bhabaphir in any form other than gaseous and is reduced to 0 hit points, it automatically assumes the gaseous state and retreats to its lair. There, it will heal if at all possible and prepare for another attack.

ILLUSIONS: Bhabaphirs can use the following illusionist spells as though they were an illusionist of a level equal to twice their hit dice, each once per day, no more than one per round: *dancing lights*, *ghost sound*, *change self*, *charm person*, *faerie’s glamour*, *obscuring mist*, *eyes of fire*, and *misdirection*. She also can provide an illusionary cover for her minion that lasts 24/7.

REGENERATION: Bhabaphirs can be struck by any weapon, but regenerate damage at a rate of 2 hit points per round from any weapon that is not blessed, silvered, or magical, or if made of wood, made of ash, juniper, or hawthorn.

She can otherwise only heal damage through application of the sorcerous *cause wounds* spells or by consuming a soul-larva. Each soul-larva consumed cures her of 5 points of damage per level of the soul (0-level counting as 1st level).

SORCERY: Bhabaphirs can memorize and cast spells as though they were a sorcerer of a level equal to their hit dice. Among the spells they know they invariably possess the *poultices of healing* spells, and other various other nostrums and elixirs common to the duties required of a village wise-woman, as well as 1d3 spells of each level of more potent, deadly sort, learned in trade from night hags and sorcerers. They can memorize one additional spell of each level that they can cast.

The bhabaphir also has the ability to cast such spells as would be appropriate in the form of the *evil eye*; that is, she can cast the spell with a mere glance, forgoing the usual hand gestures, magic words, and material components (providing the cost of the material components are negligible, i.e., less than 5 gp).

SPIDER CLIMB: Bhabaphirs can adhere to and climb any surface.

VENOMOUS SPITTLE: Bhabaphir spit is venomous; when spit at a target the range is 15 feet and the damage dealt is 1d4 plus the hit dice of the bhabaphir (Dexterity save for half damage [LL: Save versus Breath Weapon]). However, she normally only uses her spittle to create a *potion of life*

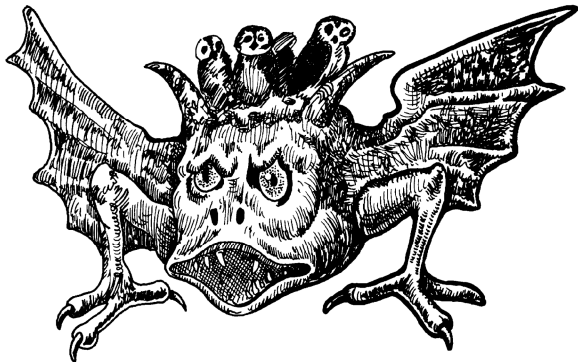
draining, which can only be properly administered to a child who has a fever caused by her cause fever ability. Any other who consumes such a potion merely suffers as though he had consumed a *potion of poison*.

When properly administered, if the child fails a Charisma saving throw [LL: Save versus Death] the potion causes the child's fever to continue for another day, and during that day causes the child to suffer 1d3 points of Charisma damage. During that day no healing can occur, including magical healing. If the child withers away and dies due to Charisma loss, the child's soul is trapped within his body in a soul-larva egg. If the child saves three times in a row against the effect of the potion, he is immune to its effects and the effects of the bhabaphir's cause fever ability ever after, and has a +4 bonus to save against any spell or ability used by any bhabaphir. If he survived and his Charisma fell below half normal, he will always be able to see bhabaphirs and their minions in their true form.

VULNERABILITIES: Refer to the complete listing of vulnerabilities above for the various lesser vulnerabilities of the bhabaphir.

Every bhabaphir has a magic shawl that contains her essence; she must wear it as she creates her life-draining potion, hatches the soul-larva egg, and performs her various blasphemous rituals and rites. It is otherwise usually hidden in her secret lair. The shawl is immune to any form of damage so long as the bhabaphir exists. Anyone who holds the shawl commands the bhabaphir utterly; she has no saving throw against any demand placed upon her by the bearer of the shawl. If someone holds her shawl and commands her to do so she can still perform her blasphemous rites, but this is the only way she can perform them if she does not have the shawl.

To slay a bhabaphir, one must first find her shawl, and then command her to sleep. While she sleeps, her heart must be cut out, and then placed in a bowl of holy water; her heart then dissolves. Her body must then be buried at a crossroads outside its native village, with 3' long *blessed* iron stake driven into the ground through her chest, where the heart would be, into the good, clean earth. If this is done, her shawl falls into molder and tatters, and she is permanently dead.



EKIMMU [SPIRIT VAMPIRE, VAMPIRE LORD]

CASTLES & CRUSADES

No. Enc:	1 (1 in lair)
Size:	Medium
HD:	10 to 12 (d12)
Move:	50'
AC:	20
Attacks:	Incorporeal Touch (Special)
Special:	Create Spawn, Darkvision 60', Eldritch Wizardry, Energy Level Drain, Incorporeal, Possession, Regeneration, Sorcery, Telekinesis, Vulnerabilities
Saves:	M & P
Int:	Genius
Alignment:	Chaotic Evil
Type:	Undead (Unique)
Treasure:	10 to 12
XP:	10 HD: 6,900 + 10/hp 11 HD: 8,525 + 11/hp 12 HD: 10,175 + 12/hp

LABYRINTH LORD

No. Enc.:	1 (1)
Alignment:	Chaotic Evil
Movement:	240' (60')
Armor Class:	-1
Hit Dice:	10 to 12
Attacks:	1 Touch
Damage:	Drain 3 Life Energy Levels
Save:	F10 to F12
Morale:	11
Hoard Class:	XVII, VIII, IX
XP:	10 HD: 7,300 11 HD: 8,400 12 HD: 8,400

Ekimmu are the original vampiric spirits that birthed the entire line of vampire types. They are themselves descended from Chaos cultists of Elder Deshret who ascended to a state of Undeath during the Wars of Chaos. The earliest ekimmu settled in the Mountains of Blood, a debatable land on the border between Deshret and Avalondë, where countless souls had fallen in battle during the Wars of Chaos. There they built the Kingdom of Blood and began the long series of kingdoms built on vampirism and sorcery.

Today only seven of the original ekimmu remain; they are most potent, with 25 or more hit dice, and verge on the status of quasi-deities. The ekimmu usually encountered today are either their spawn, the spawn of their spawn, or strigoiaphirs who have ascended beyond their physical bodies.

ORGANIZATION: Ekimmu are usually encountered singly, unless they have set up a small kingdom in the area, in which case their lair will also be home to at least 3d4 lesser vampires, lycanthropes, and other undead and monstrous creatures of various types per rank (3d4 for common ekimmu lords, 6d4 for barons, up to 15d4 for kings). In such kingdoms the ekimmu is the absolute unquestioned ruler, and may be

the liege lord of other lesser vampires who have their own domains and servants.

The vampire domains of the high vales of the Mountains of Blood are large-scale kingdoms of this sort, with each larger realm ruled by an ekimmu who has several lesser ekimmu and lesser vampires serving as his feudal minions. Ekimmu barons usually have 13 to 15 HD, counts 16 to 18 HD, dukes 19 to 21, and kings 22 to 24 HD.

ECOLOGY: Ekimmu are unnatural, undead creatures and have no place in the normal ecology.

TREASURE: Though the ekimmu long ago moved beyond the bounds of the mortal coil, they still appreciate wealth for its own sake, especially objects of beauty that remind them of their mortal lives. They also value treasure for its use in tempting and controlling mortal beings. If it has magic items in its treasure, it can use any item useable by fighters, sorcerers, and wizards.

RANGE: Ekimmu are rarely found outside of the Mountains of Blood or Strigoria; the few that leave their homeland are usually exiles, fleeing destruction by their enemies. These tend to settle in the Underworld, ruins, or in large cities where there are plenty of mortals to prey upon.

COMBAT: Ekimmu love to engage in combat, in either their incorporeal form or in the body of a possessed victim. In incorporeal form they have an insubstantial touch that drains three life energy levels from the victim hit. In possessed, physical form they have all the attacks, abilities, and vulnerabilities of a strigoiphir, with the exception that their bite attack deals up to three life energy levels in damage rather than two and the minimal level of enchanted weapon needed to deal lasting damage depends on their power as an ekimmu.

CREATE SPAWN: If the ekimmu slays a human, half-elven, half-ogre, half-orc, goblin-man, or gnome victim with his energy drain ability, he may, if he chooses, cause the victim to rise again as a strigoiphir, mhoroiiphir, or other lesser form of vampire. He can also cause it to rise again as a spectre, wraith, wight, ghaist, ghoul, or zombie, if he so chooses. Only 13+ HD ekimmu can create other ekimmu; these will be of the 10 HD variety. Also, rather than create a lesser undead, he may choose to possess the body of the drained victim (see below).

ELDRITCH WIZARDRY: An ekimmu has the spell-casting abilities of an eldritch wizard [LL: magic-user] of a level equal to its hit dice. It can memorize one additional spell of each level it knows. It must maintain a spell book just like any other wizard.

ENERGY LEVEL DRAIN: When an ekimmu drains a victim of all its life energy, the soul of the victim is trapped within the ekimmu, and the ekimmu knows everything the soul knew in life. The victim cannot be raised or resurrected, even with a *wish* spell, until the ekimmu is slain and the soul is freed.

Ekimmu trade these souls with one another for amusement and edification; they are able to transform the soul into a soul-larva or otherwise transfer it to a vessel such as a jar or gem at will. There is, however, a 1% cumulative chance per month since the soul was taken (up to a 90% chance) that it has been consumed utterly and cannot be retrieved by any means.

INCORPOREAL: An ekimmu is by nature incorporeal unless it has possessed a body. The ekimmu cannot move in the sun while it is incorporeal, but neither does the sun do it any harm; it simply fades and floats invisibly in a dream-like trance state if it is caught in the sun. Thus, generally, the ekimmu remains hidden indoors or underground by day.

