

Liber Vampyr
Secrets of the Blood

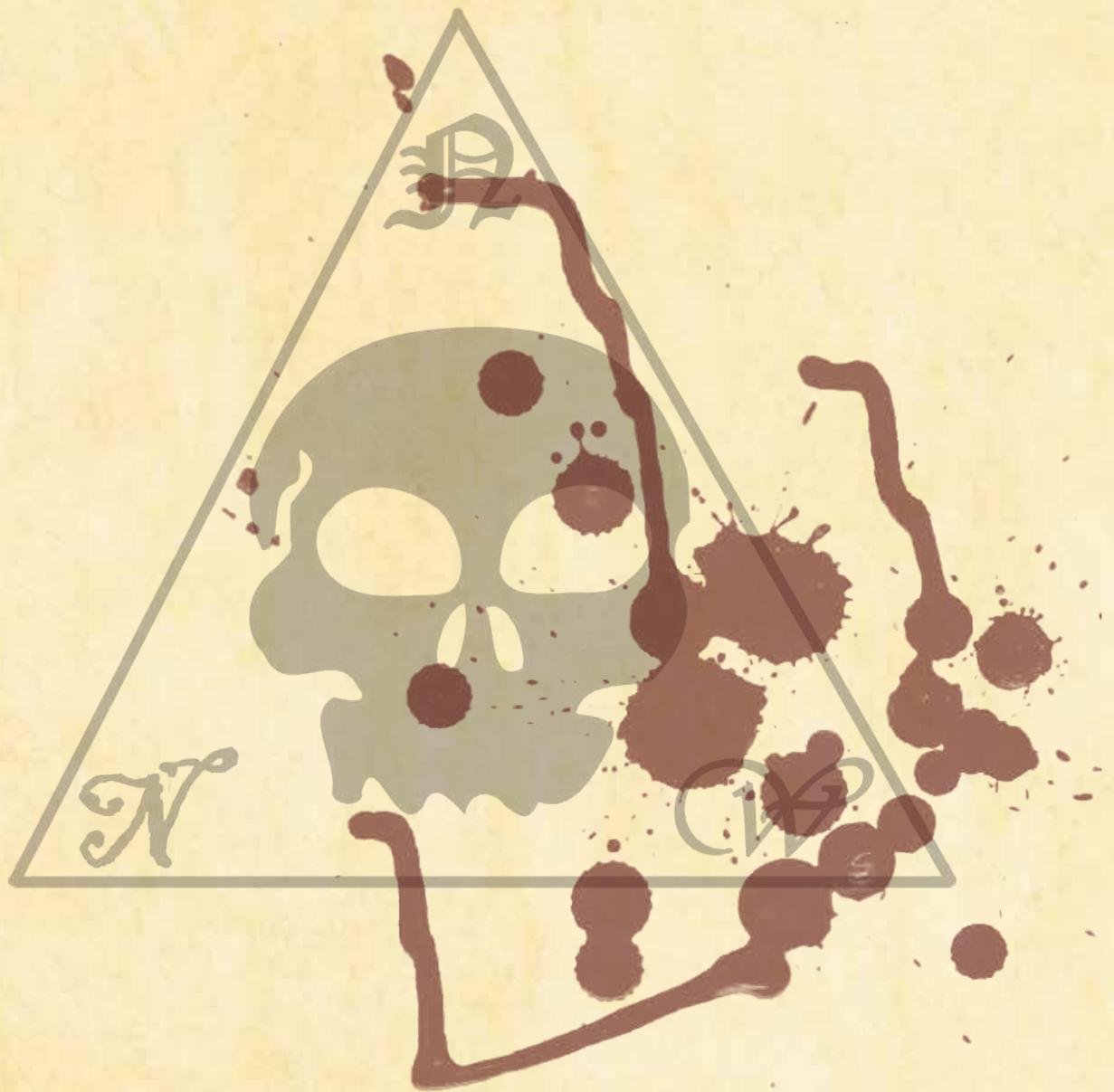


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PATHFINDER
ROLEPLAYING GAME COMPATIBLE

Liber Vampyr

Secrets of the Blood



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Foreword

In some ways, your first will always be more special to you than anything that comes after it. This is true of a lot of things, and it's certainly true of game design. *Liber Vampyr* was initially released in March of 2010, and was the very first thing that Necromancers of the Northwest showed to the world. At the time, we thought it was pretty slick, and were proud of how we had accomplished something that, up until then, had not really been done before: we provided real support for vampire player characters in *Pathfinder*. Sure, before you could have sacrificed two levels to gain the vampire template...but only if your GM was insane and didn't mind you completely ruining the game. And what if you wanted to pattern your vampire off of one of the many vampire myths not supported by the template in the bestiary? Blood powers, revenants, and cruomancy were versatile, allowing you to build your own set of vampire powers and weaknesses, and they were designed with things like character progression and game balance in mind. In short, the book was awesome, and the hundreds of thousands of downloads that came later serve as proof of that.

On the other hand, with wisdom and experience comes a lot of things, and one of them was the realization that *Liber Vampyr* may not have been as awesome as we thought. Many aspects of the design were unintuitive or worked at cross-purposes. Blood powers were confusing, and the line between them and feats was ill-defined. There were some balance issues, but not too many. It was a little too hard for a low-level revenant to secure a source of blood to let him use his vampiric powers. Most of all, the layout was atrocious. While we've come a long way in a lot of different categories since March 2010, I think the furthest we've come is in our layout, and eventually it reached the point where it didn't even matter if the book's content was any good, it was too painful for us to look at it.

For a while, we decided to ignore it. *Liber Vampyr* was a thing of the past, why not leave it that way? But, like all good vampires, the book just wouldn't stay dead. We wanted to do more with vampires, but making a new book that was dependent on one we were too embarrassed to look at was...not an option. Besides, it just felt wrong to leave it how it was. So, eventually, we resolved that we were going to bring *Liber Vampyr* up to date: both the layout, and the design. Those of you familiar with the previous edition will quickly note the changes, as much of the book was written from the ground up. It may be our second take on vampires, but *Liber Vampyr* will always be number one in our cold, necromantic hearts.

~Alex Riggs
Head Designer

Tanor's Awakening

Tanor awoke with a start, uncertain where he was. His surroundings were cramped, and it took him a moment to realize that there was no light, because for some strange reason he found he could see perfectly even in total darkness. It took him even longer to realize he wasn't breathing. And then it all came back to him, in a flood: the woman, Vilmena, with her haunting beauty and unearthly grace, and her soft, porcelain skin. How she had seduced him. Bitten him. Fed upon him. That was the last thing he remembered before waking up in this dark, enclosed space. And then he felt a creeping feeling in the pit of his stomach, as he began to feel the hunger. The terrible, ever-present hunger of the vampire.

The hunger was so insistent, so powerful, that he was swiftly lost in it. Who was he? It didn't matter. Where was he? Not near prey. He needed to find prey. Needed to feed. He was so hungry. Frantically, he began clawing at the walls of his prison, scraping madly, letting out the feral howl of a night beast, until the very earth seemed to quake at his rage and frustration.

And then his prison opened, and a wave of pale moonlight washed over him. Standing over him he could see the proud, sensual figure of Vilmena, staring down at him appraisingly. In one hand she held the limp form of what appeared to be a filthy beggar by the back of the neck, his weight apparently no burden for her single hand. She dropped the limp, rank body into Tanor's coffin—for indeed that was what his prison had been—and immediately, without even realizing it, he had sunk his teeth deep into the man's throat and was gorging himself on the man's blood.

The man reeked of ale and poor hygiene, the skin tasting of oil, sweat, and filth. But Tanor didn't care. The blood was so sweet, rushing down his throat. It was warm, almost hot, on his tongue, and its taste was enticing beyond anything he had ever known in mortal life. Every sip was an explosion of riotous tastes in his mouth as Tanor drank the man's very life essence.

He didn't come out of his reverie until some time after the blood had run out. He wasn't sure how long it had been, perhaps minutes, perhaps hours. It was all a blur until finally he looked up to Vilmena, who smiled and took his hand, helping him to stand. He would always remember the words she spoke next.

"Come, my child. I have much to teach you about your new life." Truer words were never spoken.



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Introduction

Vampires have long been a staple of fantastic myth, and long before they were popular figures in roleplaying games and fantasy novels (not to mention movies and TV shows) they were the fantastic nightmares of ancient (and not-so-ancient) folklore. Vampire stories have been told for so long and by so many different storytellers, that they have evolved much over time. Today, there are nearly as many different styles of vampire as there are individual vampire characters. Some vampires burn in the sun, while others sparkle. Some vampires shy from the cross, while others laugh at it in scorn before ripping out the throat of its wielder. Sometimes vampirism makes a person incurably evil, in other cases a vampire is only evil if it does evil things. While there are certain things that tend to be true in the majority of vampire myths, there is not even one single universal aspect of vampires that every version of the myth can agree on.

At the time that this book was originally written, there was really only one kind of vampire in *Pathfinder*, and our stated goal was to provide both players and GMs with options for bringing to life any number of different “types” of vampires. With the advent of additional bestiaries, this is no longer the primary concern. Now, the real goal of the book is to make vampire characters more accessible: the last few decades have seen vampires in media shift dramatically from inhuman monster to relatable antihero. Why not in *Pathfinder*, as well? This book takes the approach of “build your own vampire,” providing you with the tools necessary to take most kinds of vampires you can imagine and turn them into a fun and viable character for a roleplaying game.

Chapter 1: Classes

Many vampires, such as the type described in the *Pathfinder Bestiary*, revel in their newfound unlife. There are some however, who, having been turned, truly embrace their new forms: devoting themselves mind and body to searching deep inside their souls and mastering their new existence and the hunger that is forever more a part of them. These few are able to unlock the greater powers of vampirism, and the mystic blood magic known as *cruomancy*. The three base classes included in this book are the revenant infiltrator, the revenant occultist, and the revenant bloodletter. These three classes are summarized below.

Revenant Bloodletter: These fearsome warriors are not only skilled fighters capable of going toe-to-toe with many of the best, they can draw on a great number of supernatural powers through the life essence they steal from their victims. They have the greatest capacity for storing blood and learn the most blood powers of any *cruomancer*.

Revenant Infiltrator: Revenant infiltrators are masters of blending in with their prey and living in mortal society. Though they delve deeply into the powers of *cruomancy*, they do not embrace every aspect of their vampiric heritage, and are able to cast aside a number of the weaknesses of life as a revenant. They tend to be the masters of a variety of trades, and are often prepared for any occasion.

Revenant Occultist: Called “blood sorcerers” by some, the revenant occultist is the least talented at *cruomancy*. Despite this, she is a powerful practitioner of arcane magic, and knows how to use stolen life essence to enhance her spells to terrifying effect.

Sidebar: Common Causes of Vampirism

Vampire myths are as old as time, and it seems that for every myth there is a different way in which one becomes a vampire. Many vampires spread their affliction through their bite, either indiscriminately, or only when they choose to “embrace” their target. Others spread vampirism as a literal disease, which can be inflicted in a number of ways. In other tales, there is no way to “spread” vampirism, and each person who rises as one of the undead does so because of some grave sin that he connected in life. Below are some popular legends about what can cause a person to rise as a vampire. Note that these are just guidelines, and GMs should feel free to pick and choose which of these will work in a given game, and which are simply myth. Some GMs might determine that anyone who is subject to a certain number of these conditions will rise as a vampire, but any one condition is not enough. Others might determine that some or all of these can cause a corpse to rise as a vampire, unless simple steps are taken to prevent that from happening, etc. A corpse might rise as a vampire if...

- ...the corpse is jumped over by an animal.
- ...the body bore a wound which had not been treated with boiling water.
- ...the corpse was an enemy of the church in life.
- ...the corpse was a mage in life.
- ...the corpse was born a bastard.
- ...the corpse converted away from a “true” faith (historically, the Eastern Orthodox Church).

On the other hand, these countermeasures are supposed to prevent a corpse from rising as a vampire:

- A good person need not fear rising as a vampire.
 - Crossing oneself before initiating sex spares any resulting children from becoming a vampire.
 - Certain blessings performed over the body can prevent the corpse from rising as a vampire.
 - Burying the corpse face-down may not prevent the corpse from becoming a vampire, but supposedly prevents him from rising out of his grave.
-

Revenant Bloodletter

“You think you know power, mortal? You know nothing of power. Until you have felt the power of the blood flowing through you, making you stronger, faster, tougher and just plain better than your prey; until you’ve felt the ecstasy of warm blood in your throat fresh from the kill, you know nothing of power.”

~Edessia the Red, revenant bloodletter

Powerful warriors who draw heavily on the life essence of others, revenant bloodletters are fearsome opponents in battle. Though they lack the formal training of a fighter, they more than make up for it with their undead immunities and their predatory ferocity. Whereas a fighter or a paladin might spend years training with a sword to learn how to fight with deadly efficiency, the revenant bloodletter taps into her inner predator, driving home killing blows by pure instinct. She can use the stolen life force of her victims to grant her supernatural resilience, making her nearly unstoppable on the field of battle.

True masters of cruomancy, revenant bloodletters are nearly as imposing off the battlefield as on it. They can store truly massive amounts of life essence from the blood of their fallen victims, and by fully embracing their predatory existence, they master a wider variety of vampiric abilities than any other kind of cruomancer.

Making a Revenant Bloodletter

A revenant bloodletter is primarily a melee fighter, much like a fighter or barbarian. Her bloodlust ability ensures that once first blood is spilled, she is a heavy hitter capable of dishing out extreme damage. Revenant bloodletters also gain a large number of bonus vampire feats, allowing them to make the most of their vampiric nature. Depending on her choice of vampiric abilities, a revenant bloodletter may also be able to fill other roles to a limited extent, with the ability to dominate or terrify foes.

Abilities: High Strength and Wisdom are important for a revenant bloodletter. Strength is crucial to nearly all up-front fighters, allowing them to hit and deal more damage. Being a revenant, the revenant bloodletter uses Wisdom for her bonus hit points, and so a high Wisdom will allow her to stay in the fight longer. Finally, the DCs for many of the revenant bloodletter’s blood powers are Charisma-based.

Races: Revenant bloodletters tend to be human, half-orc, or dwarven. These races tend to be the most interested in the feral, melee-intense aspects of the class, while elves, halflings, and gnomes tend typically find themselves more attracted to either the revenant ascetic or revenant occultist classes.

Alignment: As predators who must consume the blood of others to survive, few revenants of any kind are good, and revenant bloodletters spend much of their time and gain most of their strength from tapping into their feral, predatory nature. Because of this, revenant bloodletters are very rarely lawful in alignment, and very few revenant bloodletters are good, though some few do manage to access

their inner beast without slipping into darkness themselves.

