

## Woods Vampire

(from the adventure "Beyond The Threshold Of A Dream, featured in White Dwarf # 61)

FREQUENCY: Very rare (rare in the Fayglen and on Darke-Myste Isle on Sixles)

NO. APPEARING: 1

ARMOR CLASS: 5

MOVE: 12"

HIT DICE: 4

% IN LAIR: 0%

TREASURE TYPE: Nil

NO. OF ATTACKS: 1

DAMAGE/ATTACK: By weapon or spells

SPECIAL ATTACKS: See Below

SPECIAL DEFENSES: Saves as a 9th level fighter

MAGIC RESISTANCE: Standard

INTELLIGENCE: Very to Highly

ALIGNMENT: Neutral or Good, usually Neutral Good

SIZE: M

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil

LEVEL/X.P. VALUE: IV/225+4/hp

The woods vampire is a peaceful, intelligent creature native to woodlands and the Plane of Fay-Glen, where it helps to sooth the fears and anxieties of many other woodland beasts. It usually appears as a beautiful human female, although it can change sex at will and become a handsome young man, in order to effect a disguise. In either form it has slightly pointed ear tips, and it may be sometimes mistaken for a half-elf, although more astute observers will note that they are much taller than a female half-elf should be. This elvish look is heightened by their dress, which is simple in design and of woodland hues. Its true nature is far more exotic than that, however.

Their role in the forest is very much as a comforter to other woodland beasts. As a result, woods vampires have a special affinity for these animals and can rely on them for protection and companionship.

It lives off the thought patterns of other beings, absorbing them and adding to its experiences and knowledge at the same time. Stray travelers forced to spend a night alone in the forest are also likely to encounter psychic vampires, although being asleep it is doubtful that they will remember the experience. It is prone to preying on travelers who rest in its wood since they provide a rich source of dreams and experiences, wild fanciful excursions which appeal to its senses. Being shy, it rarely encounters the majority of the human race, although the dreams it feeds off sometimes lure it into visiting villages.

It is reluctant to attack, defending itself with only that which is handy. Plus, when suitable, it has its natural abilities of *Charm Person Or Mammal*, *Invisibility*, *Remove Fear*, *Resist Cold* and *Cure Light Wounds*, all of which may be used twice per day. Exceptionally acrobatic, it has thieving abilities equal to those of a thief of its hit dice. In woodlands, the woods vampire moves as if using the druidic spell *Pass Without Trace*.



The woods vampire's *Charm Person Or Mammal* ability can also provide a link between the vampire and the victim enabling memories and emotions to be absorbed by the psychic vampire. The victim also suffers a temporary memory loss for a period of hours equal to equal to 21 minus their Intelligence score. Such contact also relieves the victim of any anxieties he/she may have been suffering from; the vampire effectively absorbs the problem.

Being a woodland creature, it also has some limited knowledge of herbalism, and it uses extracts of suitable herbs to relax and soothe its victims; the tinctures of these herbs are usually burnt in the form of a candle. If it uses herbs and its *Charm* ability, the saving throw is made at -2.

The naturally charismatic qualities of this creature hold some sort of spell over others, and woods vampires make good orators, forcing even the most reluctant listener to stop and be entertained.

A woods vampire's true form is that of a female, although they are able to assume male form whenever desired. It is thought by the few sages that actually know of the existence of this very rare creature that this is for the purpose of disguise and avoiding detection, although some have also speculated that it is for the purpose of mating; that this is the way in which the species is propagated. It is known for certain that roughly 25% of woods vampires seem to assume male form the majority of the time, and that they have adopted a "male" persona.