POSSESSION: An ekimmu may possess the body of a victim it has drained completely of life energy. The body will seem to be exactly as it was in mortal life, with no damage done; the ekimmu can also choose to have the body take on any form it has ever held, from its own original mortal form to any form it has ever possessed. The transformation takes place in an instant, with a mere thought.

In effect, the body is now a strigoiphir, with all the attendant abilities and vulnerabilities, though as noted under combat its energy drain remains more potent. The body has its own pool of hit points, *separate* from the hit points of the ekimmu, the hit dice and hit point total of the body equal to that of the ekimmu. If the body is reduced to 0 hit points, rather than going gaseous, the incorporeal form of the ekimmu retreats from the body and the body falls into corruption and rot.

REGENERATION: Ekimmu in possessed corporeal form can be struck by any weapon, but regenerate damage at a rate of 3 hit points per round from any weapon that is not magical and of at least +3 or greater enchantment. An ekimmu king regenerates damage from weapons of less than +4; the remaining Seven Founders regenerate damage from weapons of less than +5 enchantment.

In incorporeal form they can only be hit by weapons of the appropriate magical level or greater.

In their incorporeal form they can heal damage only through application of the sorcerous *cause wounds* spells or by consuming life energy levels. Each life energy level consumed cures 5 points of damage. If needful, it can drain the souls it has within itself to heal; it has at any one time a number of souls equal to its hit dice plus 1d6, each with 1d6 life energy levels. Once a soul is drained completely, it is utterly destroyed.

SORCERY: An ekimmu has the spell-casting abilities of a sorcerer [LL: Chaotic Evil cleric] equal in level to its hit dice. It can memorize one additional spell of each level it knows. It must maintain a ritual book just like any other sorcerer.

TELEKINESIS: In either physical or incorporeal form, an ekimmu possesses the power of *telekinesis* as though they were a spell-caster equal to their level.

VULNERABILITIES: Ekimmu in their incorporeal form are immune to most normal items that keep vampires at bay; they are only affected by ringing bells, blessed candles, hymns, prayers, and holy symbols.

An ekimmu can only be slain permanently when in possession of a body and staked, as per a strighoiphir.

LHAMIRA [VAMPIRE-WITCH]

CASTLES & CRUSADES

No. Enc: 1 (1 in lair)
Size: Medium
HD: 6 to 8 (d12)
Move: 40'
Climb: 20'
AC: 16
Attacks: 2 Claws (1d6) or Kiss
Special: Alternate Form, Blood Drain, Charming Gaze, Children of the Wastes, Create Spawn, Darkvision 60', Gaseous Form, Kiss of Oblivion, Regeneration, Spider Climb, Vulnerabilities, Witchcraft
Saves: M & P
Int: High
Alignment: Chaotic Evil
Type: Undead (Unique)
Treasure: 6 to 8
XP: 6 HD: 900 + 6/hp
7 HD: 1,395 + 7/hp
8 HD: 2,025 + 8/hp

LABYRINTH LORD

No. Enc.: 1 (1)
Alignment: Chaotic Evil
Movement: 150' (50')
Climb: 90' (30')
Armor Class: 3
Hit Dice: 6 to 8
Attacks: 2 Claws or Kiss
Damage: 1d6/1d6
Save: M6 to M8
Morale: 10
Hoard Class: XIV
XP: 6 HD: 1,570
7 HD: 2,190
8 HD: 3,060

Lhamiras are a rare form of vampire generally only found in the South or West, rarely elsewhere (though there is a population in the Northern Wilds known locally as the *Iheannaun*). Lhamiras are exclusively female and invariably beautiful; or at least, they take on a beautiful appearance. Their true form is bestial, being a cross between a human female and some several other monstrous forms; known variations include jackals, serpents, tigers, scorpions, lions, centipedes, lizards, foxes, wyverns, worms, and hyenas. This form however is never seen unless the lhamira wishes it to be seen, a being is on the verge of death (i.e., at 0 hit points or

dying of poison or disease), or she has been turned by a cleric of the God of Law.

Lhamiras, being a form of "living vampire," are able to mate with humans, half-elves, half-ogres, half-orcs, goblin-men, gnomes, and the various beasts that make up her constituent form. The result of any such mating is a dhamphir if male, or if female a magical beast, a *lamia*, which in the Olden Lands are not exclusively leonine in form, but may take on any one, two, or all three of the bestial forms of her mother.

ORGANIZATION: Lhamiras usually live and work alone. On rare occasions they may be accompanied by a mhoroiiphir lover, though there is a 50% chance that they are already falling out with one another.

ECOLOGY: Lhamiras are unnatural, undead creatures and have no place in the normal ecology.

TREASURE: The lhamira rarely collects treasure, save for jewelry, which she enjoys wearing. All treasure possessed will be in the form of jewelry.

RANGE: Lhamiras commonly arise in Deshret, Kryx, Eosha, the Purple Plains, the Paynim Coast, and Strigoria, but can be found elsewhere.

COMBAT: Lhamiras loathe combat, preferring to flee if combat is necessary. They first sacrifice any current lover in combat, without remorse or second thought. If forced into personal melee, their hands grow into tremendous claws that deal savage damage. She also possesses at least one of the salient physical abilities of her constituent beasts, i.e. a scorpion sting, a lion's bite attack, or so forth, should she choose to manifest it.

ALTERNATE FORM: A lhamira can assume one form from each of three categories: serpent, lizard, or wyvern; scorpion, centipede, or worm; and lion, tiger, or jackal/fox/hyena. These are her constituent types. A lhamira in an alternate form retains all special qualities, but loses its special attacks. *True seeing* and other effects will not reveal a lhamira in alternate forms, and these forms cannot be dispelled. However, a lhamira killed in any form will become gaseous (see below). Lhamiras are immune to *polymorph* attacks unless the lhamira wishes to be affected.

BLOOD DRAIN: If a lhamira successfully enchants a target with her charming gaze, the target will be held in the lhamira's grip. The lhamira brings the victim to its mouth, where it will bite it and begin to drain it of blood. This attack automatically inflicts 1d4 points of damage per round. For each point drained from a victim, a lhamira heals one hit point.

If a lhamira is able to drain a victim of a number of hit points equal to its hit dice in this way, it is satiated for the day, and will release its grip. A victim of this bite does not experience pain; instead, they become euphoric during the process, and

some may become addicted to it. Once a victim is bitten, it will not struggle to escape the lhamira's clutches.

A lhamira must use this ability every day, or it weakens. Every day after the first in which it has not feasted upon blood it loses one hit die; this damage cannot be regenerated, and in fact, under these conditions it loses its ability to regenerate. Animal blood will suffice, but it must drink twice as much as normally required. If it is reduced to zero hit dice in this fashion, it is reduced to an inanimate corpse, though it still is not dead, merely in a death-like state. If blood is applied to its lips, it regains one hit die and 1d12 hit points, and animates immediately, attacking with abandon, gaining a +4 bonus to hit, -2 penalty to AC, and ignoring all morale checks. Every point of Wisdom it drains it regains one hit die to its maximum, and every hit point of blood it drains it regains one hit point, again, up to its maximum.

CHARMING GAZE: The intense gaze of a lhamira is intoxicating, as overwhelming feelings of both fear and lust cross the victim's mind. A creature that looks into a lhamira's eyes must make a Charisma save [LL: Save versus Spells]. Males suffer a -2 penalty to the save, females gain a +2 bonus to their save. Failure results in the victim suffering the effects of a *charm person* spell. A person charmed in this manner will defend the lhamira at all costs, even against former allies.

CHILDREN OF THE WASTES: Lhamiras are able to summon other predators and scavengers of the wastes, having a special bond with these creatures. A lhamira can summon a swarm of smaller creatures, 3d6 medium creatures, or 2d4 large creatures of her constituent types. They can summon only once per day, but success is guaranteed. Summoned creatures arrive 2d4 rounds after being called by the lhamira. The summoned creatures obey the lhamira without reservation, and remain until killed or released.

CREATE SPAWN: A human, half-elven, half-ogre, half-orc, goblin-man, or gnome victim killed by the lhamira's kiss can be brought back to un-life, under the control of the slaying lhamira. The lhamira usually must want to use this ability; it is not automatic. Males will be brought back as mhorophirs, females as lhamiras, and children as szalbaphirs.

GASEOUS FORM: A lhamira can assume the form of a cloud of misty gray gas at will, as the spell *gaseous form*. If a lhamira in any form other than gaseous and is reduced to 0 hit points, it automatically assumes the gaseous state and retreats to its lair. There it reforms with 1 hit point, regenerates or heals if at all possible, and prepares for another attack.

KISS OF OBLIVION: The lhamira's kiss can be applied to any being she has *charmed*. She may apply the kiss at the same time she is draining blood, if the victim is charmed. Each round she applies the kiss, the victim suffers 1d3 points of Wisdom damage (no saving throw). If the victim is drained to 3 Wisdom or less, the charm is permanent. If drained to zero Wisdom, the victim dies, and can be raised as an undead at the option of the lhamira (see create spawn). If the victim

survives, Wisdom heals as normal. The lhamira knows at all times the hit points and Wisdom score of a victim she is draining.

REGENERATION: Lhamiras can be struck by any weapon, but regenerate damage at a rate of 2 hit points per round from any weapon that is not magical and of at least +1 enchantment.

They can otherwise only heal damage through application of the sorcerous *cause wounds* spells, by draining blood, or by consuming the stored life energy levels of those it has slain through draining their wisdom. Each life energy level consumed cures 5 points of damage. A lhamira has at any one time a number of stored souls equal to its hit dice plus 1d6, each with 1d6 life energy levels. Once a soul is drained completely, it is utterly destroyed.

SPIDER CLIMB: Lhamiras can adhere to and climb any surface.