Starting Gold: 5d6x10

Hit Die: d12

Class Skills:

The revenant bloodletter’s class skills are Acrobatics (Dex), Climb (Str), Craft (Int), Disguise (Cha), Fly (Dex), Intimidate (Cha), Knowledge (local) (Int), Knowledge (religion) (Int), Profession (Wis), Survival (Wis), and Swim (Str)

Skill Ranks per Level: 2 + Intelligence modifier.

Class Features:

The following are class features of the revenant bloodletter.

Weapon and Armor Proficiency: A revenant bloodletter is proficient with all simple and martial weapons, and with all armor (light, medium, and heavy) and shields (except tower shields).

Revenant: At 1st level, a revenant bloodletter gains the revenant template. If the revenant bloodletter was already a revenant, this has no effect. Characters that cannot gain the revenant template cannot take levels in revenant bloodletter.

Cruomancy: For each level of revenant bloodletter that a character gains, her cruomancer level increases by 1. Additionally, as she gains additional levels of revenant bloodletter, the maximum number of blood points that she can have in her blood point pool increases, as indicated on Table 1-1: The Revenant Bloodletter.

Bloodlust (Su): Beginning at 1st level, a revenant bloodletter’s powerful bloodlust grants him extra strength and vigor whenever he is exposed to the scent of fresh blood. Whenever the revenant bloodletter is within 30 feet of a living creature that could potentially be drained for blood points, and that has suffered hit point damage in the last hour, she gains a +2 enhancement bonus to her Strength score. This bonus lasts for as long as she remains within 30 feet of the creature, and for one round thereafter. Anything that would block the scent of blood (including other overpowering odors, an object or magic effect that blocks scent, etc.) prevents the revenant bloodletter from benefitting from this ability.

At 5th level, and every four levels thereafter, the enhancement bonus granted by this ability increases by an additional +2, to a maximum enhancement bonus of +10 at 17th level.

Bonus Feats: At 1st level, a revenant bloodletter gains Improved Vampire’s Bite as a bonus feat, as well as any one vampire feat of her choice for which she qualifies. Additionally, at 2nd level and every even-numbered level thereafter, she gains an additional vampire feat of her choice for which she qualifies as a bonus feat.

Savage Bite (Ex): Beginning at 3rd level, a revenant bloodletter’s fangs grow larger, granting him a primary bite natural attack which deals 1d4 + Strength modifier points of piercing damage on a successful hit. Further, for every 15 points of damage that he inflicts in this way, he gains 1 blood

Table 1-1: The Revenant Bloodletter

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Maximum Blood Points
1st	+1	+2	+0	+0	Bloodlust +2, bonus feat, improved vampire's bite	2
2nd	+2	+3	+0	+0	Bonus feat	4
3rd	+3	+3	+1	+1	Savage bite 1d4	6
4th	+4	+4	+1	+1	Bonus feat	8
5th	+5	+4	+1	+1	Bloodlust +4	10
6th	+6/+1	+5	+2	+2	Bonus feat	12
7th	+7/+2	+5	+2	+2	Savage bite 1d6	14
8th	+8/+3	+6	+2	+2	Bonus feat	16
9th	+9/+4	+6	+3	+3	Bloodlust +6	18
10th	+10/+5	+7	+3	+3	Bonus feat	20
11th	+11/+6/+1	+7	+3	+3	Savage bite 1d8	22
12th	+12/+7/+2	+8	+4	+4	Bonus feat	24
13th	+13/+8/+3	+8	+4	+4	Bloodlust +8	26
14th	+14/+9/+4	+9	+4	+4	Bonus feat	28
15th	+15/+10/+5	+9	+5	+5	Savage bite 1d10	30
16th	+16/+11/+6/+1	+10	+5	+5	Bonus feat	32
17th	+17/+12/+7/+2	+10	+5	+5	Bloodlust +10	34
18th	+18/+13/+8/+3	+11	+6	+6	Bonus feat	36
19th	+19/+14/+9/+4	+11	+6	+6	Savage bite 1d12	38
20th	+20/+15/+10/+5	+12	+6	+6	Bonus feat, undying	40

point. The damage need not be dealt in consecutive rounds, or even to the same creature, but damage dealt more than 1 minute prior does not count towards gaining blood points.

At 7th level, and every four levels thereafter, the amount of damage that the revenant bloodletter inflicts with his bite attack increases, as indicated on Table 1-1: The Revenant Bloodletter.

Undying (Su): By 20th level, a revenant bloodletter is practically impossible to kill permanently. If he is slain, he rises again in 4d6 days with full hit points and only a single blood point. If his body was heavily mutilated as a result of or after his death, such as being beheaded or having multiple limbs dismembered, then the process takes 4d6 weeks, instead, but he returns to life with all of his missing parts intact. If his body is completely destroyed, such as being burned to ashes or disintegrated, the process takes 4d6 months, and the revenant bloodletter's body reforms in a nearby crypt, cemetery, catacomb, or similar location. Finally, if his body is completely destroyed and special rites and prayers are performed, the person performing the rites must make a special Knowledge (religion) check (DC 40 + the revenant bloodletter's Wisdom modifier), or else use a *wish* or *miracle* spell. If the check is successful, or a *wish* or *miracle* spell is used, the revenant bloodletter does not return on his own (though he can be brought back to life through other means). If no *wish* or *miracle* spell is used, and the check fails, then the revenant bloodletter rejuvenates after 4d6 years.

This process does not necessarily restore any lost equipment or possessions that the revenant bloodletter may have possessed, if they were removed from his person or destroyed while he was dead.

Revenant Infiltrator

"The living? Why should I fear them. They're all just silly sheep, wandering around, fretting about their daily lives. So few of them evens suspect that our kind walk amongst them, intermingled in their precious little society without them even suspecting a thing. We're nothing more than ghost stories and superstition to them, as insubstantial as a wisp of smoke. And all the while, we can enjoy the luxuries of our smug, reassured little flock."

~Katrine Nightfang, revenant infiltrator

Though all revenants are predators by nature, revenant infiltrators are particularly adept at avoiding notice, and performing their dark deeds undetected by their victims. While they do not generally concern themselves with traps in the way that a rogue does, and they do not focus as much on the art of sudden, deadly blows—for such a thing would be a waste, to one who feeds on life—they are nonetheless as stealthy as any rogue, and what they lack in the way of training in the thieves' arts, they more than make up for with the gifts of undeath.

Revenant infiltrators gain a large number of vampiric powers, and possess a larger blood point pool than most other revenants. Though they are not quite as in touch with their vampiric nature as some other revenants, they make up for it with a variety of other skills that allows them to better get by in a world filled with mortals.

Making a Revenant Infiltrator

A revenant infiltrator fills a similar role as a more traditional rogue, in that she is stealthy and maneuverable, and gains access to a large number of skills. She is somewhat more defensively oriented than the rogue, however, and

Table 1-2: The Revenant Infiltrator

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Maximum Blood Points
1st	+0	+0	+2	+0	Lifelike, paralyzing strike 1/day	1
2nd	+1	+0	+3	+0	Bonus feat, evasion	3
3rd	+2	+1	+3	+1	Lose weakness, revenant vigor +1	4
4th	+3	+1	+4	+1	Bonus feat, uncanny dodge	6
5th	+3	+1	+4	+1	Paralyzing strike 2/day	7
6th	+4	+2	+5	+2	Bonus feat, revenant vigor +2	9
7th	+5	+2	+5	+2	Lose weakness	10
8th	+6/+1	+2	+6	+2	Bonus feat, improved uncanny dodge	12
9th	+6/+1	+3	+6	+3	Paralyzing strike 3/day, revenant vigor +3	13
10th	+7/+2	+3	+7	+3	Bonus feat	15
11th	+8/+3	+3	+7	+3	Lose weakness	16
12th	+9/+4	+4	+8	+4	Bonus feat, revenant vigor +4	18
13th	+9/+4	+4	+8	+4	Paralyzing strike 4/day	19
14th	+10/+5	+4	+9	+4	Bonus feat	21
15th	+11/+6/+1	+5	+9	+5	Lose weakness, revenant vigor +5	22
16th	+12/+7/+2	+5	+10	+5	Bonus feat	24
17th	+12/+7/+2	+5	+10	+5	Paralyzing strike 5/day	25
18th	+13/+8/+3	+6	+11	+6	Bonus feat, revenant vigor +6	27
19th	+14/+9/+4	+6	+11	+6	Lose weakness	28
20th	+15/+10/+5	+6	+12	+6	Bonus feat, paralysis master	30

revenant infiltrators are able to cast aside a large number of the drawbacks associated with the vampiric condition. Depending on her choice of vampiric abilities, a revenant infiltrator can fulfill a wide variety of roles with relative ease.

Abilities: A high Dexterity score is useful for avoiding both incoming attacks and detection when moving stealthily, and is a great asset to revenant infiltrators. Charisma, which not only governs how well a revenant infiltrator interacts with others, but also determines the saving throw DCs of most of her vampire feats, is also very important. A high Wisdom grants both an improved mental defense and additional hit points, while a high Intelligence grants access to a wider variety of skills.

Races: Revenant infiltrators tend to be humans, elves, or half-elves, as these races are best able to pass unnoticed in most societies, and also the ones that tend to enjoy the creature comforts of urbane life the most. Halflings are more rare not so much because they do not fit in or enjoy well-populated areas, but rather because few halflings become revenants in the first place. Those that do tend to become revenant infiltrators, however.

Alignment: As predators who must consume the blood of others to survive, few revenants of any kind are good, and revenant infiltrators are not an exception to this rule. Because they are generally defensively-oriented, and take certain pains to ensure that they fit in, they tend towards lawful alignments, rather than chaotic ones, but this is not a hard and fast rule. Though good-aligned revenant infiltrators are still very rare, good aligned revenants are nonetheless more likely to be revenant infiltrators than they are revenant bloodletters or revenant occultists.

Starting Gold: 4d6x10
Hit Die: d8

Class Skills

The revenant infiltrator's class skills are Acrobatics (Dex), Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disable Device (Dex), Disguise (Cha), Escape Artist (Dex), Fly (Dex), Intimidate (Cha), Knowledge (local) (Int), Knowledge (religion) (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Stealth (Dex), and Swim (Str)

Skill Ranks per Level: 6 + Intelligence modifier.

Class Features

The following are class features of the revenant infiltrator.

Weapon and Armor Proficiency: A revenant infiltrator is proficient with all simple weapons, plus the hand crossbow, rapier, sap, shortbow, and short sword. They are proficient with light armor, but not with shields.

Revenant: At 1st level, a revenant infiltrator gains the revenant template. If the revenant infiltrator was already a revenant, this has no effect. Characters that cannot gain the revenant template cannot take levels in revenant infiltrator.

Cruomancy: For each level of revenant infiltrator that a character gains, her cruomancer level increases by 1. Additionally, as she gains additional levels of revenant infiltrator, the maximum number of blood points that she can have in her blood point pool increases, as indicated on Table 1-2: The Revenant Infiltrator.

Lifelike (Ex): Beginning at 1st level, a revenant infiltrator adds 1/2 her level to Diplomacy checks made

to influence the attitudes of humanoid creatures, as well as to Disguise checks made to appear as a living creature (minimum +1).

Paralyzing Strike (Ex): Beginning at 1st level, a revenant infiltrator learns how to strike a foe in such a way as to leave them paralyzed. As a standard action, the revenant infiltrator can make a single melee attack against a creature. If the attack hits, it deals damage as normal, and the target must succeed on a Fortitude save (DC 10 + 1/2 the revenant infiltrator's class level + the revenant infiltrator's Intelligence modifier) or be paralyzed. The target may make a new saving throw each round as a full-round action to end the effect, but all saving throws after the first suffer a -4 penalty. Even if the target is unable to succeed on any saving throws, the effect ends automatically after 5 minutes. If the attack misses, the use of the ability is wasted. Creatures that are not living (such as constructs or undead), or are immune to critical hits or precision-based damage, are immune to this ability.

The revenant infiltrator can use this ability once per day at 1st level. At 5th level, and every four levels thereafter, she can use this ability one additional time per day.

Bonus Feats: At 2nd level, and every even-numbered level thereafter, she gains a single vampire feat of her choice for which she qualifies as a bonus feat.

Evasion (Ex): At 2nd level and higher, a revenant infiltrator can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the revenant infiltrator is wearing light armor or no armor. A helpless revenant infiltrator does not gain the benefit of evasion.

Lose Weakness: At 3rd level, and every four levels thereafter, a revenant infiltrator may choose a single lesser weakness that she gained as a result of gaining the revenant template, and lose it, forever freeing herself of that particular weakness. Beginning at 15th level, she can choose to lose a single greater weakness, rather than a single lesser weakness, each time that she gains this ability. The revenant cannot lose the blood dependency or sunlight vulnerability weaknesses in this way.

Revenant Vigor (Su): Beginning at 3rd level, a revenant infiltrator is better able to resist effects that use her undead nature as a weakness, and she gains a +1 bonus on saving throws made to against spells or abilities that specifically affect undead (such as *control undead*, *undeath to death*, or a cleric's channel energy class feature). Further, her well-developed sense of self-preservation makes it easier for her to dodge the most devastating attacks, and she also gains a +1 dodge bonus to AC against attacks that specifically deal extra damage or have extra effects against undead creatures (such as the attack of a paladin using the smite evil class feature, or an attack made with a *disrupting* weapon). At 6th level, and every three levels thereafter, these bonuses increase by an additional +1 (to a maximum of +6 at 18th level).

Uncanny Dodge (Ex): Starting at 4th level, a revenant infiltrator can react to danger before her senses would normally allow her to do so. She cannot be caught flat-

footed, nor does she lose her Dex bonus to AC if the attacker is invisible. She still loses her Dexterity bonus to AC if immobilized. A revenant infiltrator with this ability can still lose her Dexterity bonus to AC if an opponent successfully uses the feint action (see Combat) against her.

If a revenant infiltrator already has uncanny dodge from a different class, she automatically gains improved uncanny dodge (see below) instead.

Improved Uncanny Dodge (Ex): A revenant infiltrator of 8th level or higher can no longer be flanked. This defense denies a rogue the ability to sneak attack the revenant infiltrator by flanking her, unless the attacker has at least four more rogue levels than the revenant infiltrator's level.

If a character already has uncanny dodge (see above) from another class, the levels from the classes that grant uncanny dodge stack to determine the minimum rogue level required to flank the revenant infiltrator.

Paralysis Master (Ex): Beginning at 20th level, a revenant infiltrator can use her paralyzing strike ability with ease. As long as her target is denied its Dexterity bonus to AC, or she is flanking her target, she can use her paralyzing strike class feature without expending a daily use of that ability. Additionally, the penalty that victims of her paralyzing strike ability suffer on subsequent saving throws to end the effect increases to -8.



