

## - Regent -

In life they were military leaders, aristocrats, politicians, and guildmasters. In death, these creatures' influence and dominating personalities are multiplied tenfold. Vampire regents are the aristocracy of the undead and the unquestioned masters of their domains.

Regents, also known as patriarchs and matriarchs, and sometimes as princes and princesses, form the ruling class of vampire society. They set laws and policy, police their membership, and decide when and if new vampire scions can be created.

Regents occasionally aspire to legitimate authority, attempting to pass themselves off as mortals to gain power over a village, town, or even a small city. At their best they work to build a society of laws that benefits all citizens equally. At their worst, they are hungry and tyrannical dictators who crush these unlucky communities under their thumbs.

**Hit Die:** d10.

**Abbreviation:** Rgt.

### Requirements

To qualify to become a regent, a character must fulfill all the following criteria.

**Race:** Vampire.

**Alignment:** Lawful neutral or lawful evil.

**Base Attack Bonus:** +10.

**Skills:** Intimidate 10 ranks.

**Feats:** Leadership.

### Class Skills

The regent's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Craft (Int), Diplomacy (Cha), Intimidate (Cha), Knowledge (any) (Int), Profession (Wis), Ride (Dex), Speak Language, Sense Motive (Wis), and Wilderness Lore (Wis).

**Skill Points at Each Level:** 2 + Int modifier.

### Class Features

All of the following are class features of the regent prestige class.

#### Weapon and Armor Proficiency

Regents are proficient with all simple and martial weapons, with all forms of armor, and with shields.

#### Air of Command [Ex]

At 1st level, the regent radiates a sense of competence and entitlement, giving her a powerful edge in social dealings. She gains a +4 competence bonus on Diplomacy and Intimidate checks.

#### Mesmerizing Gaze [Su]

Beginning at 2nd level, the regent gains the ability to dominate her opponents by looking into their eyes. This is similar to a gaze attack, except that the regent must take a standard action, and those merely looking at her are not affected. Anyone the regent targets must succeed at a Will save or fall instantly under her influence as through by a *dominate person* spell cast by a sorcerer whose level equals 10 + regent class level. The save DC is 10 + regent level + regent's Charisma modifier. The ability has a range of 30 feet. It can be used twice per day at 4th level, and three times per day at 6th level.

#### Aura of Resistance [Su]

The regent's air of command strengthens at 3rd level, becoming an aura that encompasses all members of her retinue (followers and cohorts acquired through the Leadership feat) within 30 feet. The regent can create this effect once per day as a free action, lasting up to 1 round per regent class level. Affected creatures (but not the regent herself) gain a +2 resistance bonus on all saving throws and +2 turn resistance (this does not stack with an undead creature's inherent turn resistance, if any).

Table 4-6: The Regent

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+0	+2	Air of command
2nd	+2	+0	+0	+3	Mesmerizing gaze 1/day
3rd	+3	+1	+1	+3	Aura of resistance
4th	+4	+1	+1	+4	Mesmerizing gaze 2/day
5th	+5	+1	+1	+4	Aura of fear
6th	+6	+2	+2	+5	Mesmerizing gaze 3/day
7th	+7	+2	+2	+5	Aura of zeal
8th	+8	+2	+2	+6	Mark of justice
9th	+9	+3	+3	+6	Geas 1/day
10th	+10	+3	+3	+7	Dominating gaze 3/day

## Aura of Fear [Su]

At 5th level the regent gains the ability to create an aura of fear around herself in a 30-foot radius. The regent can create this effect once per day as a free action, lasting up to 1 round per regent class level. All living creatures within this area are subject to a mind-affecting fear effect identical to the *fear* spell. The Will save DC against this effect is 10 + regent level + regent's Charisma modifier. A creature that successfully saves is immune to that regent's aura of fear for 1 day.

## Aura of Zeal [Su]

When she reaches 7th level, the regent can raise an aura of supernatural competence that affects all members of her retinue within 30 feet. The regent can create this effect once per day as a free action, lasting up to 1 round per regent class level. Affected creatures (but not the regent herself) gain a +2 enhancement bonus on attack and damage rolls and skill checks, and act as if under the effects of *haste*.

## Mark of Justice [Su]

Even the strongest laws depend on enforcement, and at 8th level the regent can mete out punishment at a stroke. This ability can be used once per day and is otherwise identical to the spell *mark of justice* from a 20th-level caster.

## Geas [Su]

At 9th level, the regent can be sure of always finding a dependable servant. The geas ability can be used once per day and must be delivered by touch—traditionally with a kiss or other affectionate gesture. It is otherwise identical to the spell *geas/quest* from a 20th-level caster.

## Dominating Gaze [Su]

On reaching 10th level the regent is no longer restricted to controlling humanoid. Her mesmerizing gaze is replaced by a dominating gaze, which has the effect of *dominate monster* as cast by a 20th-level sorcerer (DC 10 + regent level + regent's Charisma modifier). This ability may be used three times per day.

## Sample Regent

Countess Mindera is an unlikely matriarch, but her power over the thieves and assassins of her cities is unquestioned. The countess resembles a bloated, ancient merfolk woman with rotting white eyes and the tail of a skate. She holds court from within a giant glass tank shod in iron. This tank is equipped with wheels and is transported by a bodyguard of hooded eunuchs on the rare occasions when Mindera cannot summon an underling to her presence bound in chains. During the day the tank is sealed with heavy steel shutters, as she slumbers dreamlessly in her dark womb.

Many mysteries and tales surround Countess Mindera, telling of her decades as a human paladin and her reincarnation in her current form; of her loss of faith and fall from grace; and of her transformation into undeath. Those who ask too many questions about the countess's old life are chained and lowered into her tank for leisurely consumption, but only after enduring hours of agonizing torture.