VULNERABILITIES: Refer to the complete listing of vulnerabilities above for the various lesser vulnerabilities of the lhamira.

A stake driven through the heart of a lhamira will paralyze it as long as the stake remains in place. If it is removed, the lhamira awakens and functions normally immediately.

To permanently kill a staked lhamira, it must have its head cut off, its mouth filled with a *blessed* holy symbol, the various disparate bestial parts all cut apart and separated from each other and the human portions, and each grouping separately burnt to ashes and scattered to the four winds from the highest point in sight.

WITCHCRAFT: A lhamira possesses the spell-casting abilities of a witch equal to her hit dice in level.



LHAMPHIR [PLAGUE BEARERS]

CASTLES & CRUSADES

No. Enc:	1 (1 in lair)
Size:	Medium
HD:	4 to 6 (d12)
Move:	40'
Burrow:	20'
Climb:	20'
AC:	16
Attacks:	2 Claws (1d4)
Special:	Alternate Form, Black Breath, Create Spawn, Darkvision 60', Drain Health, Gaseous Form, Hypnotism, Plague Bearers, Regeneration, Spider Climb, Vulnerabilities M & P
Saves:	M & P
Int:	High
Alignment:	Chaotic Evil
Type:	Undead (Unique)
Treasure:	4 to 6
XP:	4 HD: 260 + 4/hp 5 HD: 540 + 5/hp 6 HD: 780 + 6/hp

LABYRINTH LORD

No. Enc.:	1 (1)
Alignment:	Chaotic Evil
Movement:	150' (50')
Burrow:	90' (30')
Climb:	90' (30')
Armor Class:	3
Hit Dice:	4
Attacks:	2 Claws
Damage:	1d4/1d4
Save:	F4
Morale:	8
Hoard Class:	VI, VII
XP:	4 HD: 300 5 HD: 800 6 HD: 1,320

The lhamphir arises on rare occasions from those who were slain through plague; only the first slain in a settlement might arise as a lhamphir, if proper precautions are not taken. If the body is given final rites and a proper burial or cremation according to the Good or Lawful faith to which the victim belonged, then the lhamphir cannot arise. Otherwise, there is a percentage chance equal to the Charisma score plus the level of the victim that he arises as a lhamphir. If the community and his family abandoned him during his illness, this chance doubles that he arises as a lhamphir, eager to avenge himself upon those who turned on him.

The lhamphir exists to spread the plague that slew him. He does this by sneaking in at night to cause the disease, first in family members, then in others of the community. Once victims fall ill, he makes their disease worse by draining their health through their breath as they sleep at night. Once he slays a victim in this fashion, the victim will either arise again as a lhamphir or as a ghoul, at the option of the slayer.

Lhamphirs usually look much as they did in life; they do not have fangs, though their skin is pale. If they are seen in a mirror, they appear as a corpse, bloated and blotchy and ravaged with the disease that slew it.

ORGANIZATION: The lhamphir works alone. Even if he creates a new lhamphir, he continues to work alone, as the new lhamphir is sent on to another settlement to further spread the plague. Ghouls remain in the lair of the lhamphir to guard the beast's coffin and treasures; when a new lhamphir is created half the ghouls are sent with it to the new location.

ECOLOGY: Lhamphirs are unnatural, undead creatures and have no place in the normal ecology.

TREASURE: The lhamphir collects treasure simply for the pure joy it brings as it reminds him of his revenge. For all the treasures he gathers are from the personal wealth, jewelry, and family heirlooms of the victims he has slain. The treasure is kept in his lair, which is usually in a basement, catacomb, or ruin near to the settlement he haunts. The treasure is guarded by 1 to 8 plague ghouls of his creation.

RANGE: Lhamphirs are found wherever plague stalks the land. They most commonly arise in Strigoria, Bagaudia, and Mhordlakh, but can be found elsewhere, especially with the spread of the Great Plague in recent years.

COMBAT: Lhamphirs fear combat, as unlike their more potent vampiric cousins, they are not immune to normal weapons and have minimal physical prowess; thus they flee combat if at all possible. When forced into combat, they use their claw attacks to grab onto targets, using their cause disease abilities subsequently as much as possible.

ALTERNATE FORM: A lhamphir can take on the form of a rat, a rat swarm, or a giant rat at will, with the transformation requiring one full round.

BLACK BREATH: The lhamphir can *cause disease* as per the spell by breathing its black breath into the victim. It prefers to do this while its prospective victim is sleeping, but can use this as an active attack in melee. If both the lhamphir's claw attacks hit, he has grabbed the target and in the same round gets to try to breathe its disease into the mouth of the victim. Prospective victims get a Constitution saving throw [LL: Save versus Death] to avoid the disease. If the victim is sleeping, it gets a penalty of -4 to save against the disease; if it is held and active, the saving throw is as normal.

The disease varies according to the nature of the disease that slew the lhamphir. If you do not use specific diseases, assume the disease causes the victim to immediately fall unconscious if the save is failed, to remain unable to take any action during the course of the disease, and that 1 point of Constitution damage is suffered for each day the victim suffers the disease.

The victim gets an additional saving throw each day; if the save is failed, the Constitution damage is suffered, and no healing can occur on that day. Once the victim saves three times in a row against the disease, the disease breaks. If the victim is reduced to zero Constitution, he dies of the disease.

BURROW: Lhamphirs can burrow through soil and dirt easily with their claws, though solid rock is still too solid for them to burrow through.

CREATE SPAWN: If the lhamphir slays a human, half-elf, half-ogre, half-orc, goblin-man, or gnoles victim of his disease by use of his drain health ability to drain his last point of Constitution (not merely through loss of Constitution through the disease), he may, if he chooses, cause the victim to rise again the next night as a lhamphir or a ghoul. If he creates a ghoul spawn, the ghoul will not cause paralysis with its bite and claw attacks; instead the attacks might cause the plague, as per the black breath ability of the lhamphir.

DRAIN HEALTH: A lhamphir may cause Constitution damage to a victim who is suffering from his disease. He does so by literally sucking out and inhaling the healthy breath of the victim as he writhes in the pain caused by the disease. Each round the lhamphir can deal an additional 1 point of Constitution damage to his victim. If the lhamphir drains the health of a victim in the night, the victim automatically fails his saving throw against the disease the next day. Lhamphirs rarely drain a single victim fully in a night, preferring to draw out the pain and suffering caused by the disease.

GASEOUS FORM: A lhamphir can assume the form of an invisible cloud of gas at will, as the spell *gaseous form*. In its gaseous state, it is a cloud of virulent disease; if any being passes through it, it must make a saving throw as though the lhamphir had breathed its black breath at it. If a lhamphir in any form other than gaseous and is reduced to 0 hit points, it automatically assumes the gaseous state and retreats to its lair. There, it will heal and prepare for another attack.

HYPNOTISM: Three times per day the lhamphir can use the *hypnotism* spell as though it were an 8th level illusionist.

PLAGUE BEARERS: Any victim of its black breath ability to cause disease becomes a bearer of the plague for as long as he suffers from it. Anyone who comes into contact with the plague-ridden victim must make a saving throw or catch the plague himself; only one such save must be made per day.

REGENERATION: Lhamphirs can be struck by any weapon, but regenerate damage at a rate of 2 hit points per round from any weapon that is not blessed, silvered, or magical, or if made of wood, made of ash, juniper, or hawthorn.

They can otherwise only heal damage through application of the sorcerous *cause wounds* spells or by or by consuming life energy levels of those it has slain through draining their health. Each life energy level consumed cures 5 points of damage. A lhamphir has at any one time a number of souls equal to its hit

dice plus 1d6, each with 1d6 life energy levels. Once a soul is drained completely, it is utterly destroyed.

SPIDER CLIMB: Lhamphirs can adhere to and climb any surface.

VULNERABILITIES: Refer to the complete listing of vulnerabilities above for the various lesser vulnerabilities of the lhamphir.

When exposed to daylight, a lhamphir is rendered powerless and unable to move or attack. It will begin to smolder, and after six rounds of exposure, will burst into flame and burn to ashes. This permanently destroys the lhamphir.

A stake driven through the heart of a lhamphir will paralyze it as long as the stake remains in place. If it is removed, the lhamphir awakens and functions normally.

To permanently kill a staked lhamphir, its must be burned to ashes and the ashes mixed with rose petals and buried in consecrated ground.



MHOROIPIHIR [LIVING VAMPIRE]

CASTLES & CRUSADES

No. Enc:	1 (1 in lair)
Size:	Medium
HD:	Usually 7 to 9 (d12)
Move:	40'
Climb:	20'
Fly:	50'
AC:	17
Attacks:	Slam (1d6) or Bite (1d4 + Drain)
Special:	Alternate Form, Blood Drain, Charming Gaze, Children of the Night, Class Abilities, Create Spawn, Darkvision 60', Day Walker, Energy Drain, Gaseous Form, Regeneration, Spider Climb, Vulnerabilities
Saves:	M & P
Int:	Average
Alignment:	Chaotic Evil
Type:	Undead (Unique)
Treasure:	10 to 12
XP:	7 HD: 1,485 + 7/hp 8 HD: 2,150 + 8/hp 9 HD: 2,900 + 9/hp

LABYRINTH LORD

No. Enc.:	1 (1)
Alignment:	Chaotic Evil
Movement:	150' (50')
Climb:	90' (30')
Fly:	180' (60')
Armor Class:	2
Hit Dice:	Usually 7 to 9
Attacks:	1 Slam or 1 Bite
Damage:	1d6 or 1d4 + Drain
Save:	F7 to F9
Morale:	10
Hoard Class:	XVII
XP:	7 HD: 2,540 8 HD: 3,560 9 HD: 5,200

The mhoroiptirs are one of the two vampire types most people think of when they think of vampires, the other being the closely related strigoiptirs. Mhoroiptirs are called "living vampires" because they seek to emulate the lives of the living; they are undead, but are not fully separate from the life they once led. They pretend to be alive; generally, save when hunting and feeding, they look and act completely normal, as they did in life.