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Revenant Occultist

Magic of the blood is potent, but it is somewhat less versatile than the more widespread arcane magics. These magics, too, are potent, but suffer from the distinct drawback that they are particularly exhausting to use, and exacting upon the mind. A select few of us, however, have the discipline and innate skill necessary to master both.

~Illiana Solomon

Revenant occultists care about only one thing: getting power, and lots of it. Not satisfied with simply mastering arcane spells, revenant occultists also delve deep into their vampiric powers, using their cruomancy to supplement their more traditional spellcasting.

A revenant occultist's magic comes from her blood, much like a sorcerer's, but because of the revenant occultist's close ties to blood and blood magic, she is able to even better manipulate the arcane potential coursing through her blackened, withered veins. The most powerful revenant occultists find almost nothing impossible to do, and it is rumored that true masters of the art are even capable of replenishing their spells without resting.

Making a Revenant Occultist

A revenant occultist is the spellcaster of the party, and can handle anything from magical artillery to support to battlefield control. Her blood powers supplement her spellcasting ability, allowing her to cover any gaps in her spells known. Her high Charisma and Intelligence makes her an excellent choice for party leader.

Abilities: A revenant occultist's most important ability score is Charisma. Charisma determines the save DCs for her spells and blood powers. Dexterity can help her avoid being hit in combat. Finally, as a Revenant, a revenant occultist derives her bonus hit points from her Wisdom score.

Races: Revenant occultists tend to be human, elven, or gnomish. Though elves and gnomes are more accustomed to wizardry than sorcery, the revenant occultist's scholarly approach to their inherent magic is easy enough for them to understand. Half-orcs and dwarves are not typically magically inclined in life, and death does not change this in more than a handful of them.

Alignment: Like all revenants, revenant occultists require the blood of the living to continue their unnatural existence, and many of them come to view living creatures as little more than cattle. For this reason very few revenant occultists are of good alignment, and most are evil. A revenant occultist is equally likely to tend towards a chaotic or evil alignment.

Starting Gold: 2d6x10

Hit Die: d6

Class Skills

The revenant occultist's class skills are Appraise (Int), Bluff (Cha), Craft (Int), Fly (Dex), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (religion) (Int),

Profession (Wis), Spellcraft (Int), and Use Magic Device (Cha).

Skill Ranks per Level: 2 + Intelligence modifier.

Class Features

The following are class features of the revenant occultist.

Weapon and Armor Proficiency: Revenant occultists are proficient with all simple weapons. They are not proficient with any type of armor or shield. Armor interferes with a revenant occultist's arcane gestures, which can cause her spells with somatic components to fail (See Arcane Spells and Armor in the *Pathfinder Roleplaying Game Core Rulebook* for more information about arcane spell failure).

Revenant: At 1st level, a revenant occultist gains the revenant template. If the revenant occultist was already a revenant, this has no effect. Characters that cannot gain the revenant template cannot take levels in revenant occultist.

Cruomancy: For each level of revenant occultist that a character gains, her cruomancer level increases by 1. Additionally, as she gains additional levels of revenant occultist, the maximum number of blood points that she can have in her blood point pool increases, as indicated on Table 1-3: The Revenant Occultist.

Spells: A revenant occultist casts arcane spells drawn from the sorcerer/wizard spell list presented in the *Pathfinder Roleplaying Game Core Rulebook*. She can cast any spell she knows without preparing it ahead of time. To learn or cast a spell, a revenant occultist must have a Charisma score equal to at least 10 + the spell level. The DC for a saving throw against a revenant occultist's spell is 10 + the spell level + the revenant occultist's Charisma modifier.

Like other spellcasters, a revenant occultist can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on [Table 1-4: Revenant Occultist]. In addition, she receives bonus spells per day if she has a high Charisma score (see the *Pathfinder Roleplaying Game Core Rulebook* for more information on bonus spells for high ability scores).

A revenant occultist's selection of spells is extremely limited. A revenant occultist begins play knowing three 0-level spells and one 1st-level spell of her choice. At most new revenant occultist levels, she gains one or more new spells, as indicated on [Table 1-5: Revenant Occultist Spells Known]. Unlike spells per day, the number of spells a revenant occultist knows is not affected by her Charisma score; the numbers on [Table 1-5: Revenant Occultist Spells Known] are fixed.

Upon reaching 4th level, and at every even-numbered revenant occultist level after that (6th, 8th, and so on), a revenant occultist can choose to learn a new spell in place of one she already knows. In effect, the revenant occultist loses the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged. A revenant occultist may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that she gains new spells known for

Table 1-3: The Revenant Occultist

Level	Base Attack				Features	Bonus Blood Points	Spells Per Day								
	Bonus	Fort	Ref	Will			1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+0	+0	+2	Cantrips, bonus feat	1	3	-	-	-	-	-	-	-	
2nd	+1	+0	+0	+3		2	4	-	-	-	-	-	-	-	
3rd	+1	+1	+1	+3	Blood magic 1	3	5	-	-	-	-	-	-	-	
4th	+2	+1	+1	+4		4	6	3	-	-	-	-	-	-	
5th	+2	+1	+1	+4	Bonus feat	5	6	4	-	-	-	-	-	-	
6th	+3	+2	+2	+5	Lose weakness	6	6	5	3	-	-	-	-	-	
7th	+3	+2	+2	+5	Blood magic 2	7	6	6	4	-	-	-	-	-	
8th	+4	+2	+2	+6		8	6	6	5	3	-	-	-	-	
9th	+4	+3	+3	+6	Bonus feat	9	6	6	6	4	-	-	-	-	
10th	+5	+3	+3	+7		10	6	6	6	5	3	-	-	-	
11th	+5	+3	+3	+7	Blood magic 3	11	6	6	6	6	4	-	-	-	
12th	+6/+1	+4	+4	+8	Lose weakness	12	6	6	6	6	5	3	-	-	
13th	+6/+1	+4	+4	+8	Bonus feat	13	6	6	6	6	6	4	-	-	
14th	+7/+2	+4	+4	+9		14	6	6	6	6	6	5	3	-	
15th	+7/+2	+5	+5	+9	Blood magic 4	15	6	6	6	6	6	6	4	-	
16th	+8/+3	+5	+5	+10		16	6	6	6	6	6	6	5	3	
17th	+8/+3	+5	+5	+10	Bonus feat	17	6	6	6	6	6	6	6	4	
18th	+9/+4	+6	+6	+11	Lose weakness	18	6	6	6	6	6	6	6	5	
19th	+9/+4	+6	+6	+11	Blood magic 5	19	6	6	6	6	6	6	6	6	
20th	+10/+5	+6	+6	+12	Spellblood	20	6	6	6	6	6	6	6	6	

the level.

Unlike a wizard or a cleric, a revenant occultist need not prepare her spells in advance. She can cast any spell she knows at any time, assuming she has not yet used up her spells per day for that spell level.

Bonus Feats: At 1st level, a revenant occultist gains any one vampire feat or metamagic feat of her choice for which she qualifies. Additionally, at 5th level and every four levels thereafter, she gains an additional vampire feat or metamagic feat of her choice for which she qualifies.

Cantrips: Revenant occultists learn a number of cantrips, or 0-level spells, as noted on [Table X-X: Revenant Occultist Spells Known] under “Spells Known.” These spells are cast like any other spell, but they do not consume any spell slots and may be used again.

Blood Magic (Su): At 3rd level, a revenant occultist learns to tap into the life essence of the blood she’s consumed to enhance her spells. By spending 2 blood points, she can choose to apply the effects of any metamagic feat she knows that normally increases the spell level of the affected spell by 1 level. This is a free action made as part of casting the spell, and doing so does not increase the level of the spell, nor does it increase the casting time for the spell. The revenant occultist must have the appropriate metamagic feat to use this ability (for example, she could not use this ability to make one of her spells silent unless she had taken the Silent Spell feat).

Blood Magic improves as a character progresses in the revenant occultist class. At 7th level, and every four levels thereafter, the revenant occultist is able to spend an additional 2 blood points to add another effective spell level in metamagic to a spell she is casting (for example, at 7th level she could spend 2 blood points to apply the Still Spell feat,

or she could spend 4 blood points to apply both Still Spell and Silent Spell, or she could spend 4 blood points to apply Empower Spell). No matter what her level, or how many points she spends, she must possess the associated feat for any metamagic effects she uses with this power.

Table 1-4: Spells Known

Level	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	4	2	-	-	-	-	-	-	-	-
2nd	5	2	-	-	-	-	-	-	-	-
3rd	5	3	-	-	-	-	-	-	-	-
4th	6	3	1	-	-	-	-	-	-	-
5th	6	4	2	-	-	-	-	-	-	-
6th	7	4	2	1	-	-	-	-	-	-
7th	7	5	3	2	-	-	-	-	-	-
8th	8	5	3	2	1	-	-	-	-	-
9th	8	5	4	3	2	-	-	-	-	-
10th	9	5	4	3	2	1	-	-	-	-
11th	9	5	5	4	3	2	-	-	-	-
12th	9	5	5	4	3	2	1	-	-	-
13th	9	5	5	4	4	3	2	-	-	-
14th	9	5	5	4	4	3	2	1	-	-
15th	9	5	5	4	4	4	3	2	-	-
16th	9	5	5	4	4	4	3	2	1	-
17th	9	5	5	4	4	4	3	3	2	-
18th	9	5	5	4	4	4	3	3	2	1
19th	9	5	5	4	4	4	3	3	3	2
20th	9	5	5	4	4	4	3	3	3	3

Lose Weakness: At 6th level, and every six levels thereafter, a revenant occultist may choose a single lesser weakness that she gained as a result of gaining the revenant template, and lose it, forever freeing herself of that particular weakness. The revenant infiltrator may not choose to lose her blood dependency or sunlight vulnerability weaknesses in this way, nor can she lose any greater weaknesses as a result of this ability.

Spellblood (Su): At 20th level, a revenant occultist becomes a master of drawing magic from the blood of her victims. As a swift action, she can spend up to 18 blood points to regain any spell slot whose level is less than or equal to 1/2 the number of blood points spent. A revenant occultist cannot use this ability to have more spell slots at any one time than she would normally be allotted, but can otherwise use blood points to replenish her spell slots indefinitely.

Playing a Revenant

As a revenant, you are the very definition of apex predator. What are people to you but dumb cattle, good for nothing but providing you with sustenance? It's hard to respect mortals, knowing that they'll be dead in a scant few decades. You're stronger, you're faster, and you're tougher. You would hardly count yourself as a human anymore. You're something more, now. And you're so hungry.

You don't just hunger for the taste of the blood—though that is certainly sweet, an ecstasy you'll never quite be able to describe to any mortal—you also hunger for the power that comes with the blood: with the blood, you can run faster, hit harder; with the blood, you can bend people to your will, or transform into a fearsome engine of destruction. With the blood, there's almost nothing you can't do. Which is why you must ensure a constant supply. After all, who really cares about a few measly peasants anyway? Their lives are short, and they're such weak, pathetic creatures. They were wasting that blood anyway. They didn't appreciate its true power, not like you do.

Religion: Most revenants are too busy playing god with their newfound power to spend much time thinking about religion. Many of those who do find that they have little use for religion: after all, few revenants see a need to turn to divine magic when they have the power of cruomancy so at their fingertips. And revenants tend to have less fear of the afterlife, knowing that they are ageless, and can live on indefinitely, if they are not killed. It is typically only when a violent death appears imminent that a revenant begins to consider the possible otherworldly ramifications of his or her predatory lifestyle. Still, many revenants turn to worshipping, or at least paying lip-service to, Nocturne, a demi-goddess of darkness and vampires. Good revenants, especially those wracked by guilt over their current vampiric condition, are often devout worshippers of good deities, and they tend to gravitate more towards deities who stress forgiveness than deities who stress vengeance upon the undead.

Other Classes: Revenants do not like clerics. Even revenants who are particularly devout tend to have difficulty trusting or liking anyone who can channel positive energy or turn undead. Evil-aligned clerics are somewhat easier to deal with, as their channel energy ability allies them to

heal undead creatures like revenants, rather than harm them, but most revenants remain wary, always on guard in case such a budding necromancer decides to try to take control of the revenant as though he were a simple zombie. Revenant infiltrators get along well with rogues, and revenant bloodletters tend to do well with fighters and especially barbarians. Most revenants view paladins either with scorn or open hatred, and typically paladins return the feelings. Really, though, regardless of class, revenants tend to get along poorly with most humanoids, due primarily to the fact that the revenant often feeds on such creatures, making humanoids naturally wary (and perhaps resentful) of the revenant, and, perhaps more importantly, to the point of view of the average revenant, forming a friendship with a human of any class is a lot like forming a friendship with a cow or sheep.

Combat: Revenant bloodletters need not put too much effort into strategy. Their role in combat is simple: charge in, absorb hits, shrug them off, and hit back hard. They can adapt greater tactics though their blood powers if necessary or desired, but first and foremost they want to sate their bloodlust, and their first concern in any fight is usually finding someone to hurt or some blood to drink. Revenant bloodletters without cleric that can channel negative energy to heal them would be well advised to make sure they have a way to heal themselves between fights, however, as healing is generally harder to come by for revenants than it is for the living.

Revenant infiltrators are the most flexible of the three classes in this book, and can serve a variety of roles, depending on what sorts of vampiric powers they choose to pick up with their bonus feats. The majority of their class features focus on overcoming the drawbacks of their undead state, freeing them up to pursue a variety of different strategies.

Revenant occultists stay well away from the combat if possible, using their spells and powers to hurt or hinder their enemies, or to lend aid to the melee fighters. Between their low AC, average hit-points, and the relative difficulty of acquiring healing, they are rarely interested in being on the front line. Smart revenant occultists are sure to keep a supply of blood handy, though, to make sure their spells are as potent as possible.

Advancement: One can become a revenant in a number of ways. The most common way is typically to be “turned” or “embraced” by another revenant, either through seduction and promises of power, or, in some cases, by force. In other cases, individuals with a desire to live forever or delve deep into cruomantic lore might seek out and perform a ritual to transform themselves into a revenant, inflicting this undead state upon themselves. Still others are merely victims of circumstance, dying a perfectly natural death and arising from the grave hungry for blood due to an odd convergence of events that can cause such a transformation (see [the sidebar about rising as a vampire] for information on what sorts of things can, according to folklore, cause a corpse to rise as a revenant or other type of vampire).

Whatever the method that a revenant became one of the living dead, he or she now has the opportunity to delve deep into the powers of the blood, shaping it to extraordinary

ends. Not all revenants choose this path, and some continue on with the careers or professions they had in life. But most are seduced by the call of the blood, spending their time and energy in unlocking the secrets of cruomancy which are the true calling of all revenants.