Mhoroiptirs can result from several sources, the most common being created as the spawn of an existing mhoroiptir. They can also be created by lhamiras, strigoiptirs, and ekimmu. Finally, they might arise naturally, or rather, unnaturally, especially in the land of Strigoria. These methods include, among others:

- Dying without being consecrated to the God of Law;
- Committing suicide;

- Practicing sorcery, black witchcraft, or eldritch wizardry in life;
- Having a spell-caster's familiar jump on your corpse before you are buried;
- Eating the flesh of an animal killed by a vampire;
- Being slain by a lycanthrope;
- Death by murder un-avenged;
- Dying while cursed by a sorcerer or witch.

Mhoroiptirs created by another vampire are under the control of their creator until such a time as the creator is slain or the spawn grows more powerful than the master. Often the creator does not stay around and leaves the victim to their own resources. Those created by accident or mishap are free-willed from creation, and are often very confused and may not even at first understand that they are dead, let alone undead!

Thus, many mhoroiptirs begin un-life seeking to live the same lives they had as mortals. Some even succeed, if they are able to hide well enough. Mhoroiptirs are day walkers, able to walk about in the daylight without suffering damage, though they lose many of their abilities and immunities in daylight.

Mhoroiptirs are also the sires and dams of the dhamptirs, the half-dead, a race of beings detailed later in this work.

ORGANIZATION: Mhoroiptirs usually live and work alone, though they may still live with their mortal family. Those who have embraced their vampiric nature usually live apart and often keep 1d4 ghouls and 1d4 charmed victims as servants.

ECOLOGY: Mhoroiptirs are unnatural, undead creatures and have no place in the normal ecology.

TREASURE: The mhoroiptir collects treasure for the same reason mortals do; to enjoy it and the power wealth brings. Some also enjoy collecting trophies from their greater conquests, their more important victims, and the weapons and gear of those who sought to slay them.

RANGE: Mhoroiptirs commonly arise in Strigoria, Bagaudia, the Western Marches, Mhordlakh, Itlania, Elysion, Gyra, the Septarchy, and on the Paynim Coast, but can be found elsewhere.

COMBAT: Mhoroiptirs often lust after combat, for it makes them feel more alive than anything else, and the extra blood is merely a bonus. That does not mean they are stupid or foolish, though newly-minted mhoroiptir often can be. Usually they take out clerics and other spell casters first, and then engage in a game of cat-and-mouse with their other victims.

ALTERNATE FORM: A mhoroiptir can assume the form of a bat, giant bat, rat, giant rat, wolf, dire wolf, or medium-sized vukodlakh, and can remain in these forms indefinitely. A mhoroiptir in an alternate form retains all special qualities, but loses its special attacks (save in vukodlakh form). *True seeing* and other effects will not reveal a mhoroiptir in alternate

forms, and these forms cannot be dispelled. However, a mhoroiaphir killed in any form will become gaseous (see below). Mhoroiaphirs are immune to *polymorph* attacks unless the mhoroiaphir wishes to be affected.

BLOOD DRAIN: If a mhoroiaphir successfully strikes an opponent with its slam attack, the target must succeed at a Strength save [LL: Save versus Wands] or be held in the mhoroiaphir's grip. If the save fails, a mhoroiaphir uses its great strength to bring the victim to its mouth, where it will bite it and begin to drain it of blood. This attack automatically inflicts 1d4 points of damage per round. For each point drained from a victim, a mhoroiaphir heals one hit point.

If a mhoroiaphir is able to drain a victim of a number of hit points equal to its hit dice in this way, it is satiated for the day, and will release its grip. A victim of this bite does not experience pain; instead, they become euphoric during the process, and some may become addicted to it. Once a victim is bitten, it will not struggle to escape the vampire's clutches.

A mhoroiaphir must use this ability every day, or it weakens. Every day after the first in which it has not feasted upon blood it loses one hit die; this damage cannot be regenerated, and in fact, under these conditions it loses its ability to regenerate. Animal blood will suffice, but it must drink twice as much as normally required. If it is reduced to zero hit dice in this fashion, it is reduced to an inanimate corpse, though it still is not dead, merely in a death-like state. If blood is applied to its lips, it regains one hit die and 1d12 hit points, and animates immediately, attacking with abandon, gaining a +4 bonus to hit, -2 penalty to AC, and ignoring all morale checks. Every life energy level it drains it regains one hit die to its maximum, and every hit point of blood it drains it regains one hit point, again, up to its maximum.

CHARMING GAZE: The intense gaze of a mhoroiaphir is intoxicating, as overwhelming feelings of both fear and lust cross the victim's mind. A creature that looks into a mhoroiaphir's eyes must make a Charisma save [LL: Save versus Spells]. Failure results in the victim suffering the effects of a *charm person* spell. A person charmed in this manner will defend the mhoroiaphir at all costs, even against former allies.

CHILDREN OF THE NIGHT: Mhoroiaphirs are able to summon other night-time predators, having a special bond with these creatures. A mhoroiaphir can summon a swarm of bats or rats or 3d6 wolves. They can summon only once per day, but success is guaranteed. Summoned creatures arrive 2d4 rounds after being called by the mhoroiaphir. The summoned creatures obey the mhoroiaphir without reservation, and remain until killed or released.

CLASS ABILITIES: When a mhoroiaphir is created it begins its undead existence with a number of 12-sided hit dice equal to half any class levels it had when it died, rounded up, before its creator first drained it. Thus, a 5th level thief drained and transformed into a mhoroiaphir rises as a 3 HD mhoroiaphir with 3rd level thieving abilities. The mhoroiaphir can continue

to advance in hit dice and abilities as normal, though it only earns 10% normal experience. Once it reaches 9 HD/levels, it only earns 1% normal experience, and thus mhoroiaphir above 9 HD/levels are very rare.

A cleric of the God of Law who is transformed into a mhoroiaphir will become a priest of one of the gods of Chaos, usually the Dungeon Gods or the King of Hell. A paladin who falls to vampirism will become an anti-paladin. A 0-level being who is transformed into a mhoroiaphir begins as a 1 HD mhoroiaphir and advances as per a fighter, sorcerer, or thief, depending on its best ability score.

Note that in most cases, a Judge will require a player character who has become a vampire to become an NPC under the Judge's control.



CREATE SPAWN: A human, half-elven, half-ogre, half-orc, goblin-man, or gnole victim killed by the mhoroiaphir's energy drain can be brought back to un-life, under the control of the slaying mhoroiaphir. The mhoroiaphir usually must want to use this ability; it is not automatic. It may still occur unintentionally if the victim meets any of the requirements listed above, or in any case if the victim makes a percentage roll equal to or less than half his level rounded up.

A mhoroiaphir can also choose to create ghoulish spawn instead of mhoroiaphir spawn.

DAY WALKER: Unlike most vampires, the mhoroiaphir has no fear of the sun, and is not damaged by it in the least. However, as he cannot use his alternate form, children of the night, flight, regeneration, or spider climb abilities by day, he is careful not to arouse any suspicions and avoid any sort of confrontation by day.

ENERGY DRAIN: A mhoroiaphir can choose to drain one life energy level during any round in which it is draining blood using its bite attack. Once it bites a victim it knows automatically how many levels it has, and how close it is to death through blood drain or life energy level drain.

GASEOUS FORM: A mhoroiaphir can assume the form of a cloud misty gray of gas at will, as the spell *gaseous form*. If a mhoroiaphir in any form other than gaseous and is reduced to 0 hit points, it automatically assumes the gaseous state and retreats to its lair. There it reforms with 1 hit point, regenerates or heals if at all possible, and prepares for another attack.

REGENERATION: Mhoroiaphirs can be struck by any weapon, but regenerate damage at a rate of 2 hit points per round from any weapon that is not magical and of at least +1 enchantment.

They can otherwise only heal damage through application of the sorcerous *cause wounds* spells, by draining blood, or by consuming the stored life energy levels of those it has slain through draining their life energy. Each life energy level consumed cures 5 points of damage. A mhoroiaphir has at any one time a number of stored souls equal to its hit dice plus 1d6, each with 1d6 life energy levels. Once a soul is drained completely, it is utterly destroyed.

SPIDER CLIMB: Mhoroiaphirs can adhere to and climb any surface.

VULNERABILITIES: Refer to the complete listing of vulnerabilities above for the various lesser vulnerabilities of the mhoroiaphir.

A stake driven through the heart of a mhoroiaphir will paralyze it as long as the stake remains in place. If it is removed, the mhoroiaphir awakens and functions normally.

To permanently kill a staked mhoroiaphir, it must have its head cut off, its mouth filled with *blessed* bread, and the body and head together must be burned to ash and buried in consecrated ground.



STRIGHOIPHIR [DEAD VAMPIRE]

CASTLES & CRUSADES

No. Enc: 1 (1 in lair)
Size: Medium
HD: 10 to 12 (d12)
Move: 60'
Climb: 30'
Fly: 90'
AC: 20
Attacks: Slam (1d10) or Bite (1d6 + Drain)
Special: Alternate Form, Blood Drain, Children of the Night, Class Abilities, Create Spawn, Darkvision 60', Dominating Gaze, Energy Drain, Gaseous Form, Spider Climb, Vulnerabilities
Saves: M & P
Int: Superior
Alignment: Chaotic Evil
Type: Undead (Unique)
Treasure: 10 to 12
XP: 10 HD: 5,100 + 10/hp
 11 HD: 6,300 + 11/hp
 12 HD: 7,500 + 12/hp

LABYRINTH LORD

No. Enc.: 1 (1)
Alignment: Chaotic Evil
Movement: 210' (70')
Climb: 120' (40')
Fly: 270' (90')
Armor Class: -1
Hit Dice: 10 to 12
Attacks: 1 Slam or 1 Bite
Damage: 1d10 or 1d6 + Drain
Save: F10 to F12
Morale: 11
Hoard Class: XVII, VIII, IX
XP: 10 HD: 5,900
 11 HD: 6,600
 12 HD: 6,600

A strigoiphir is a "dead vampire," that is, it is the result of a vampire that has been slain once but risen again, due to the required ritual being incomplete or incorrectly performed. Strigoiphirs can also result from an ekimmu or strigoiphir creating such a beast.