Revenants in the World

Oh, sure, they look like people. They sound like people. Feel like people. They might even trick you into believing that they think like people. But they don't. And that's something you can never forget: a Revenant isn't a person, not like you and me. At the end of the day, they're no different from any other vampire: to them, you're nothing more than cattle. They're a blight. A disease. A scourge. And they need to be destroyed, every last one of them.

~ Janos Calugarl, Vampire Hunter

Revenants can make for interesting adventurers, if only because they are typically very little like the average heroic adventurer. Though there is no reason a revenant can't be out for honor and glory, typically a revenant's motivations are more in line with a villain's than a hero's. As long as the party sticks to dungeons and similar lawless locales, this discrepancy is usually easy enough to ignore, because even if it's a little unnerving when the revenant takes the time to lap up the blood of his fallen foes, it's usually easy enough for the party to overlook: after all, they were going to kill those goblins anyways. But once the party returns to town, and the

revenant's supply of socially-acceptable blood sources runs out, the true nature of the revenant becomes harder and harder to ignore...

Daily Life

The daily life of a revenant isn't too unlike the daily life of a mortal. They still enjoy whatever they enjoyed in life, and many continue to pursue similar hobbies and goals to those they had in life. Revenant bloodletters and revenant occultists spend much of their time devoted to their disciplines, either training physically and mentally or studying and practicing arcane magic. Because they are less sensitive to sunlight than other types of vampires, most revenants are capable of being quite active during the daytime, although they are certainly weaker while doing so. The biggest difference between the lives of revenants and those of the living is that revenants need to feed on blood regularly. A revenant can go a long time without feeding—especially powerful revenants with larger blood point pools—but eventually they will need to find new blood or their undead existence will come to an end. Doing so can be a simple matter or a very difficult one, depending on the revenant's ability to be discrete, and on his concern for his public image: particularly subtle vampires can feed without causing much alarm, and particularly brazen vampires might drain peasants dry in broad daylight and laugh as the guards try to arrest him.



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Notables

The demi-goddess Nocturne was supposedly the first revenant, and whether or not this is true, it is certain that she is very concerned with the affairs of vampires, revenants or otherwise. Andrek the Dragon is well known for having spawned an entire army of revenants and used them to conquer and hold the ancient empire of Sarconia, which he ruled for over 1,000 years. Today nearly every coven and clan of revenants claims some distant blood relation to the Dragon, and many of them may be telling the truth. More recent revenants of note include Luna Bellatova, a revenant of not inconsiderable age who is deeply entrenched (some say in control of) politics in the Republic of Claustor, and Saurek Van Carltienne, an exile from the city-state of Kiesmad where he once ruled as prince consort. It is likely that he is currently marshalling his forces before attempting to retake the city from his one-time love, the queen Livana, also a revenant.

Organizations

Most revenant organizations are based on blood ties to a particular “clan” of revenants. Typically, the only way to enter such an organization is to be turned from a mortal by a member of the clan, becoming part of the “family.” In times when membership is waning, however, or in the case of exceptional individuals, most clans are willing to perform extensive rituals which, in essence, make a revenant a “blood brother” of the clan, granting a sort of honorary membership.

One such organization is House Varkolak, a pseudo-political group headed by Edward Varkolak, which has agents and safe-houses in no less than four different kingdoms. If the house has any active goals besides increasing their power, they have yet to show any indication of them. The house’s symbol is a single red eye on a black background, flanked by red bat wings.

The Blood College is a somewhat different organization, concerned not a whit with *how* one became a revenant or what blood ties one might have, but dedicated wholly to the art of cruomancy: both studying it, pushing the known boundaries of the art, and instructing recently-turned revenants in its mysteries. Receiving an invitation from the sages cloistered within this imposing, thirty-story tower of blood-red stone can be difficult, but a young revenant with a letter of invitation, or a rare scroll or artifact related to blood magic, is unlikely to be turned away at the gates.

NPC Reactions

Most people react poorly to undead creatures who feed upon the blood of the living. Though revenants are far from universally evil, and many choose to take their blood only from animals or from willing donors, most individuals assume that all revenants are remorseless, bloodsucking monsters. Many revenants are able to fit in with mortal society and masquerade as one of the living without having to take particularly great pains to do so. Revenants that are more obviously undead may still be able to hide their nature, but doing so takes a much greater effort. Nearly all revenants are loathe to reveal their secret, however, for even those few who deny their predatory urges find that they are the target

of all manner of blame if their secret is ever known widely, and many clerics and paladins feel that there is no place in the world for revenants of any kind, even if they don’t do any harm: to them, simply being undead is crime enough. Those who don’t revile revenants often seek ways to exploit them, either as assassins or other dark agents, or in the hopes of being turned into one of the undead themselves.

Revenants in the Game

Revenants can be a variety of things in your game. Shady merchants or informants, amoral mercenaries, dubious employers, or, of course, villains. The party may encounter a repentant revenant who seeks the party’s help in destroying his bloodthirsty clan, or they may take a job guarding a caravan only to discover that the cargo is a shipment of slaves to be used as bloodstock. Perhaps their long-standing underworld contact is secretly a revenant, and one day he turns to the party for help in evading a famous vampire hunter, claiming (truthfully or otherwise) that he would never take blood from an unwilling person.

Of course, the NPC role that a revenant shines most in is that of the villain. When a revenant clan moves into town and people begin disappearing, the PCs may find themselves forced to ally with the far-less-violent local thieves guild to drive out this inhuman and bloodthirsty coven. Alternatively, the villain could be a well-known public figure, and the PCs find themselves unable to touch him until they can prove his undead nature to the people. Perhaps the PCs find themselves being stalked by a powerful revenant assassin who enjoys the thrill of the hunt and is looking for a challenge in the party of heroic adventurers.

As for revenant PCs, there are a variety of reasons a player may be attracted to the idea of making a revenant, and, as a result, a number of different approaches one could take when catering to revenant players. If the player is interested in exploring the darker side of revenants and vampires, be prepared to give them the opportunity to find people to prey upon (or, if that idea makes you uncomfortable, talk to your player about it beforehand, and make sure that the group can agree on a tone for the game). On the other hand, if the player is interested in playing a conflicted revenant who fights his hunger, you could include an NPC revenant with a more predatory outlook to try to “seduce” him back to drinking blood, thereby giving his moral conflict more substance. Also be sure to provide some means for the player to get blood—either animals or willing donors—because it powers a large number of class features, and a revenant with limited blood intake will quickly fall behind the rest of the party.

Chapter 2: Supplemental Rules

The following section details a number of miscellaneous rules that govern a variety of new concepts introduced in this book, such as how to adjudicate the use of cruomancy (the mysterious power accessed through vampire feats and class features from classes like revenant bloodletter, revenant infiltrator, and revenant occultist), new undead-centered uses for a number of existing skills, and information on a new condition that only affects undead creatures: necrosis.

Cruomancy

Cruomancy is the discipline of blood magic, which allows a character to tap into a variety of different abilities and powers, typically associated in some way with vampires, by expending energy from their blood. The majority of cruomancers are revenants or other forms of vampires, but in some rare cases living creatures are able to master the art as well.

Cruomancers gain access to their abilities from feats and class features. They do not cast spells, like sorcerers or wizards, but rather gain access to a number of passive or active abilities, many of which require the expenditure of blood points. There are two main aspects to cruomancy, other than the individual class features and feats that grant a cruomancer his abilities: a character's cruomancer level, and his blood point pool.

Cruomancer Level

All cruomancers have a cruomancer level, and characters with a higher cruomancer level gain access to feats that grant more powerful abilities. Additionally, many of these feats have more powerful effects and/or give the cruomancer more options the higher his cruomancer level is. Finally, a character's cruomancer level determines the saving throw DCs of his cruomancy-related abilities, and, in the cases of cruomancy effects that replicate spells, the cruomancer's effective caster level is equal to his cruomancer level.

Most characters do not have a cruomancer level. A character can gain a cruomancer level by gaining the revenant template, taking the Novice Cruomancer feat, or otherwise gaining a blood point pool in some way. Several classes, such as the revenant bloodletter, revenant infiltrator, and revenant occultist, increase a character's cruomancer level for each level taken in the class. Such classes are referred to as cruomancer classes. Even cruomancers that do not take levels in cruomancer classes are still capable of advancing in the art of cruomancy, however. For every two class levels that a cruomancer possesses of non-cruomancer classes, his cruomancer level increases by 1 (*for example, a revenant with 5 levels in fighter and 3 levels in ranger would have a cruomancer level of 5, while a revenant with 4 levels of revenant bloodletter and 6 levels of fighter would have a cruomancer level of 7*).

Note that if a character does not already possess a

cruomancer level from some source (such as the revenant template or the Novice Cruomancer feat), no amount of levels of non-cruomancer classes will grant him a cruomancer level. Only characters with an existing cruomancer level can increase it by gaining levels in non-cruomancer classes.

Blood Point Pool

All cruomancers have a blood point pool, which represents the energy that they gain from draining, drinking, or otherwise consuming blood, the source of cruomancy's power. Blood points in a character's blood point pool do not replenish naturally, and the only way for a character to gain blood points is to consume blood in one of several ways, depending on the source of his cruomancy abilities (typically, with the Vampire's Bite feat).

A cruomancer's blood point pool has a maximum number of blood points that the cruomancer can have at any given time. Any blood points that the cruomancer would gain in excess of this amount are wasted. This maximum number of blood points is determined by the source that granted the cruomancer his cruomancer level and blood point pool. Additionally, most cruomancer classes increase this number with each level taken in that class, and other things, such as the Extra Blood feat, can increase this number, as well. In general, increases to the maximum number of blood points that a character can have in his or her blood point pool stack. However, if a character has blood point pools from two different sources somehow, those blood point pools don't stack. Instead, determine which blood point pool has the higher maximum number of blood points, and apply all increases to that amount to that blood point pool. In such cases, the smaller blood point pool is ignored entirely.

Sources of Blood Points

A character gains blood points by draining blood from other living creatures. In order to do so, the creature must have blood to drink, and must have life essence for the character to gain from the blood (old, stale dead blood does not give a cruomancer what he needs to work his magic). In general, creatures of the animal, dragon, fey, humanoid, magical beast, monstrous humanoid, and vermin creature types can almost always be counted on to be able to provide blood points (although a few exceptions will exist, such as fey that are particularly plant-like or magical beasts that are specified to have acid instead of blood, etc.). On the other hand, creatures of the construct, ooze, plant, and undead types can generally be assumed to not be viable sources of blood points (again, certain exceptions may exist at the GM's discretion, such as an ooze made entirely of blood, or a blood-powered golem, etc. Revenants and other vampires cannot typically be made into a source of blood points, even if they have a blood point pool of their own or have recently fed). Aberrations and outsiders are more difficult, and must be examined on a case-by-case basis, with the GM having final say on which creatures do and don't have blood that is consumable in this fashion.

Skills

The following section details new uses for a number of skills, and how they interact with several of the new rules introduced in this book for handling vampires and vampiric characters.

Diplomacy

Though many vampires lack the patience to do so, or prefer the thrill of the hunt, it is possible to convince the living to willingly part with their blood, as long as a little bit of persuasion is applied. Convincing a creature to give blood in this way is very difficult, both due to existing preconceptions about vampires and due to the dangerous side effects of having a vampire feed on you.

It is difficult to broach the subject of allowing you to feed on someone without admitting that you are, in fact, a vampire. Depending on what the subject already knows or suspects about you, this may not come as a surprise to them. However, if the person in question was not aware that you were a vampire, their attitude towards you likely worsens as a result. In general, characters that were previously helpful towards you become friendly, while characters that were friendly become unfriendly, and characters that were indifferent, unfriendly, or hostile become hostile. The exact effects of this revelation will vary, however, from one individual to another: characters that have a particular hatred or mistrust for vampires may go all the way from helpful to hostile, while some few eccentric characters may even have their attitude toward you improve. The GM is the final arbiter of how NPCs react to this information, and the above guidelines are merely a suggestion for the average NPC.

Even once a vampire's identity as such has been established, however, and even if he or she is still accepted as a friend or ally after such a revelation, it is another matter entirely to agree to be fed upon. Requesting to be allowed to feed on a character is treated as normal for using the Diplomacy skill to make requests of a character. However, due to the danger involved and the certainty of Constitution damage or other ill effects, convincing someone to allow you to feed on them is even more difficult than convincing them to give aid that could result in punishment, and the DC of the Diplomacy check increases by +20 for such requests. A character that agrees to such a request will typically automatically agree to go with the vampire to a private location where this can occur, although some characters may only agree with the condition that the feeding occur somewhere with witnesses, in order to ensure that she survives the encounter. Similarly, success on this check generally grants the vampire permission to inflict no more than 5 points of Constitution damage as a result of feeding, and exceeding this amount will likely cause the character to attempt to end the feeding by force, and will likely decrease his or her attitude towards the vampire by at least 2 steps.

If the vampire successfully convinces a character to allow him to feed on her, and does not inflict more Constitution damage than she is willing to endure, or otherwise cause her to attempt to end the feeding prematurely, then it becomes somewhat easier to convince her to allow him to feed again, once she has recovered from the initial feeding, and the DC to convince her to grant such a

request is increased by only +15, instead of +20. This effect is not cumulative for characters that have been fed on multiple times, though certain abilities, such as the Pleasurable Bite feat, may make it easier to convince the character to allow the vampire to feed on her again. In general, a character will not agree to be fed upon if she currently has more than 2 points of Constitution damage, regardless of the result of the vampire's Diplomacy check.

Beyond feeding, some vampires may need to use Diplomacy in order to gain entrance to a character's home (such as revenants with the unwelcome weakness). In general, as long as the vampire does not have a terribly alarming appearance, gaining an invitation to someone's home counts as giving simple aid, and does not affect the DC of the Diplomacy check to make such a request. If the home owner knows of the vampire's nature, however, and of the importance of the invitation, then it is a much more difficult request to make, and counts as giving aid that could result in punishment, increasing the DC by +15.

Disguise

The *Pathfinder Roleplaying Game Core Rulebook* gives detailed information on the difficulty of using Disguise to appear to be a member of a different gender, race, age category, or size category, but do not handle the prospect of using the skill to hide one's undead nature and pass as one of the living.

Some undead creatures don't need to go to great lengths to hide their appearance. Most revenants can pass as normal members of their race without particular difficulty, for example. The following table summarizes the modifier to Disguise checks made to appear as a living creature. Note that the following penalties are cumulative with those outlined in the *Pathfinder Roleplaying Game Core Rulebook* (so a nosferatu attempting to disguise itself as a living creature of an opposite gender and different race would suffer a total penalty of -14).

Table 2-1: Disguising Undeath

Undead Type	Modifier
Nearly human (culled one at night, relatively fresh zombie, <i>Bestiary</i> vampire)	-2
Obviously inhuman (culled one in daylight, lich, revenant with unmistakable appearance weakness, zombie)	-4
Hideous (nosferatu, skeleton, shadow)	-10

Note that two of the types of vampires in this book do not appear in this table. One, the psychic vampire, is not undead, and so does not need to make Disguise checks in order to appear alive (similarly, revenants without the unmistakable appearance weakness do not need to disguise themselves in this way). The other, the feral vampire, suffers a penalty that changes based on which stage of hunger it is currently in. A feral vampire that is well-fed does not need to make Disguise checks in order to appear alive. When the feral vampire becomes slightly hungry, his appearance changes and he becomes visibly undead, suffering a -2 penalty on Disguise checks made to appear to be alive. For each hunger category beyond slightly hungry, this penalty increases by an

additional -2 (to a maximum penalty of -8 for starving feral vampires).

Intimidate

Instead of using Diplomacy to convince a character to allow him to feed on her, a vampire can attempt to use Intimidate to cow the living into serving as cattle, instead. This functions identically to using Diplomacy to convince a character to allow you to feed on her, with the following exceptions.

For the purposes of this check, the DC is calculated somewhat differently. First, the base DC of the Intimidate check depends on the relative power of the vampire and the character, and not on how the character actually feels about the vampire. Additionally, the target's Wisdom modifier, rather than Charisma modifier, determines their ability to resist the attempt at persuasion. The DC of the Intimidate check to convince a creature to allow a vampire to feed on them is equal to the base DC based on the difference in power between the vampire and the target + the modifier for requesting to feed on the character (typically +20) + the character's Wisdom modifier. In order to determine the base DC based on the difference in power between the vampire and the target, see Table 2-2: Feeding Intimidate DCs.

Table 2-2: Feeding Intimidate DCs

Vampire is...	Base DC
...4 or more CRs below the target	25
...1-3 CRs below the target	20
...the same CR as the target	15
...1-3 CRs above the target	10
...4 or more CRs above the target	0

Additionally, characters that are persuaded in this fashion will generally allow the vampire to inflict an amount of Constitution damage equal to 3/4 her Constitution score before she attempts to end the feeding forcibly. Because the experience of being fed on under duress is traumatic, the DC is not reduced to feed on the same character more than once. In general, characters with Constitution damage in excess of half their Constitution score cannot be convinced to be fed on in this fashion, regardless of the result of the Intimidate check.

Knowledge

Vampires are popular figures in fantasy folklore, the same as they are in real life, and tales of night-stalking blood drinkers are popular even in regions where there are no vampires to be found for miles. For that reason, vampires are more well-known than many other monsters, and information about them is more a matter of common knowledge. For the same reason, however, common knowledge is glutted with as much false information about vampires—perhaps even more—as there is truth. The following section can be used to determine what a given character knows—or thinks he knows—about vampires.

Knowledge about Revenants: Characters with ranks in Knowledge (Religion) can research revenants to learn more about them. When a character makes a

skill check, read or paraphrase the following, including the information from lower DCs. At the GM's discretion, characters can also research vampires with a Knowledge (local) check, though in such cases, the DCs are all increased by +5.

DC 10: Revenants are a type of vampire, and require the blood of the living in order to extend their immortal existence. Characters that achieve a result of less than 10 are not familiar with revenants at all.

DC 15: Many revenants claim to be more in touch with their humanity than other forms of undead. In many ways, they resemble living creatures, and their weakness to sunlight is far less than that of the average vampire.

DC 20: Revenants are natural masters of a strange and unusual form of blood magic known as cruomancy, and can use the blood that they drain from their victims to achieve a wide variety of strange and powerful effects.

DC 30: Characters who achieve this level of success can learn important details about a specific notable revenant, the areas where she operates, and the kinds of activities she undertakes.

Misinformation about Revenants: Whenever a character makes a Knowledge (Religion) check to learn more about revenants, the GM may choose to make a secret Wisdom check (DC 5) on behalf of the character. If he fails this check, he learns a piece of misinformation, along with any other information he might gain. Because this can result in gaining only misinformation, if the result of the character's Knowledge check is low enough, it is advised that GMs interested in using this option also make the character's initial Knowledge roll in secret, as well, to make it more difficult to distinguish correct information from falsehoods.

Whenever a character gains a piece of misinformation about revenants, roll 1d6 and consult the following list of potential pieces of misinformation to determine what he or she "learns." Alternatively, pick a piece of misinformation that you particularly like, or make up one of your own.

1. Though they are called "vampires," revenants are actually not undead. Their blood drinking is entirely voluntary, and used to power their strange and perverse rituals.
2. A revenant is actually a corpse that has been possessed by the essence of a fiend. While they look and sound like the person that they were in life, and even possess that person's memories, they are actually an entirely separate evil entity.
3. Revenants are not vampires at all. They are the resurrected forms of ancient heroes, who can be called upon in times of great need. These "holy undead" are even healed by positive energy. The confusion arises because awakening a revenant requires a small portion of blood from one of his or her descendants.
4. Revenants have all of the powers of the normal vampire, but none of their weaknesses. Revenants have been known to ignore garlic, holy symbols, mirrors, running water, and more, and are completely unaffected by the sun.
5. Revenants are victims of a plague, which is transmitted by biting. Those who die from it rise

from the dead as revenants, and further spread the plague. Some say that the plague originally began as a curse from a dark god of undeath.

6. Revenants particularly crave the blood of young virgins, which gives them much greater power than other sources of blood.

Necrosis

The following section describes necrosis, a new condition which affects only creatures with the undead type. Necrosis represents the effects of severing an undead creature from the magical energy that animates it. This causes the undead creature to have less control over its body, which is made weaker as a result. Incorporeal undead are immune to necrosis. Necrosis comes in two stages: light necrosis, and severe necrosis.

Light Necrosis: A character under the effects of light necrosis can neither run nor charge, and suffers a -2 penalty to Strength and Dexterity. Additionally, characters suffering from light necrosis suffer half again as much damage (150%) as they normally would from positive energy, or any other damage which specifically applies only to undead creatures. Anything that would normally cause light necrosis causes the necrotic character to suffer severe necrosis, instead. Once the source of the light necrosis has been removed, the character still suffers from its effects for one hour before the condition is completely cured.

Severe Necrosis: A character suffering from severe necrosis moves at half speed, cannot run or charge, and suffers a -6 penalty to Strength and Dexterity, as well as a -4 penalty on saving throws. Additionally, characters suffering from light necrosis suffer twice as much damage (200%) as they normally would from positive energy, or any other damage which specifically applies only to undead creatures. Once the source of the light necrosis has been removed, the character still suffers from its effects for ten minutes, after which he suffers from light necrosis, instead.



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Sidebar: Optional Uses for Necrosis

Necrosis, as a phenomenon, can apply to all corporeal undead, not just revenants and other forms of vampires. The following suggestions are various ways that you can use necrosis to handle situations that can arise with corporeal undead in your game. Each of these suggestions is an entirely optional variant rule, and GMs are encouraged to pick and choose which ones feel right to them and which ones don't.

- Whenever a corporeal undead creature enters an anti-magic field, it is immediately afflicted with light necrosis. If it remains in the field for more than 10 minutes, it suffers from severe necrosis, instead.
- Corporeal undead that fail a saving throw to resist a cleric's channel energy class feature or the Turn Undead feat by more than 5 suffer from light necrosis, in addition to the normal effects of failing the saving throw.
- Corporeal undead in an area affected by the *consecrate* spell do not suffer the minor disruption mentioned in the spell's description. Instead, they gain the light necrosis condition. If they spend 10 minutes or more in the affected area, they suffer from severe necrosis, instead.
- Undead that were created by *animate dead*, or a similar spell, begin to suffer from light necrosis 2d4 days after their creator stops controlling them (such as if he is slain, or if he chooses to release them in order to control other undead creatures). After 2d4 weeks, they suffer from severe necrosis, instead. These conditions last indefinitely, but if the affected creature regains any hit points as a result of negative energy (such as an evil cleric's channel energy ability, or an *inflict light wounds* spell), the necrosis is immediately cured (although the cycle begins again 2d4 days later).

Chapter 3: Feats

The following section introduces over 50 new feats that serve as the primary means for revenants and other cruomancers to gain access to the trademark powers and abilities of vampires. This book introduces two new categories of feats: gaze feats, and vampire feats, which are explained below.

Gaze Feats

Several of the feats presented in this book are gaze feats. This new category of feats applies to a variety of feats that grant some sort of ability that relies on eye contact. It is important to note that these abilities are different from the gaze universal monster ability, and typically such feats do not grant “passive” gaze abilities (ie., those requiring that any character within a certain range that can see the subject make a saving throw or be affected by the gaze ability). In general, gaze feats only grant characters the ability to actively gaze at specific individuals, as described in the feat’s description. Certain feats and abilities, such as the Enhance Gaze feat, specifically interact with feats that have the gaze descriptor.

Avoiding Eye Contact

Because the abilities granted by gaze feats depend on eye contact, they can be avoided by characters who avoid eye contact with the character attempting to use the ability, in a similar manner to the way that character can avoid the effects of creatures with the gaze universal monster ability.

Averting Eyes: A character averting his eyes avoids looking at the face of the character with the gaze feat, instead looking at his body, watching his shadow, tracking him in a reflective surface, or something similar. Whenever the character with the gaze feat uses the gaze feat’s ability, a target that is averting his eyes has only a 50% chance of being affected (in which case he is still entitled to any saving throws or other defenses allowed by the ability), and has a 50% chance of ignoring the effect entirely. As long as a character is averting its eyes in this fashion, however, the character he is averting his eyes from gains concealment (20% miss chance) against him.

Wearing a Blindfold: A character wearing a blindfold, closing his eyes, or otherwise completely preventing himself from seeing the character with the gaze feat at all is completely unable to see that character. This makes him immune to the effects of the character’s gaze feat, but also means that the character with the gaze feat (and any other characters that the character wearing the blindfold is unable to see as a result) total concealment from him. Often, characters wearing a blindfold, closing their eyes, or otherwise obstructing their vision in this way are totally blinded, which imposes additional penalties. See the blinded condition for more information.

Whatever the exact method that is used, it is a swift action to begin or end averting one’s eyes or wearing a blindfold (or similar actions, such as closing one’s eyes).

Vampire Feats

The majority of feats in this book are vampire feats. This is a new category of feats which is used primarily to identify which feats characters with levels in cruomancy classes can take as bonus feats. For the most part, vampire feats are feats that allow characters to spend blood points in order to accomplish various things, though there are several vampire feats that do not require blood points to function (but do still require a minimum cruomancer level), and there are also some feats that allow characters to spend blood points that are not vampire feats, because they are specifically not usable by undead creatures.

Like Combat Feats, there are no special rules that govern all vampire feats. The descriptor is merely a handy way of identifying what feats can be taken as bonus feats by characters with levels in classes like revenant bloodletter. That said, there are some rules that apply to feats of any sort that require the expenditure of blood points to activate, whether they are vampire feats or not. These rules are outlined below.

Spending Extra Blood Points

A number of feats in this book grant characters the option to spend more blood points when activating the feat’s ability, in order to gain a greater effect. Each of these options is presented in a separate paragraph, below the main effect of the feat, and, in the case of feats with several such options, each option is presented as its own individual paragraph. Typically, in order to take advantage of one of these options, the character must meet a certain requirement, which is usually either having a certain cruomancer level, or having an additional feat. In both cases, these are specified in the option’s description, and the character cannot use that option unless he meets those requirements, even if he has the necessary blood points to spend.

These additional options will either require that the character spend an alternate number of blood points *instead* of the normal amount, or that he spend a number of extra blood points *in addition* to the normal amount. In the case of options that require the character to spend an alternate blood point cost, the character can only use one such option any given time that he activates the feat’s ability, and that cost replaces the normal cost of activating the feat. In the case of options that require the character to spend an additional blood point cost, the character can use any number of these options that are available to him, as long as he is able to pay the blood point cost. These additional blood point costs are each added to the normal cost of using the feat. If the character wants to use both an option that requires an alternate cost and an option that requires an additional cost at the same time, he can do so. Any additional costs are added to the alternate cost in order to determine the final cost of activating the ability.

For example, Ivan the Red, a powerful cruomancer, activates his Vampiric Domination feat. He wants the effect to last, so he elects to spend 16 blood points, instead of the normal amount, in order to make the effect last indefinitely. He also determines that he wants to use the ability on a

monstrous humanoid, so he elects to spend 4 additional blood points in order to allow it to affect monstrous humanoids. He would pay a total of 20 blood points.

New Feats

The following feats are presented in alphabetical order, and are summarized on Table 3-2: New Feats. Feats with the vampire descriptor are denoted in the table with an asterisk (*), while feats with the gaze descriptor are denoted with a dagger (†).

Ally of the Night (Vampire)

You are so in tune with your inner predator that you attract a hunting companion.

Prerequisite: Lesser Beast Traits.

Benefit: Choose one type of animal that you selected for Lesser Beast Traits. You gain a familiar based on the chosen animal, as outlined below. This ability functions in all ways as the familiar version of the wizard's arcane bond class feature, and you use your cruomancer level as your wizard level for the purposes of determining the familiar's special abilities.

Bat: You gain a bat familiar.

Cat: You gain a cat familiar.

Rat: You gain a rat familiar.

Snake: You gain a viper familiar.

Spider: You gain a scarlet spider familiar (found in *Ultimate Magic*).

Wolf: You gain a dog familiar (found in *Advanced Arcana II*).

Special: You may not select this feat if you already have a familiar or animal companion from another source.

Aura of the Dread Vampire (Vampire)

You radiate an aura of majestic and terrible death.

Prerequisite: Night Lord's Eye, cruomancer level 7th.

Benefit: As a standard action, by spending 3 blood points, you can surround yourself with an aura of dread and despair, which affects all creatures within 30 feet of you, even if they cannot see you. Creatures that enter or begin their turn within this area must succeed on a Will save (DC 10 + 1/2 your cruomancer level + your Charisma modifier) or be shaken for as long as they remain within the aura, and for 1d4 rounds thereafter. The aura remains in place for a number of rounds equal to your cruomancer level.

If your cruomancer level is 6 or higher, you can spend 2 additional blood points when you activate this ability. If you do, the range of the aura extends to 60 feet.

If your cruomancer level is 10 or higher, you can spend 3 additional blood points when you activate this ability. If you do, creatures that fail their saving throw by 5 or more are frightened, instead of shaken, and those that fail their saving throw by 10 or more are panicked. In either case, the effect lasts for as long as they remain within the aura, and for 1d4 minutes thereafter.

If your cruomancer level is 12 or higher, you can spend 4 additional blood points when you activate this ability. If you do, the range of the aura extends to 120 feet.

Beast Tongue (Vampire)

You know the supernatural language of the beasts, and can speak to them as one predator to another.

Prerequisite: Lesser Beast Traits.