Lesser vampires who rise as a strigoiphir return at half their previous HD/levels, rounded up, and lose any non-class related abilities they possessed in their previous form. Though they have greater power, they are generally less concerned with the world at large, and abandon their former lives, pursuing solitude and isolation from the mortal world. From time to time they may get the itch to see what is going on in the mortal world, if for no other reason than to seek out fresh blood...

Strigoiphirs usually have the form they had as mortals, though aged, world weary, and often uglier than they were in real life, often wolfish or rat-like in appearance. Males tend to but do not always lose their hair, and are bald. Ears are long and often pointed, and eyes are sunken, while fingers are longer than in life and usually clawed. Unless fully sated on blood, their visage is often pale and haggard and their fangs are most prominent.

ORGANIZATION: Strigoiphirs usually live and work alone, eschewing all other company, though they sometimes keep 1d4 mhoroiaphir, ghastr, or ghoul spawn and 1d4 dominated victims as servants. They are often served by large numbers of lesser undead such as skeletons and zombies. The spawn and servants are usually lieutenants who command other forces outside of the strigoiphir's own lair, leaders of a primary line of defense that keep the strigoiphir from ever being bothered. Such minions often include orcs, goblinoids, nomads, barbarians, or gypsies. All know that "the master" dwells in the castle hidden in the high valley, but few ever see him.

ECOLOGY: Strigoiphirs are unnatural, undead creatures and have no place in the normal ecology.

TREASURE: The strigoiphir collects treasure for the same reason mortals do; to enjoy it and the power wealth brings. Some also enjoy collecting trophies from their greater conquests, their more important victims, and the weapons and gear of those who sought to slay them.

RANGE: Strigoiphirs commonly arise in Strigoria, Bagaudia, and Mhordlakh, but can be found elsewhere.

COMBAT: Strigoiphirs rarely engage personally in combat, leaving that to their minions and undead servants. When they are forced to do so, they operate as per mhoroiaphirs, reducing their victims to gibbering, weeping madmen before finally taking their lives and their souls.

ALTERNATE FORM: A strigoiphir can assume the form of a bat, giant bat, bat swarm, rat, giant rat, rat swarm, wolf, dire wolf, or large-sized vukodlakh, and can remain in these forms indefinitely. A strigoiphir in an alternate form retains all special qualities, but loses its special attacks (except in the vukodlakh form). *True seeing* and other effects will not reveal a strigoiphir in alternate forms, and these forms cannot be dispelled. However, a strigoiphir killed in any form will become gaseous (see below). Strigoiphirs are immune to *polymorph* attacks unless the strigoiphir wishes to be affected.

BLOOD DRAIN: If a strigoiphir successfully strikes an opponent with its slam attack, the target must succeed at a Strength save [LL: Save versus Wands] or be held in the strigoiphir's grip. If the save fails, a strigoiphir uses its great strength to bring the victim to its mouth, where it will bite it and begin to drain it of blood. This attack automatically inflicts

1d6 points of damage per round. For each point drained from a victim, a strigoiphir heals one hit point.

If a strigoiphir is able to drain a victim of a number of hit points equal to its hit dice in this way, it is satiated for the day, and will release its grip. A victim of this bite does not experience pain; instead, they become euphoric during the process, and some may become addicted to it. Once a victim is bitten, it will not struggle to escape the vampire's clutches.

A strigoiphir must use this ability every day, or it weakens. Every day after the first in which it has not feasted upon blood it loses one hit die; this damage cannot be regenerated, and in fact, under these conditions it loses its ability to regenerate. Animal blood will suffice, but it must drink twice as much as normally required. If it is reduced to zero hit dice in this fashion, it is reduced to an inanimate corpse, though it still is not dead, merely in a death-like state. If blood is applied to its lips, it regains one hit die and 1d12 hit points, and animates immediately, attacking with abandon, gaining a +4 bonus to hit, -2 penalty to AC, and ignoring all morale checks. Every life energy level it drains it regains one hit die to its maximum, and every hit point of blood it drains it regains one hit point, again, up to its maximum.

CHILDREN OF THE NIGHT: Strigoiphirs are able to summon other night-time predators, having a special bond with these creatures. A strigoiphir can summon a swarm of bats or rats, or 3d6 giant bats, giant rats, or wolves, or 2d4 dire wolves or vukodlaks. They can summon only once per day, but success is guaranteed. Summoned creatures arrive 2d4 rounds after being called by the strigoiphir. The summoned creatures obey the strigoiphir without reservation, and remain until killed or released.

CLASS ABILITIES: When a strigoiphir is created it begins its undead existence with a number of 12-sided hit dice equal to half any class levels it had when it died, rounded up, before its creator first drained it. Thus, a 5th level thief drained and transformed into a strigoiphir rises as a 3 HD strigoiphir with 3rd level thieving abilities. The strigoiphir can continue to advance in hit dice and abilities as normal, though it only earns 10% normal experience. Once it reaches 12 HD/levels, it only earns 1% normal experience, and thus strigoiphir above 12 HD/levels are very rare.

A cleric of the God of Law who is transformed into a strigoiphir will become a priest of one of the gods of Chaos, usually the Dungeon Gods or the King of Hell. A paladin who falls to vampirism will become an anti-paladin. A 0-level being who is transformed into a strigoiphir begins as a 1 HD strigoiphir and advances as per a fighter, sorcerer, or thief, depending on its best ability score.

If a strigoiphir is not already a sorcerer or eldritch wizard, but possesses the Wisdom or Intelligence necessary to pursue those arts, he may also advance in those classes once he has attained 12th level in his original classes. Advancement is slow, however, earning only 1% experience as per above.

Note that in most cases, a Judge will require a player character who has become a vampire to become an NPC under the Judge's control.

CREATE SPAWN: A human, half-elven, half-ogre, half-orc, goblin-man, or gnole victim killed by the strigoiphir's energy drain can be brought back to un-life, under the control of the slaying strigoiphir. The strigoiphir usually must want to use this ability; it is not automatic. It may still occur unintentionally if the victim meets any of the requirements listed under the mhorophir, or in any case if the victim makes a percentage roll equal to or less than half his level rounded up.

A strigoiphir can also choose to create mhorophir, ghastr, or ghoul spawn instead of strigoiphir spawn, or can choose to simply animate their victim as a zombie.

DOMINATING GAZE: The intense gaze of a strigoiphir is intoxicating, as overwhelming feelings of both fear and lust cross the victim's mind. A creature that looks into a strigoiphir's eyes must make a Charisma save [LL: Save versus Spells] at a penalty of -2. Failure results in the victim suffering the effects of a permanent *charm person* spell. A person charmed in this manner will defend the strigoiphir at all costs, even against former allies.

ENERGY DRAIN: A strigoiphir can choose to drain one or two life energy levels during any round in which it is draining blood using its bite attack. Once it bites a victim it knows automatically how many levels it has, and how close it is to death through blood drain or life energy level drain.

GASEOUS FORM: A strigoiphir can assume the form of a cloud misty gray of gas at will, as the spell *gaseous form*. If a strigoiphir in any form other than gaseous and is reduced to 0 hit points, it automatically assumes the gaseous state and retreats to its lair. There it reforms with 1 hit point, regenerates or heals if at all possible, and prepares for another attack.

REGENERATION: Strigoiphirs can be struck by any weapon, but regenerate damage at a rate of 3 hit points per round from any weapon that is not magical and of at least +2 enchantment.

They can otherwise only heal damage through application of the sorcerous *cause wounds* spells, by draining blood, or by consuming the stored life energy levels of those it has slain through draining their life energy. Each life energy level consumed cures 5 points of damage. A strigoiphir has at any one time a number of stored souls equal to its hit dice plus 1d6, each with 1d6 life energy levels. Once a soul is drained completely, it is utterly destroyed.

SPIDER CLIMB: Strigoiphirs can adhere to and climb any surface.

VULNERABILITIES: Refer to the complete listing of vulnerabilities above for the various lesser vulnerabilities of the strigoiphir.

When exposed to daylight, a strigoiphir is rendered powerless and unable to move or attack. It will begin to smolder, and after six rounds of exposure, will burst into flame and burn to ashes. This permanently destroys the strigoiphir.

A stake driven through the heart of a strigoiphir will paralyze it as long as the stake remains in place. If it is removed, the strigoiphir awakens and functions normally.

To permanently kill a staked strigoiphir, it must have its head cut off, its mouth filled with *blessed* bread, and the body and head together must be burned to ash and buried in consecrated ground.



SZALBAPHIR [VAMPIRE GAMIN]

CASTLES & CRUSADES

No. Enc: 1d4 (1d4 in lair)
Size: Small
HD: Usually 3 to 5 (d12)
Move: 40'
Climb: 20'
Fly: 50'
AC: 15
Attacks: Slam (1d4) or Bite (1d3)
Special: Alternate Form, Blood Drain, Charming Gaze, Create Spawn, Darkvision 60', Gaseous Form, Regeneration, Spider Climb, Vulnerabilities
Saves: M & P
Int: Low
Alignment: Chaotic Evil
Type: Undead (Unique)
Treasure: 3 to 5
XP: 3 HD: 105 + 3/hp
4 HD: 210 + 4/hp
5 HD: 420 + 5/hp

LABYRINTH LORD

No. Enc.: 1d4 (1d4)
Alignment: Chaotic Evil
Movement: 150' (50')
Climb: 90' (30')
Fly: 180' (60')
Armor Class: 4
Hit Dice: Usually 3 to 5
Attacks: 1 Slam or 1 Bite
Damage: 1d4 or 1d3
Save: F3 to F5
Morale: 11
Hoard Class: VI
XP: 3 HD: 110
4 HD: 300
5 HD: 800

Szalbaphirs are the unholy transformation of a child into a lesser vampire. They appear to be feral wild children or street urchins, depending on if they are in the wilds or in a city. Those that were created as mere mewling babes are most horrific, as the mere child should not be able to walk, let alone run or fly, or have that evil glint of feral intellect in their eyes. In their true form they appear as emaciated gamins, with parchment-thin skin drawn taught over bones, black splotches of blood on its chin and dribbled down upon its chest and belly.