Benefit: As a standard action, by spending 1 blood point, you gain the ability to speak with predatory animals. This functions as *speak with animals*, except that it only grants you the ability to speak with wild animals (as opposed to domesticated ones) that sustain themselves primarily by eating other animals. Additionally, while using this ability, you gain a +4 bonus on Charisma-based checks made to interact with such animals.

If your cruomancer level is 6 or higher, you do not need to spend blood points to use this ability.

Blood Conversion

You can channel your own living blood to power your blood powers.

Prerequisite: Non-undead, cruomancer level 1st.

Benefit: Any time that you would spend blood points, you may choose to take 1 point of Constitution damage instead of spending 1 of those blood points, allowing you to activate abilities requiring blood points even when you don't have any, or to spend more blood points than you are capable of having in your blood point pool at any given time. Because the source of the power comes from the lost vitality, any effect that prevents this Constitution damage causes this effect to fail, although the Constitution damage can be healed normally later without consequence.

Blood Healing (Vampire)

You can channel the power of your blood into recovering your wounds.

Prerequisite: Cruomancer level 1st.

Benefit: As a standard action, by spending 1 blood point, you can heal 5 hit points. These are not temporary hit points, and do not fade after any amount of time. Any healing in excess of your maximum hit points is wasted.

If your cruomancer level is 4 or higher, whenever you use this ability you may spend any number of blood points up to 1/2 your cruomancer level (rounded down), instead of the normal amount. If you do, you regain 5 hit points for each blood point spent in this way.

If your cruomancer level is 5 or higher, you can use this ability as a move action, instead of a standard action.

If your cruomancer level is 10 or higher, you can spend 1 additional blood point when you activate this ability. If you do, you can use this ability as a swift action, instead of a standard action. The additional blood point spent in this way does not count towards the number of hit points that you heal.

Table 3-1: New Feats

Feat	Prerequisites	Description
Blood Conversion	Non-undead, cruomancer level 1st	You can take Constitution damage instead of spending blood points.
Blood Healing*	Cruomancer level 1st	You can heal damage by spending blood points.
Blood Sustenance*	Blood Healing, cruomancer level 6th	Whenever you gain blood points, you heal 2 hit points per blood point gained.
Create Least Vampiric Spawn*	Blood drain special attack or Vampire's Bite, cruomancer level 3rd	You can spend blood points to create zombies from recently deceased corpses.
Create Lesser Vampiric Spawn*	Create Least Vampiric Spawn, cruomancer level 7th	By spending additional blood points, you create ghouls, rather than zombies.
Create Vampiric Spawn*	Create Lesser Vampiric Spawn, cruomancer level 9th	By spending additional blood points, you create wights, rather than ghouls.
Create True Vampiric Spawn*	Create Vampiric Spawn, cruomancer level 11th	By spending additional blood points, you create revenants as spawn.
Death Drinker*	Cruomancer level 1st	You can drain blood from the corpses of recently deceased creatures.
Detect Blood*	Cruomancer level 1st	You can detect nearby creatures that can be drained of blood.
Detect Vampire*	Cruomancer level 1st	You can instinctively identify vampires within 60 feet.
Enhanced Gaze	One or more gaze feats, character level 5th	Your gaze feats are more difficult to avoid, and may have additional effects.
Expanded Blood Pool*	Cruomancer level 1st	You can have 3 more blood points at any given time.
Hide Undeath*	Undead, cruomancer level 1st	You can hide your undead state and appear to be alive.
Mimic Life	Hide Undeath, cruomancer level 12th	You can spend blood points to avoid effects that specifically target undead.
Lesser Beast Traits*	Cruomancer Level 1st	You gain one of a variety of benefits, based on the type of animal you choose.
Ally of the Night*	Lesser Beast Traits	You gain a familiar based on the animal you chose for Lesser Beast Traits.
Greater Ally of the Night*	Ally of the Night, cruomancer level 5th.	Your familiar is replaced by a more powerful animal companion.
Beast Tongue*	Lesser Beast Traits	You can speak with wild, predatory animals, and gain a bonus on Charisma-based checks involving them.
Dark Lord of the Hunt*	Beast Tongue, cruomancer level 3rd	You can dominate wild, predatory animals, making them do your bidding.
Greater Beast Traits*	Lesser Beast Traits, cruomancer level 3rd	You gain one of a variety of benefits, based on the type of animal you choose.
Children of the Night*	Greater Beast Traits, cruomancer level 9th	You can summon animals of the type you chose for Greater Beast Traits.
Vampiric Beast Form*	Greater Beast Traits, cruomancer level 5th	You can transform into animals of the type you chose for Greater Beast Traits.
Night Lord's Eye* [†]	Cruomancer Level 1st	You can invoke fear in a target with a simple gaze.
Aura of the Dread Vampire	Night Lord's Eye, cruomancer level 7th	You can create an aura of dread and despair around yourself.
Greater Night Lord's Eye* [†]	Night Lord's Eye, cruomancer level 9th	You can completely debilitate opponents with your gaze.
Novice Cruomancer	Must not have a cruomancer level	You gain a cruomancer level and blood point pool equal to 1/2 your Hit Dice.
Shroud in Darkness*	Cruomancer level 9th	You can surround yourself in a shroud of protective darkness.

Table 3-1: New Feats (cont'd)

Feat	Prerequisites	Description
Vampire's Bite*	Cruomancer level 1st	You can drain blood from living creatures by biting them.
Improved Vampire's Bite*	Vampire's Bite	Your Vampire's Bite feat drains blood more efficiently.
Greater Vampire's Bite*	Improved Vampire's Bite, cruomancer level 6th	Your Vampire's Bite feat drains blood more efficiently.
Master Vampire's Bite*	Greater Vampire's Bite, cruomancer level 11th	Your Vampire's Bite feat drains blood more efficiently.
Subtle Bite*	Vampire's Bite	You can use your Vampire's Bite feat on sleeping or fascinated victims.
Pleasurable Bite*	Subtle Bite	Creatures you feed on are more willing to let you feed on them again.
Tiring Bite*	Vampire's Bite	When you drain blood from opponents, they become weaker.
Vampiric Athletics*	Cruomancer level 1st	You can spend blood points to gain a bonus on Acrobatics, Climb, and Swim.
Vampiric Damage Reduction*	Cruomancer level 5th	You can spend blood points to gain DR 5/silver or good for 1 round/level.
Greater Vampiric Damage Reduction*	Vampiric Damage Reduction, cruomancer level 10th	You can spend additional blood points to increase DR gained from Vampiric Damage Reduction to 10/silver and good.
Vampiric Dreamstalker*	Cruomancer level 7th	You can spend blood points to enter the dreams of another creature.
Dreamstalker's Assassin*	Vampiric Dreamstalker	You can implant murderous nightmares that kill a target in his sleep.
Dreamstalker's Command*	Vampiric Dreamstalker	You can implant subconscious commands via a creature's dreams.
Dreamstalker's Slave*	Dreamstalker's Command	You can take control of a creature's body while it sleeps.
Vampiric Flight*	Cruomancer level 5th	You can spend blood points to gain a fly speed for 1 min./level.
Vampiric Grace*	Cruomancer level 1st	You can spend blood points to gain a temporary Dexterity bonus.
Vampiric Seduction*	Cruomancer level 1st	You gain a +4 bonus on Bluff and Diplomacy, and double that for creatures that are attracted to you.
Vampiric Hypnosis* [†]	Vampiric Seduction	You can spend blood points to hypnotize creatures that meet your gaze.
Insidious Command*	Vampiric Hypnosis	You can spend blood points to force creatures to obey your commands.
Vampiric Charm* [†]	Vampiric Hypnosis	You can spend blood points to charm creatures that meet your gaze.
Vampiric Telepathy*	Vampiric Hypnosis	You can read the thoughts of nearby creatures and implant your own thoughts in their minds.
Vampiric Domination* [†]	Vampiric Charm, Vampiric Telepathy,	You can control others with your gaze.
Vampiric Memory Insertion*	Vampiric Telepathy, cruomancer level 5th	You can implant memories in the minds of your victims.
Vampiric Memory Veil*	Vampiric Telepathy, cruomancer level 5th	You can remove memories from the minds of your victims.
Vampiric Senses*	Cruomancer level 1st	You can spend blood points to gain a bonus on Perception and Sense Motive.
Vampiric Speed*	Cruomancer level 1st	You can spend blood points to temporarily increase your speed.
Vampiric Strength*	Cruomancer level 1st	You can spend blood points to gain a temporary Strength bonus.

Blood Sustenance (Vampire)

The very act of consuming blood restores your body.

Prerequisite: Blood Healing, cruomancer level 6th.

Benefit: Whenever you gain one or more blood points, you heal 2 hit points for each blood point gained. Any healing in excess of your maximum hit points is wasted.

Children of the Night (Vampire)

You can call upon the creatures of the night to aid you in your hunt.

Prerequisite: Greater Beast Traits, cruomancer level 9th.

Benefit: As a standard action, by spending 5 blood points, you can summon creatures of the night to serve you. The type of animal you summon depends on the type of animal you selected when you took the Greater Beast Traits feat. If you have taken the Greater Beast Traits feat multiple times, you may choose from among the animals you have selected for it.

Table 3-2: Children of the Night

Animal	Summoned
Bat	1d4+1 bat swarms
Cat	1d6 leopards
Rat	1d4+1 rat swarms
Snake	2d6 venomous snakes
Spider	1d6+3 spider swarms
Wolf	2d6 wolves

Regardless of the number and type of creatures summoned, they arrive in 2d4 rounds and serve you for up to one hour. The creatures obey your commands perfectly, as though summoned by a *summon monster I* spell.

If your cruomancer level is 16 or higher, the summoned creatures appear immediately in unoccupied squares of your choice within 60 feet, instead of in 2d4 rounds.

Create Least Vampiric Spawn (Vampire)

You can use your own undead blood to cause your victims to rise as undead thralls in your service.

Prerequisite: Blood drain special attack or Vampire's Bite, cruomancer level 3rd.

Benefit: As a full-round action, you can spend 2 blood points, pouring them from your veins into the mouth of a recently deceased corpse. The corpse must have been dead for no more than 1 minute per cruomancer level you possess, and must be of a humanoid creature. If you do, then the target's body begins to transform, filling with necromantic energy and rising as an undead creature. Despite being dead, the target is entitled to a Will save (use the bonus that the corpse had before it died) to resist this effect. If they succeed, they do not rise as undead spawn, and are immune to this ability until such time as they are resurrected and alive again.

If they fail, then the transformation process takes 1d4 rounds, after which the target rises as a zombie under your control, as the spell *animate dead*. You cannot control more Hit Dice worth of spawn in this way than twice your cruomancer level, and any Hit Dice worth of spawn that you control in this way count against the number of Hit Dice of spawn that you can control with *animate dead* and similar effects, and vice versa. Further, you cannot control

any creature whose Hit Dice are equal to or greater than your own. Any spawn that are not controlled (whether because you are controlling too many other Hit Dice worth of zombies or because the spawn's Hit Dice exceed your own) are free to act as they please, including attacking you.

Create Lesser Vampiric Spawn (Vampire)

You can create somewhat more powerful spawn.

Prerequisite: Create Least Vampiric Spawn, cruomancer level 7th.

Benefit: When you create spawn with your Create Least Vampiric Spawn feat, you may choose to spend 5 blood points, instead of the normal amount. If you do, the transformation process takes 1d4 minutes, and the spawn that results is a ghoul. Ghouls created in this way do not retain any of their class levels or racial traits from before death, though they do retain their personality and can remember details of their life. If the spawn are slain and then resurrected, the lost class levels are restored (and they are no longer ghouls).

You can still only control a total number of Hit Dice of spawn equal to twice your cruomancer level, and all such spawn count against the number of Hit Dice of undead you can control with *animate dead* and similar effects, and vice versa.

Create True Vampiric Spawn (Vampire)

You can create true spawn, granting the gift of vampirism to your victim.

Prerequisite: Create Vampiric Spawn, cruomancer level 11th.

Benefit: When you create spawn with your Create Least Vampiric Spawn feat, you may choose to spend 10 blood points, instead of the normal amount. If you do, the transformation process takes 1d4 days, and the spawn that results gains the revenant template. The target otherwise retains all class levels and racial features, as well as its personality and all memories of its life.

You can still only control a total number of Hit Dice of spawn equal to twice your cruomancer level, and all such spawn count against the number of Hit Dice of undead you can control with *animate dead* and similar effects, and vice versa. You are still unable to control any spawn whose Hit Dice is equal to or greater than your own.

Create Vampiric Spawn (Vampire)

You are able to create powerful wights as spawn.

Prerequisite: Create Lesser Vampiric Spawn, cruomancer level 9th.

Benefit: When you create spawn with your Create Least Vampiric Spawn feat, you may choose to spend 7 blood points, instead of the normal amount. If you do, the transformation process takes 1d4 hours, and the spawn that results is a wight. Wights created in this way do not gain the create spawn ability of the wight, nor do they retain any of their class levels or racial traits from before death, though they do retain their personality and can remember details of their life. If the spawn are slain and then resurrected, the lost class levels are restored (and they are no longer wights).

You can still only control a total number of Hit Dice of spawn equal to twice your cruomancer level, and all such spawn count against the number of Hit Dice of undead you can control with *animate dead* and similar effects, and vice versa.

Dark Lord of the Hunt (Vampire)

Your own predatory nature and inner beast allow you to command obedience from other feral hunters.

Prerequisites: Beast Tongue, cruomancer level 3rd.

Benefit: As a standard action, by spending 2 blood points, you can force a predatory animal to follow your commands. This functions as the spell *dominate animal*, except that it only functions on wild animals (as opposed to domesticated ones) that sustain themselves primarily by eating other animals.

If your cruomancer level is 8 or higher, you can spend 2 additional blood points when activating this ability. If you do, you can affect magical beasts as well, although they must still be wild and sustain themselves primarily by eating other creatures.

Death Drinker (Vampire)

You are able to derive sustenance from the blood of the deceased.

Prerequisite: Cruomancer level 1st.

Benefit: You can use your Vampire's Bite feat to drain blood from the corpses of creatures that have been dead for no more than 1 minute per point of Constitution that the corpse possessed when it was alive. Doing so takes 1 minute. The corpse must still have been a creature that you could normally drain of blood with your vampire's bite feat. You can gain only a single blood point per corpse, no matter how much Constitution the creature may have had when it was alive.

Detect Blood (Vampire)

Your heightened senses can feel the presence of living creatures at a range, helping you to locate and stalk your prey.

Prerequisite: Cruomancer level 1st.

Benefit: As a standard action, you can open your senses to detect nearby creatures that can be drained of blood. This functions as *detect animals or plants*, except that you always detect all living creatures within range whose blood can be drained for blood points. Anything that cannot be drained for blood points (such as constructs, elementals, plants, and undead) are not detected.