Szalbaphirs normally arise when a child is lost in the forest or exposed on a hill and found by vampires. They also result when a vampire seeks revenge against a mortal and drains his children to create a true level of horror. Whether abandoned, lost, or purposefully created, all szalbaphirs loathe their existence and only find slight solace in the company of others of their kind.



ORGANIZATION: Szalbaphirs are among the few vampires that prefer to gather in groups. This is partly to assuage their longing for a family, partly because there is strength in numbers for such small creatures. As they are nomadic, they only remain in a lair for a few weeks before things get too hot to handle, and then move on.

ECOLOGY: Szalbaphirs are unnatural, undead creatures and have no place in the normal ecology.

TREASURE: The szalbaphir does not intentionally collect treasure; treasure found in its temporary lair is found on the remains of victims it dragged back to feast upon.

RANGE: Szalbaphirs commonly arise in Strigoria, Bagaudia, and Mhordlakh, but can be found elsewhere, especially in large cities haunted by vampires such as Itlanis, Velantia, and Vasilopolis – after all, no one misses street urchins.

COMBAT: Szalbaphirs eagerly leap into combat with little concern for their survival, as they loathe every moment of their existence and seek oblivion in true death. They grab onto their victims with their tiny claws and bite at any flesh they can find, lapping up the flowing blood like a thirsty hound.

ALTERNATE FORM: A szalbaphir can assume the form of a bat, rat, jackal, or incorporeal will-o-wisp like dancing light and can remain in these forms indefinitely. A szalbaphir in an alternate form retains all special qualities, but loses its special attacks (save in vukodlakh form). *True seeing* and other effects will not reveal a szalbaphir in alternate forms, and these forms cannot be dispelled. However, a szalbaphir killed in any form will become gaseous (see below). Szalbaphirs are immune to *polymorph* attacks unless the szalbaphir wishes to be affected.

BLOOD DRAIN: If a szalbaphir successfully strikes an opponent with its slam attack, the target must succeed at a Strength save [LL: Save versus Wands] or be held in the szalbaphir's grip. If the save fails, a szalbaphir uses its great strength to cling onto the victim, where it will bite it and begin to drain it of blood. This attack automatically inflicts 1d3 points of damage per round. For each point drained from a victim, a szalbaphir heals one hit point.

If a szalbaphir is able to drain a victim of a number of hit points equal to its hit dice in this way, it is satiated for the day, and will release its grip. A victim of this bite does not experience pain; instead, they become euphoric during the process, and some may become addicted to it. Once a victim is bitten, it will not struggle to escape the vampire's clutches.

A szalbaphir must use this ability every day, or it weakens. Every day after the first in which it has not feasted upon blood it loses one hit die; this damage cannot be regenerated, and in fact, under these conditions it loses its ability to regenerate. Animal blood will suffice, but it must drink twice as much as normally required. If it is reduced to zero hit dice in this fashion, it is reduced to an inanimate corpse, though it still is not dead, merely in a death-like state. If blood is applied to its lips, it regains one hit die and 1d12 hit points, and animates immediately, attacking with abandon, gaining a +4 bonus to hit, -2 penalty to AC, and ignoring all morale checks. Every eight hit points it drains it regains one hit die to its maximum, and every hit point of blood it drains it regains one hit point, again, up to its maximum.

CHARMING GAZE: The intense gaze of a szalbaphir is intoxicating, as overwhelming feelings of both fear and lust cross the victim's mind. A creature that looks into a szalbaphir's eyes must make a Charisma save [LL: Save versus Spells]. Failure results in the victim suffering the effects of a *charm person* spell. A person charmed in this manner will defend the szalbaphir at all costs, even against former allies.

CREATE SPAWN: A human, half-elven, half-ogre, half-orc, goblin-man, or gnole victim killed by the szalbaphir's blood drain can be brought back to un-life, under the control of the slaying szalbaphir. The szalbaphir usually must want to use this ability; it is not automatic. It may still occur unintentionally if the victim meets any of the requirements listed under mhoroiaphir above, or in any case if the victim makes a percentage roll equal to or less than half his level rounded up.

A szalbaphir can create other szalbaphirs if their victim is a child (12 years or younger); adults who rise are ghouls.

GASEOUS FORM: A szalbaphir can assume the form of a cloud misty gray of gas at will, as the spell *gaseous form*. If a szalbaphir in any form other than gaseous and is reduced to 0 hit points, it automatically assumes the gaseous state and retreats to its lair. There it reforms with 1 hit point, regenerates or heals if at all possible, and prepares for another attack.

REGENERATION: Szalbaphirs can be struck by any weapon, but regenerate damage at a rate of 1 hit point per round from any weapon that is not blessed, silvered, or magical, or if made of wood, made of ash, juniper, or hawthorn.

They can otherwise only heal damage through application of the sorcerous *cause wounds* spells, or by draining blood.

SPIDER CLIMB: Szalbaphirs can adhere to and climb any surface.

VULNERABILITIES: Refer to the complete listing of vulnerabilities above for the various lesser vulnerabilities of the szalbaphir.

A stake driven through the heart of a szalbaphir will paralyze it as long as the stake remains in place. If it is removed, the szalbaphir awakens and functions normally.

To permanently kill a staked szalbaphir, it must be placed in a crib that has never been used and it, together with the crib, burned, and the ashes then buried in consecrated ground.



VHUKODLAKH [VAMPIRE-MAN]

CASTLES & CRUSADES

No. Enc: 1d10 (10d10 in lair)
Size: S (4' tall)
HD: 1
Move: 20'
Fly: 80'
AC: 13
Attacks: Bite (1d4) or Weapon
Special: Darkvision 90', Light Sensitivity, Paralyzing Bite
Saves: P
Int: Low
Alignment: Chaotic Evil
Type: Humanoid
Treasure: 1
XP: 9 + 1/hp

LABYRINTH LORD

No. Enc.: 1d6 (1d12)
Alignment: Neutral
Movement: 90' (30')
Fly: 180' (90')
Armor Class: 6
Hit Dice: 1
Attacks: 1 Bite or Weapon
Damage: 1d4 + Paralysis
Save: F1
Morale: 8 (10 with leader)
Hoard Class: XIII
XP: 13

Vhukodlakhs are a Chaos-bred race of man-like bats. They stand four feet tall and look like a bastardization between a bat and a goblin, with furry goblin-like body surmounted with a large, misshapen bat-like head; its ears are like bat wings and flap at random. Large bat wings extend from their back. They do not wear clothes, but wear weapon and tool harnesses as needed.

They speak their own tongue, which is a bastardization of Strigorian. Their chieftains and guards usually know some Common as well.

ORGANIZATION: Vhukodlakhs are organized on a tribal level, with each tribal lair housing as many females as there are males and as many young as there are males and females together. Females have 1d4 hit points each and can bite like males, while 1 hit point young in groups of 10 can swarm over opponents and *confuse* as per normal bats.

A tribe is either led by a vampire or by a 3 HD chieftain; either is supported by a body of 1d6 2 HD guards. The lair is either in the master's castle or a large natural cavern complex or ruin.

ECOLOGY: Vhukodlakhs blight any land they inhabit. They enjoy slaughtering prey just for the fun of it, draining and

feasting on far more blood than they need. In addition to draining the blood of larger creatures, such as sheep, pigs, and cattle, they also capture and eat smaller animals and insects. They prefer the blood of sentient beings, and usually fly these back to their lair to share with the chief, females, and young.

TREASURE: Vhukodlakhs enjoy collecting treasure, either as tribute from villagers who pay them to leave them and their stock alone or as trophies of their kills. Treasure is usually strewn about the chamber of the chieftain haphazardly.

RANGE: Vhukodlakhs are native to Strigoria, where they were created millennia ago by the ekimmu at their height. They have since spread to Bagaudia, Mhordlakh, Alspadia, Nhor, the Paynim Coast, Itlania, the Aegipan Peaks, and the Verd hulann Forest.

COMBAT: When hunting, they prefer to wield man-catchers, nets, and lariats to capture prey and then truss up their prey with ropes. Three or four v h u k o d l a k h s operating together with a large net can carry a single medium-sized victim.

Some tribes have learned to use spears, the tips of which they lick with their envenomed tongues in order to extend the range of their paralyzing attack. Victims struck by these spears must make a saving throw with a +2 bonus due to the weakness of the venom.

LIGHT SENSITIVITY: Vhukodlakhs sleep hanging from the ceiling like normal bats, and are nocturnal; as such they suffer a -1 penalty to all attack rolls when in full sunlight.

PARALYZING BITE: The bite of the v h u k o d l a k h causes paralysis; the victim must make a Constitution save [LL: Save versus Paralysis] or be paralyzed for 1d10 rounds. During this time he is helpless, and the v h u k o d l a k h usually continues to drain blood at a rate of 1d4 hit points per round.



DHAMPHIR – THE HALF-DEAD

Dhamphirs result from a “living vampire,” resulting from a lhamira birthing a son by a male mortal, a mhoroiaphir female birthing a child by a mortal male, or a mortal woman birthing a child by a male mhoroiaphir. They also result when a pregnant mortal female is converted to a vampire of any sort; the child is born right away, even if not yet to term, and survives if the result of a d8 roll is less than or equal to the month it is in development.