Detect Vampire (Vampire)

You can instinctively detect the presence of another of your kind.

Prerequisite: Cruomancer level 1st.

Benefit: You can instinctively identify vampires. Whenever you are within 60 feet of a creature with a blood drain or vampire's bite special attack, or with a cruomancer level, you immediately become aware of that fact, though you do not learn the exact location of the creature in question, how many such creatures are within that range, or the exact nature of their existence (*for example, you would get the same feeling whether you were within 60 feet of a single revenant or a dozen creatures with the vampire template*). Additionally, if you actually see a creature with a blood drain or vampire's bite special attack, or with a cruomancer level, and he is within 60 feet of you, you can immediately identify him as being abnormal, though you still do not know his exact nature or if he is the only such creature within range. You must view the creature in person to benefit from this ability: paintings or other representations do not count.

If your cruomancer level is 6 or higher, you can study a target within 60 feet to learn more about them. After three rounds of study, you learn the target's cruomancer level, as

Sidebar: Handling Spawn

All of the feats that allow a character to create spawn, especially the Create True Vampiric Spawn feat, can raise issues in groups that are not used to having NPCs in the party. For the most part, GMs can handle spawn of all sorts in a manner similar to the Leadership feat: any spawn created by the Create Least Vampiric Spawn, Create Lesser Vampiric Spawn, or Create Vampiric Spawn feats can be treated in a manner similar to followers from Leadership: they don't earn experience, and don't gain levels. The number of Hit Dice worth of spawn the character can have is directly based off his own Hit Dice, instead of a leadership score, and he must create the spawn himself, but otherwise they function largely the same way. After the same fashion, spawn created by Create True Vampiric Spawn can be looked at as something like cohorts, and it is recommended that they gain experience and level up in the same way (such spawn do not count as party members when determining the party's XP. Instead, divide the spawn's level by the vampire's level, then multiply this result by the total XP awarded to the vampire, then add that number of experience points to the spawn's total). It is also recommended that characters with spawn of any sort suffer a -5 penalty to their leadership score for the purpose of attracting followers, and characters with spawn created by Create True Vampiric Spawn suffer a -2 penalty to their leadership score per such spawn that they possess, but only for the purpose of determining the maximum level of his cohort. Finally, we recommend preventing any spawn from gaining feats which allow them to create their own spawn.

Of course, these are just suggestions. You could have all spawn can gain experience and level up like cohorts, if desired. Or, you could make it so now spawn, even those created by Create True Vampiric Spawn, are capable of gaining experience. You could also rule that characters with one or more of these feats cannot also gain Leadership, and vice-versa.

well as the maximum number of blood points he can have in his blood point pool at any given time.

Dreamstalker's Assassin (Vampire)

You can cause nightmares so intense that they may kill your victim outright.

Prerequisite: Vampiric Dreamstalker.

Benefit: When you use the Vampiric Dreamstalker feat you may spend an additional 3 blood points. If you do, then in addition to the normal effects of visiting the target's dreams, you fill the target's dreams with terrors so life-like and real that the dream itself may be deadly. The target must succeed on a secondary Will save (same DC) to disbelieve the effect, and recognize these visions as nothing more than a terrible nightmare. If he fails, he suffers a heart attack, or similar psychosomatic trauma, and must succeed on a Fortitude save (same DC) or suffer 1d10 points of damage per cruomancer level you possess. Even if he succeeds on this Fortitude save, he still suffers 3d6 points of damage. Either way, if the target survives, he awakens immediately, and you are unable to affect his dreams again for 24 hours. Any bonuses or penalties to the target's saving throw as a result of your knowledge of or connection to the target (as outlined in the Vampiric Dreamstalker feat) apply to these saving throws, as well.

Dreamstalker's Command (Vampire)

You can implant hypnotic suggestions into a target's subconscious mind as he sleeps.

Prerequisite: Vampiric Dreamstalker.

Benefit: When you use the Vampiric Dreamstalker feat, you may spend 1 additional blood point. If you do, then in addition to the normal effects of visiting the target's dreams, you may implant within the target's dreams an overwhelming desire to perform a specific activity. The target must succeed on a secondary Will save (same DC) or be affected as though by the spell *suggestion*. Any bonuses or penalties to the target's saving throw as a result of your knowledge of or connection to the target (as outlined in the Vampiric Dreamstalker feat) apply to this saving throw, as well. The suggestion takes effect as soon as the target awakens. Because the source of the suggestion is the target's own dreams, it is automatically treated as a very reasonable suggestion (imposing a -2 penalty on this saving throw). Directing the target to perform an obviously harmful act still negates the effects of the spell.

Dreamstalker's Slave (Vampire)

You can directly control the bodies of those whose dreams you enter.

Prerequisite: Dreamstalker's Command.

Benefit: When you use the Vampiric Dreamstalker feat you may spend an additional 2 blood points. If you do, then in addition to the normal effects of visiting the target's dreams, you take limited control over the target's body while he sleeps. The target must succeed on a secondary Will save (same DC), or you gain control of their body as though with the spell *magic jar*. Any bonuses or penalties to the target's saving throw as a result of your knowledge of or connection to the target (as outlined in the Vampiric Dreamstalker feat) apply to this saving throw, as well. The maximum duration for this effect is equal to 5 minutes per cruomancer level you possess. Further, the target's soul is still within his own

body, and if anything causes him to awaken (including if he succeeds on a Perception check to hear a loud noise, if he suffers damage, or any other effect that could reasonably awaken a sleepwalker), the effect immediately ends. This effect does not have any range, and your soul returns to your body regardless of distance.

Enhanced Gaze

Your sight-based abilities are more potent.

Prerequisite: One or more gaze feats, character level 5th.

Benefit: Whenever a character averts his eyes from you in order to avoid the effects of an ability that you gained from a feat with the gaze descriptor, he only has a 25% chance of avoiding that ability, rather than a 50% chance. You are still treated as gaining concealment from him.

Special: Many feats with the gaze descriptor have additional effects if you possess Enhanced Gaze. Such effects are described in the individual feat's description.

Expanded Blood Pool (Vampire)

You are able to store more life energy from the blood that you drain.

Prerequisite: Cruomancer level 1st.

Benefit: The maximum number of blood points that you can have at any given time increases by 3.

Special: You can take this feat multiple times. Its effects stack.

Greater Ally of the Night (Vampire)

Your predatory companion becomes more powerful.

Prerequisite: Ally of the Night, cruomancer level 5th.

Benefit: The familiar that you gained becomes more powerful, taking on the statistics of an animal companion, rather than a familiar. The familiar's statistics are replaced with those of an animal companion of the appropriate type, as outlined below. The familiar retains the empathic link ability, but loses all other benefits of being a familiar. For the purposes of determining the creature's new abilities as an animal companion, your druid level is equal to your cruomancer level.

Bat: Your familiar becomes a dire bat animal companion.

Cat: Your familiar becomes your choice of either a big cat or small cat animal companion.

Rat: Your familiar becomes a dire rat animal companion.

Snake: Your familiar becomes your choice of either a constrictor snake animal companion or a viper snake animal companion.

Spider: Your familiar becomes a giant spider animal companion (found in *Ultimate Magic*).

Wolf: Your familiar becomes your choice of either a dog animal companion or a wolf animal companion.

Greater Beast Traits (Vampire)

As your bond with your inner beast strengthens, your body changes to become even more like your chosen animal.

Prerequisite: Lesser Beast Traits, cruomancer level 3rd.

Benefit: You gain an additional benefit related to the type of animal that you selected for your Lesser Beast Traits feat.

Bat: As a standard action, by spending 3 blood points, you can unleash a terrible supersonic screech. This takes the form of a 30-ft. cone. Each creature in the cone must succeed on a Fortitude save (DC 10 + 1/2 your cruomancer level + your Charisma modifier) or be sickened and deafened for a number of rounds equal to your cruomancer level. This ability is a sonic effect.

Cat: As an immediate action, by spending 2 blood points, you can gain the evasion class feature until the beginning of your next turn. If your cruomancer level is 8 or higher, you can spend 4 blood points, and gain the improved evasion class feature until the beginning of your next turn, instead.

Rat: As a standard action, by spending 3 blood points, you can create a miasma of disease around yourself. Any creature that begins its turn or moves within 20 feet of you is automatically exposed to one of the following diseases of your choice: blinding sickness, bubonic plague, cackle fever, filth fever, leprosy, mindfire, red ache, shakes, or slimy doom. The saving throw DC to resist the disease (both initially and subsequent saving throws) is equal to 10 + 1/2 your cruomancer level + your Charisma modifier. All other aspects of the disease (including the onset period and frequency) remain the same. The miasma lasts for a number of rounds equal to your cruomancer level, but those that contract the disease remain diseased until they are cured through normal means.

Snake: As a standard action, by spending any number of blood points, you can create and spit a single dose of poison. The poison can be of any type, but its market value cannot be more than 100 gp per blood point spent to activate the ability. If desired, the poison can be collected harmlessly, as the feat Lesser Beast Traits. Alternatively, you can choose to spit the poison. Treat this as a ranged touch attack with a range increment of 5 feet, and a maximum range of 30 feet. If the attack hits, the target is exposed to the poison, even if it is normally an injury, ingested, or inhaled poison.

Spider: As a standard action, by spending 2 blood points, you can create and throw a web. This is similar to an attack with a net, but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to one size category larger than you are. An entangled creature can escape with a successful Escape Artist check or burst the web with a Strength check. In either case, the DC is equal to 10 + 1/2 your cruomancer level + your Charisma modifier. Attempts to burst a web by those caught in it take a -4 penalty.

Wolf: As a standard action, by spending 3 blood points, you can let loose a fearsome howl that frightens your foes. Each living creature within 30 feet that can hear you must succeed on a Will save (DC 10 + 1/2 your cruomancer level + your Charisma modifier) or be shaken for a number of rounds equal to your cruomancer level. Creatures that fail

their saving throws by 5 or more are frightened, instead. This is a sonic mind-affecting fear effect.

Special: You may select this feat multiple times. Each time you take this feat, select a single animal type that you have already selected for Lesser Beast Traits, and you gain the benefits associated with that animal type. You may not select the same animal type multiple times.

Greater Night Lord's Eye (Gaze, Vampire)

Your gaze can do more than simply scare your victims, but can completely disable them.

Prerequisite: Night Lord's Eye, cruomancer level 9th.

Benefit: Whenever you use your Night Lord's Eye feat, you may choose to spend 5 blood points, instead of the normal amount. If you do, then the effect imposed by your gaze becomes more powerful. The exact effect depends on the difference between your cruomancer level and the target's Hit Dice, as indicated on the table below. This is a mind-affecting fear effect.

Table 3-3: Greater Night Lord's Eye

Your Cruomancer Level	Effect
Equal to or less than target's Hit Dice	Nauseated for 1 round
Target's Hit Dice + 1-2	Staggered for 2d4 rounds
Target's Hit Dice + 3-4	Dazed for 2d4 rounds
Target's Hit Dice + 5-6	Stunned for 2d4 minutes
Target's Hit Dice + 7 or more	Paralyzed for 2d4 minutes

If you have the Enhanced Gaze feat, then whenever you activate this ability, you may choose to spend 12 blood points, instead of the normal amount. If you do, then you can affect each creature in a 30-ft. cone, rather than only affecting a single creature.

Greater Vampire's Bite (Vampire)

You become even more adept at drawing the life force from your victims, and are able to do so at an alarming rate.

Prerequisite: Improved Vampire's Bite, cruomancer level 6th.

Benefit: When you use your Vampire's Bite feat to drain blood from victims, you inflict 1d2 points of Constitution damage, instead of the normal amount. Further, you gain 1 blood point for every 3 points of Constitution damage inflicted, instead of the normal amount.

Greater Vampiric Damage Reduction (Vampire)

You can make your body as hard as marble, making you practically invulnerable.

Prerequisite: Vampiric Damage Reduction, cruomancer level 10th.

Benefit: Whenever you use your Vampiric Damage Reduction feat, you may spend an additional 2 blood points. If you do, the amount of damage reduction that you gain increases to 10/silver and good.

Hide Undeath (Vampire)

You can hide your undead nature and pass as one of the living.

Prerequisite: Undead, cruomancer level 1st.

Benefit: As a standard action, you can alter your appearance so as to be able to hide your undead state from casual observation. Your pallid skin fills with color (though you still remain somewhat pale), breath fills your dead lungs, and your fangs retract to resemble normal teeth. You look much like you did before you died, and are clearly identifiable as a living version of yourself. This is an illusory effect, and any creature that studies you closely or touches you is entitled to a Will save (DC 10 + 1/2 your cruomancer level + your Charisma modifier) to disbelieve the effect. Further, any part of your body that is exposed to direct sunlight is not affected by this ability, potentially revealing your true nature. Shade, clothing, or even a thin veil are typically sufficient to prevent this. This ability does not prevent you from being detected with a *detect undead* spell or the Detect Vampire feat.

Improved Vampire's Bite (Vampire)

You become more adept at drawing the life force from your victims, and are able to do so more quickly and effectively.

Prerequisites: Vampire's Bite.

Benefit: You can now drain blood from creatures that you are grappling, and have not pinned. Whenever you successfully start a grapple, gain control of a grapple, or maintain a grapple with a living creature, you may choose to drain blood instead of dealing damage or taking another action. This functions as the Vampire's Bite feat. Additionally, whenever you use the Vampire's Bite feat, whether on a helpless creature or one that you are grappling, you regain 1 blood point for every 4 points of Constitution damage you inflict, instead of the normal amount.

Insidious Command (Vampiric)

Your voice carries the weight of centuries, and compels those who hear you to obey.

Prerequisite: Vampiric Hypnosis.

Benefit: As a standard action, by spending 1 blood point, you can cause a creature to obey a spoken command. This functions as the *command* spell.

If your cruomancer level is 6 or higher, you can spend 2 blood points when activating this ability, instead of the normal amount. If you do, it functions as *suggestion*, instead.

If your cruomancer level is 8 or higher, whenever you use this ability you may choose to spend 1 additional blood point. If you do, then when the effect ends, you may choose to have the target (or targets) have no recollection of anything that occurred while under the effects of this ability.

If your cruomancer level is 10 or higher, you can spend 4 blood points when activating this ability, instead of the normal amount. If you do, it functions as *greater command*, instead.

Lesser Beast Traits (Vampire)

You become more in touch with your inner beast, and drawing upon its power you become wilder, taking on the traits of a predatory animal to better aid you in the hunt.

Prerequisite: Cruomancer level 1st.

Benefit: When you select this feat, choose one of the following animals. You gain a benefit based on the chosen animal.

Bat: As a standard action, by spending 2 blood points, you can gain blindsense to a range of 30 ft. This benefit lasts for 1 minute per cruomancer level you possess.