DESCRIPTION: Dhamphirs look like their mortal parent, though often with a feral hint of lesser or greater sort. They can be quite beautiful, even those of gnole or half-ogre heritage; their human heritage is usually predominant in any case. Those of great physical strength are more bestial, having a wolfish cast and being quite hairy, while those of the more intellectual bent are often gracile and pale.

Something, however, is always “different” about them, physically, something unnatural but that cannot quite be described. Though they are not albinos, their eyes are usually red and glow in the dark when they are using their Darkvision.

PERSONALITY: Dhamphirs are each individuals, and thus their personalities can be as different as all humanity. However, if their heritage is known, they tend to be shunned or celebrated as children; shunned for their heritage, celebrated for their abilities and enmity with the undead. How this affects their personal development is entirely based on the rest of their life experience. Usually it makes them loners and somewhat brusque or standoffish, if not downright misanthropic as no one ever really was their friend, and causes them to be quite intense, as their childhood was difficult, as others had great expectations of them.

Many are mercenary, selling the use of their powers and abilities, while others are selfless, and some are as diabolical as their undead parent. Mercenaries travel the land seeking to earn coins for their hunting down petty undead and lesser vampires; some of these actually work for other vampires as exterminators of their competition. Those who are selfless are often rangers, clerics, or paladins who seek to slay undead of all sorts. Those who are diabolical make powerful necromancers and wizards.

RACIAL AFFINITIES: Dhamphirs get along well enough with other races, so long as those of other races get along with them. They loathe undead, and reserve a special hatred for vampires of all sorts. For their turn, the vampires and undead seek out dhamphirs in order to corrupt or slay them, for they are well aware of their abilities and the threat they pose to the existence of all undead.

ENVIRONMENT: Dhamphirs can be found wherever living vampires, the mhoroiaphirs and lhamiras roam, thus they are most common in Strigoria and on the Paynim Coast, more rarely encountered in Bagaudia, the Western Marches,

Mhordlakh, Itlania, ElySION, GyraX, the Septarchy, Deshret, Kryx, Eosha, and the Purple Plains.

RACIAL ABILITIES

BLOOD DRAIN: A dhamphir, though not a true vampire, lusts after blood in much the same way that a vampire does. He must always fight against the lust, if he wishes to keep his soul clean from the corruption of the blood-drinker.

Even those with the greatest will find it difficult to resist drinking blood, especially when they are wounded or confronted with vampires drinking blood. Under normal, non-stressful circumstance a dhamphir need not make any saving throws to resist drinking blood. If he is wounded to less than half his maximum hit points, he must make a CL 0 Charisma saving throw [LL: Save versus Spells] or go into a blood-drinking frenzy and seek to drink blood. Similarly, he must make a save if he witnesses a vampire drinking blood, or if offered blood. The CL may increase based on circumstances at the Judge’s discretion.

If the dhamphir wishes to or if he loses control, he can manifest fangs and perform a bite attack, either on an unsuspecting target or on a grappled target. If the target is surprised or grappled, this attack automatically inflicts 1d3 points of damage per round. For each point drained from a victim, a dhamphir heals one hit point.

If a dhamphir is able to drain a victim of a number of hit points equal to its hit dice in this way, it is satiated for the day, and will release its grip. A victim of this bite does not experience pain; instead, they become euphoric during the process, and some may become addicted to it. Once a victim is bitten, it will not struggle to escape the vampire’s clutches.

Once he begins to drink blood, he craves it even more, and each subsequent saving throw is at a penalty of -1 per time he has drunk blood in the last week.

Needless to say, a Lawful or Lawful Good dhamphir who drinks blood is well and truly in it with the God of Law. At the least atonement is required, and if the dhamphir was a cleric or paladin a number of quests may be in order, if redemption is even possible.

DARKVISION: Dhamphirs can see in complete darkness for up to 60 feet. Darkvision produces images that are in shades of gray, but it is otherwise like normal sight. Dhamphirs can function well with no light at all. Darkvision is spoiled by bright lights, such as from a lantern or other light source. A dhamphir requires one minute adjusting his or her eyes when a light source is extinguished before gaining full use of Darkvision. [LL: Dhamphirs have 60’ infravision.]

DETECT UNDEAD: Dhamphirs are able to *detect undead*, as per the spell, once per day for every three levels (once at 1st, twice

at 3rd, three times at 6th, and so forth). The ability is used as per a spell caster of their level.

PSYCHIC POWERS: Dhamphirs are more likely than normal humans to possess random psychic powers, especially empathy, telepathy, ESP, telekinesis, clairvoyance, and clairaudience, though such powers generally only develop later in life.

SECOND SIGHT: Dhamphirs are able to see things that others cannot. They are able to *see invisible*, whether they are invisible through spell or spell-like ability; this includes the *invisible to mortals* powers of fairies. They can also see all forms of vampires in their natural, true form as well as false form; the false form is seen as an aura around the true form.

They have the ability to converse with any vampire as well as any creature that uses a spell-like ability to become invisible, even if they do not normally speak that creature's language.

VAMPIRIC ENMITY: Dhamphirs are the natural enemies of all vampires. They are actively hunted by their cousins even as they hunt them in turn, or *even if they do not hunt vampires*.

They have a +1 bonus to hit, to damage, and to save against any of the spells or powers of vampires. This increases to a +2 bonus at 4th level, a +3 bonus at 8th level, a +4 bonus at 12th level and a +5 bonus at 16th level.

UNLIMITED ADVANCEMENT: In Labyrinth Lord, a dhamphir can advance in any class to any level. In Castles & Crusades, a dhamphir has only two Prime Attributes, but gains a +2 bonus to a third attribute of its choice at character creation.

VAMPIRIC NATURE: Dhamphirs count as whatever their mortal parentage was as well as vampires for the purpose of magic items and spells, though they are not undead, and cannot be turned or commanded by clerics or priests or affected by spells or effects that affect undead in a generic fashion.

RACIAL TRAITS

CASTLES & CRUSADES

LANGUAGES: Common, Strigorian, other local language.

SIZE: Medium (6' tall)

MOVEMENT: 40 ft.

TYPICAL CLASSES: Ranger, Cleric, Paladin

ATTRIBUTE MODIFIERS: +1 Strength, -1 Wisdom

REQUIREMENTS AND LIMITATIONS

LABYRINTH LORD

Requirements: STR 6, DEX 6, CHA 6

Ability Modifiers: +1 Strength, -1 Wisdom

Ability Min/Max: STR 6/19, DEX 6/18, CON 3/18, INT 3/18, WIS 3/18, CHA 6/18

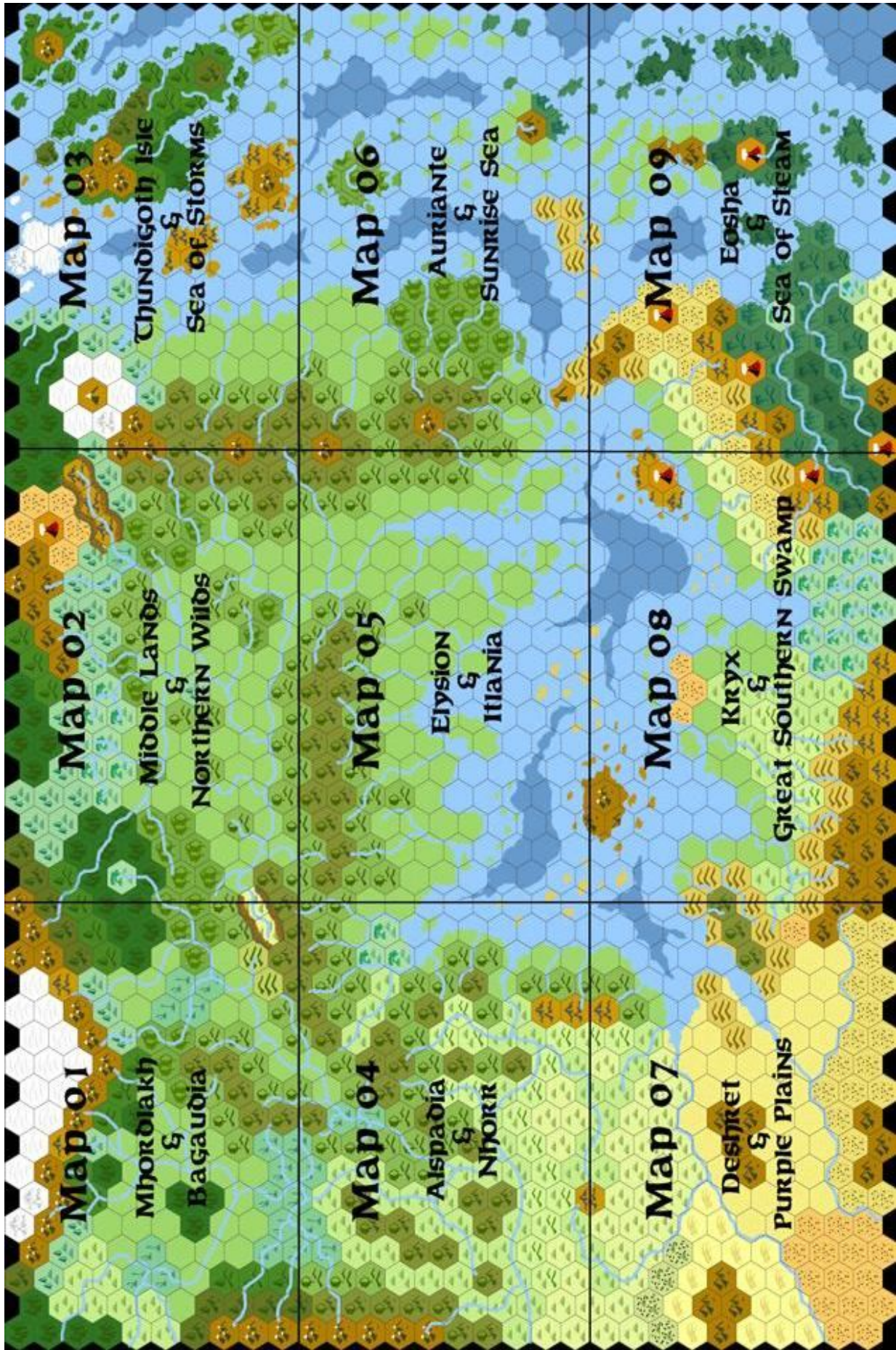
DHAMPHIR THIEF SKILL ADJUSTMENTS

Skill	Adjustment
Pick Locks	+5%
Find/Remove Traps	+5%
Pick Pockets	+10%
Move Silently	+10%
Climb Walls	+10%
Hide in Shadows	+10%
Hear Noise	+1

DHAMPHIR AGE CATEGORIES

Age Stage	Age
Adolescent	14
Adult	20
Middle Age	1,000
Old/Elderly	2,000
Venerable	3,000
Age Limit	+10d100





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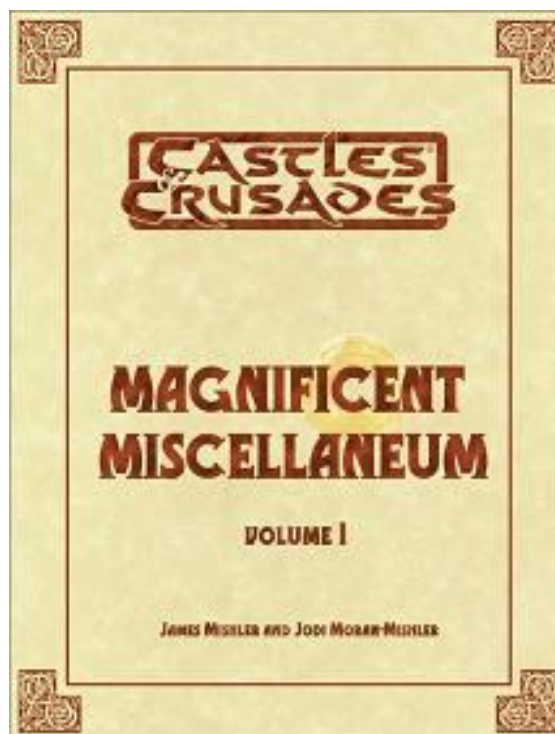
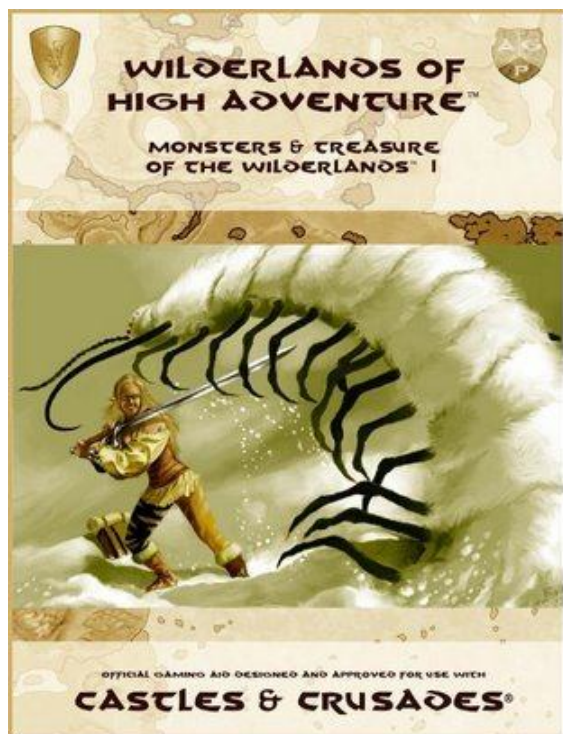
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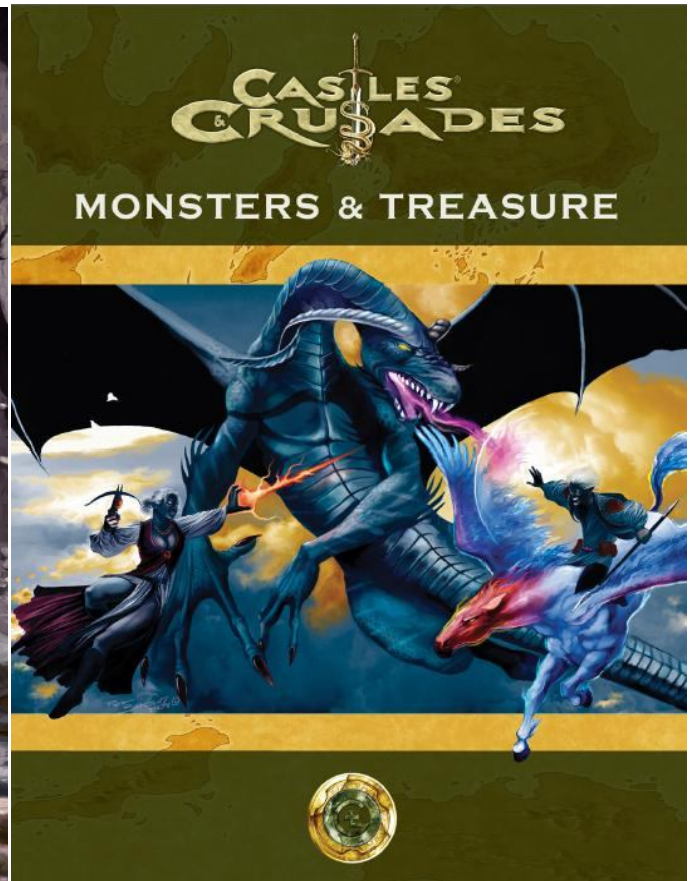
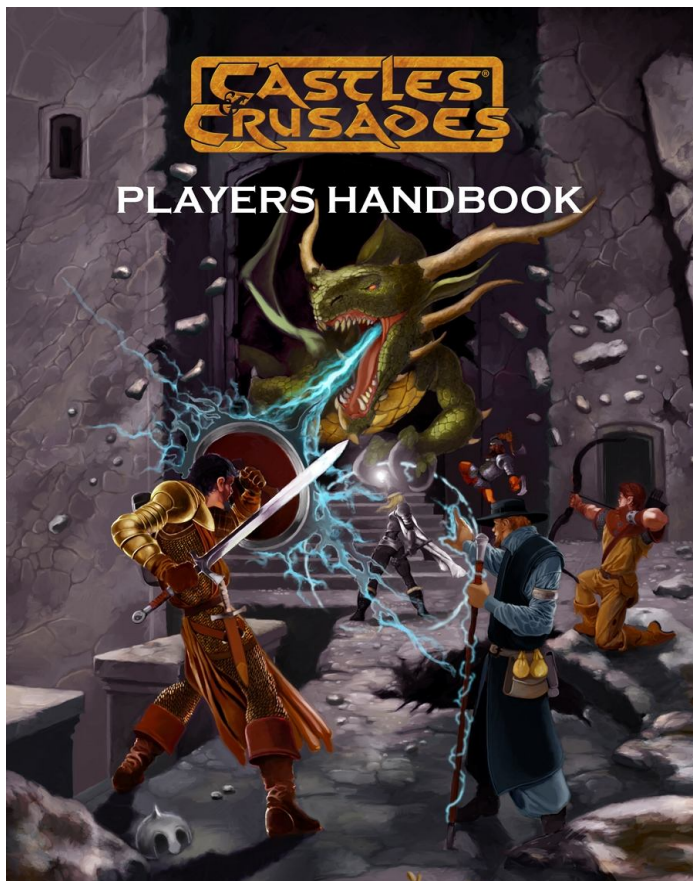
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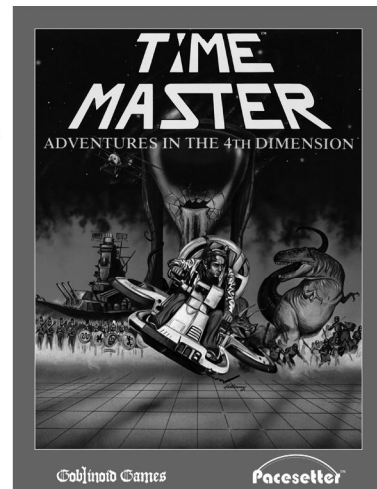
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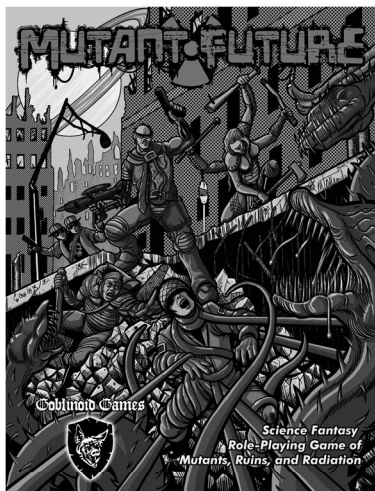
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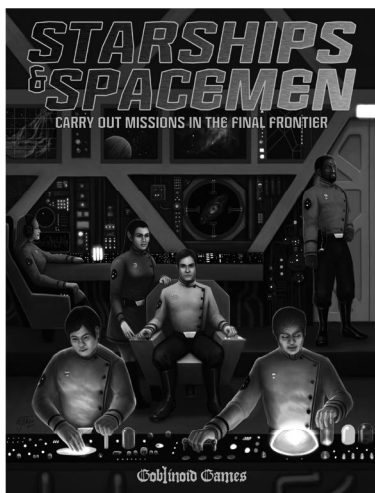
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