Cat: As an immediate action, by spending 1 blood point, you gain a +4 bonus on Reflex saves. This benefit lasts until the beginning of your next turn.

Rat: As a move action, by spending 1 blood point, you can channel plague and disease through your very touch. Any creature you touch is exposed to filth fever. The saving throw DC to resist the disease (both initially and subsequent saving throws) is equal to 10 + 1/2 your cruomancer level + your Charisma modifier. All other aspects of the disease (including the onset period and frequency) remain the same. Your touch continues to spread the disease for a number of rounds equal to your cruomancer level, but those that contract the disease remain diseased until they are cured through normal means.

Snake: As a standard action, by spending 1 blood point, you can produce a single dose of poison. The poison can be of any type that you desire, but must be worth no more than 100 gp. The poison is drained from your mouth (either from your fangs or spit up), but can easily be collected if a vial or other container is available. The poison is very unstable, however, and after an hour it becomes nothing more than water. Because of this, potions created in this way have little to no market value.

Spider: As a standard action, by spending 2 blood points, you can gain the ability to walk on walls or the ceiling, as the spell *spider climb*. This benefit lasts for 1 round per cruomancer level you possess.

Wolf: As a standard action, by spending 1 blood point, you can gain the scent special ability. This benefit lasts for 10 minutes per cruomancer level you possess.

Special: You may select this feat multiple times. Its effects do not stack. Each time you select this feat, choose a new animal.

Master Vampire's Bite (Vampire)

You are a master of drawing the life force from your victims, and are able to do so at a deadly rate.

Prerequisite: Greater Vampire's Bite, cruomancer level 11th.

Benefit: When you use your Vampire's Bite feat to drain blood from victims, you gain 1 blood point for every 1 point of Constitution damage inflicted, instead of the normal amount.

Mimic Life (Vampire)

You can use the life essence of the stolen blood in your veins to mimic being alive.

Prerequisite: Hide Undeath, cruomancer level 12th.

Benefit: As an immediate action, by spending 5 blood points, you can be treated as though you were a living creature, rather than an undead one. You are healed by positive energy, rather than harmed by it, and you are not treated as an undead creature for the purposes of spells or effects that only affect such creatures, or affect them differently. You retain all undead immunities during this time, and your type and ability scores remain the same. These



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benefits last for 1 round per three cruomancer levels you possess (rounded down).

Night Lord's Eye (Gaze, Vampire)

A very look from you can drive fear into the hearts of mortals.

Prerequisite: Cruomancer level 1st.

Benefit: As a standard action, you can spend 1 blood point to invoke fear in a single target that meets your gaze. Choose a single creature within 30 feet that can see you. He must succeed on a Will save (DC 10 + 1/2 your cruomancer level + your Charisma modifier) or be frightened for 1d4 rounds. Even if he succeeds on the Will save, he is shaken for 1 round, instead. If the creature's Hit Dice are equal to or greater than your cruomancer level, he is unaffected by this ability. Creatures that avert or close their eyes are protected from this ability in the same way that they are protected from a gaze attack. This is a mind-affecting fear effect.

If your cruomancer level is 10 or higher, whenever you use this ability you may choose to spend 1 additional blood point. If you do, then if the target fails his saving throw he becomes panicked, instead of frightened.

If you have the Enhanced Gaze feat, then whenever you activate this ability, you may choose to spend 3 blood points, instead of the normal amount. If you do, then you can affect each creature in a 30-ft. cone, rather than only affecting a single creature.

Novice Cruomancer

You have learned some of the secrets of blood magic.

Prerequisite: Must not have a cruomancer level.

Benefit: You gain a cruomancer level equal to 1/2 your Hit Dice, and a blood point pool with a maximum number of blood points equal to your cruomancer level. Further, you learn how to drain blood from living creatures in order to gain blood points. This functions as the Vampire's Bite feat, except that you must have a dagger or similar light weapon that deals piercing or slashing damage, and you do not count as possessing the Vampire's Bite feat for the purposes of anything that requires that feat as a prerequisite (you can still take Vampire's Bite separately).

Pleasurable Bite (Vampire)

You know how to drain blood from your victims in a way that gives them a thrill, making them crave to be fed on again.

Prerequisite: Subtle Bite.

Benefit: Whenever you use your Vampire's Bite feat to feed on a living creature, you may choose to do so in a particularly pleasurable way, which is exceptionally enjoyable to the creature. If you do so, draining the target's blood takes twice as long as it normally would (effectively taking two rounds to accomplish what you could normally accomplish in one), but it leaves the target with a lingering desire to be drained again. The DC for the next Bluff, Diplomacy, or Intimidate check made to convince the target to allow you to feed on her again is decreased by 15 (if you fail this check, or do not use this feat the next time that you feed on the target, this effect ends

until you successfully use this feat on the target again). In some cases, the target may go as far as to actively seek you out and encourage you to feed on her, at the GM's discretion.

Shroud in Darkness (Vampire)

You know how to call upon the powers of the night to shroud yourself in a special, protective darkness.

Prerequisite: Cruomancer level 9th.

Benefit: As a standard action, by spending 5 blood points, you can cause yourself to radiate an aura of darkness to a range of 30 feet. This functions as *deeper darkness*, except that you can always see through darkness that you create in this way, even if it becomes supernaturally dark, or if you lack darkvision. The duration of the effect depends on what the light level of the affected area would be if you were not using this ability. The effect lasts for a number of minutes equal to your cruomancer level. For each round that you are in an area that would have a light level of normal light, if not for this ability, you use 1 minute of the effect's duration, instead of 1 round. For each round that you are in an area that would have a light level of bright light, if not for this ability, you use 2 minutes of the effects duration, instead of 1 round.

Subtle Bite (Vampire)

You know how to drain blood from your victims painlessly, so that they never feel a thing.

Prerequisite: Vampire's Bite.

Benefit: If you use your Vampire's Bite feat on a victim who is sleeping or fascinated, you may choose to do so without waking them, or breaking the fascination. This allows you to use your Vampire's Bite feat on creatures that are not helpless, as long as they are fascinated. The target is entitled to a Perception check (opposed by your Stealth check) to notice the bite each round that you continue draining their blood. Sleeping victims suffer the normal -10 penalty to these Perception checks, and fascinated victims suffer the normal -4 penalty. Sleeping victims who notice the bite immediately awaken, and fascinated creatures who notice the bite immediately cease to be fascinated. In either case, if the target ceases to be fascinated or helpless, you can no longer use your Vampire's Bite feat on them as a result of this feat.

Normal: Normally, using the Vampire's Bite feat to drain blood from a sleeping creature causes that creature to immediately awaken, and using it to drain blood from a creature that is fascinated ends the fascination effect immediately.

Tiring Bite (Vampire)

As you drain away your victim's life essence, he becomes weaker and less able to resist you.

Prerequisite: Vampire's Bite.

Benefit: Whenever you deal at least 1 point of Constitution damage to a creature with the Vampire's Bite feat, that creature is fatigued for as long as he continues to have at least 1 point of Constitution damage. Further, if you deal at least 6 points of Constitution damage to that creature, he is exhausted for as long as he has at least 6 points of Constitution damage.

Vampire's Bite (Vampire)

You have fangs that allow you to drain the blood of your victims.

Prerequisite: Cruomancer level 1st.

Benefit: As a full-round action that does not provoke attacks of opportunity, you can drain blood from an adjacent creature that is both living and either willing or helpless. Alternatively, you can drain blood from a creature that you have pinned in a grapple, in which case you do so instead of any other action when you successfully maintain the grapple. Either way, this inflicts 1 point of Constitution damage on the target per round that you continue the attack. For every 5 points of Constitution damage inflicted in this way, you gain a single blood point. Only Constitution damage inflicted to the same creature in consecutive rounds is counted for the purposes of this ability (*for example, inflicting 2 points of Constitution damage on one target, and then inflicting 3 points of Constitution damage on another target several minutes later would not cause you to gain 1 blood point*).

Vampiric Athletics (Vampire)

You draw upon your stolen life essence to perform superhuman feats of athleticism.

Prerequisite: Cruomancer level 1st.

Benefit: As a swift action, by spending 1 blood point, you can gain a +10 enhancement bonus on all Acrobatics, Climb, and Swim checks. This benefit lasts for 1 min./level.

For every five cruomancer levels you possess, you can spend 1 additional blood point when you activate this ability. If you do, the enhancement bonus increases by an additional +5 (to a maximum bonus of +30 at 20th level).

Vampiric Beast Form (Vampire)

With a ferocious snarl your body begins to twist and transform, and your inner beast comes bubbling to the surface.

Prerequisite: Greater Beast Traits, cruomancer level 5th.

Benefit: As a standard action, by spending 2 blood points, you can take on the shape of one of the creatures that you selected for your Greater Beast Traits feat. This functions as *beast shape II*, except that it can only be used to transform into animals that you have selected the Greater Beast Traits feat for (or similar creatures, at GM discretion).

If your cruomancer level is 12 or higher, you may have this ability function as *beast shape III*, instead, and if your cruomancer level is 15 or higher, you may have it function as *beast shape IV*. Doing so does not cost additional blood points.

Vampiric Charm (Gaze, Vampire)

You cloud the mind of your victim, and all he sees of you is allure and mystery, rather than the cold killer that you are.

Prerequisite: Vampiric Hypnosis.

Benefit: As a standard action, by spending 1 blood point, you can cause a creature to like and trust you. This functions similarly to *charm person*, except that in order to use the ability you must either touch the target or make eye contact with them. If you choose to use this ability via eye contact, it follows the normal rules for a feat with the gaze descriptor. If you choose to use this ability via touch, the normal rules

for gaze feats do not apply, and if the target is unwilling to be touched, a melee touch attack may be necessary. Regardless of the method of delivery, if the target would normally be attracted to creatures of your species and gender, he suffers a -2 penalty on his saving throw to resist this effect.

If your cruomancer level is 10 or higher, then you may choose to spend 4 blood points when you activate this ability, instead of the normal amount. If you do, the effect lasts indefinitely, although the target may make a new saving throw each day to end the effect.

If you have the Enhanced Gaze feat, then whenever you activate this ability, you may choose to spend 5 blood points, instead of the normal amount. If you do, then you can affect each creature in a 30-ft. cone, rather than only affecting a single creature. This version of the ability can only be activated when using this ability via eye contact.

Vampiric Damage Reduction (Vampiric)

You can make your cold, lifeless skin more resistant to damage.

Prerequisite: Cruomancer level 5th.

Benefit: As a swift action, by spending 2 blood points, you can gain DR 5/silver or good. Unlike most damage reduction that is bypassed by silver weapons, this damage reduction is not automatically bypassed by weapons with an enhancement bonus of +3 or higher. Other means of bypassing DR/silver (such as weapons made of mithral, instead of silver) still bypass this damage reduction normally. This benefit lasts for a number of rounds equal to your cruomancer level.

If your cruomancer level is 8 or higher, you may spend 2 additional blood points when you activate this ability. If you do, then your damage reduction can only be overcome by silver or good weapons that are also magical.

Vampiric Domination (Gaze, Vampiric)

You reach out with your will, and wrap it around your victim's mind, then suddenly squeeze tight, clenching your will like a fist around your prey's psyche, crushing it, and leaving him pliable to your will.

Prerequisite: Vampiric Charm, Vampiric Telepathy, cruomancer level 9th.

Benefit: As a standard action, you can spend 8 blood points to mentally enslave a humanoid creature within 60 feet. This functions similarly to the spell *dominate person*, except that in order to use the ability you must either touch the target or make eye contact with them. The target can avoid eye contact using the same methods used to avoid gaze attacks (averting his eyes or blinding himself), though usually by the time the target suspects anything amiss the ability has already been used. If you choose to touch the target, instead, and he is unwilling to be touched, a melee touch attack may be necessary. If the target would normally be attracted to creatures of your species and gender, he suffers a -2 penalty on his saving throw to resist this effect.

If your cruomancer level is 12 or higher, then you may choose to spend 2 additional blood points when you activate this ability. If you do, then it can affect creatures of the animal, magical beast, or vermin creature types.

If your cruomancer level is 14 or higher, you may choose to spend 16 blood points when you activate this ability, instead of its normal blood point cost. If you do, the effect lasts indefinitely, although the target may make a new saving throw each week to end the effect.

If your cruomancer level is 16 or higher, you may choose to spend 4 additional blood points when you activate this ability. If you do, then it can affect creatures of the fey or monstrous humanoid types.

If your cruomancer level is 18 or higher, you may choose to spend 8 additional blood points when you activate this ability. If you do, then it can affect creatures of the dragon or outsider types.

Vampiric Dreamstalker (Vampire)

You can visit the dreams of mortals, and either seduce or terrify them.

Prerequisite: Cruomancer level 7th.

Benefit: By spending a minute in uninterrupted meditation, and spending 3 blood points, you can attempt to enter the dreams of a living creature that you are familiar with. This functions as the spell *nightmare*, except that, if desired, instead of inflicting horrible nightmares on the target, you can instead fill their dreams with pleasant and sensual things. If you do, then instead of being unable to rest and suffering 1d10 points of damage, the target heals twice as many hit points as they normally would as a result of resting, and are affected as though by a *charm person* spell until the next time that they rest.

This ability functions regardless of distance, as long as both you and the target are on the same plane. The target receives a bonus or penalty based on the intimacy of your knowledge of him, as well as any connection to him that you may possess, as outlined on the table below.

Table 3-4: Vampiric Dreamstalker

Knowledge	Will Save Modifier
None*	+10
Secondhand (you've heard of the subject)	+5
Firsthand (you have met the subject)	+0
Familiar (you know the subject well)	-5
Blood bound (you drank the target's blood at least once in the past)	-10
Connection	Will Save Modifier
Likeness or picture	-2
Possession or garment	-4
Body part (lock of hair, bit of fingernail, etc.)	-6
Blood (in container, or consumed in the last 24 hours)	-10

Vampiric Flight (Vampire)

You can call upon your vampiric nature to allow you to fly.

Prerequisite: Cruomancer level 5th.

Benefit: As a standard action, by spending 2 blood points, you can grant yourself the power of flight. The source of your flight is either unseen magic, or large bat-like wings that erupt from your body and then fold back into it when the ability ends. When you gain this feat, you must determine which of the two source of flight you use. This choice cannot be changed. The two sources have slightly different effects, as outlined below:

Supernatural Flight: You gain a fly speed of 30 feet with a maneuverability of perfect. Your flight ends if you enter an anti-magic zone, but is unaffected by being paralyzed or otherwise unable to move.

Winged Flight: You gain a fly speed of 50 feet with a maneuverability of average. Your flight functions normally in an anti-magic zone, but ends immediately if you become paralyzed or otherwise unable to move.

Regardless of the source of your flight, this ability lasts for 1 minute per cruomancer level you possess.

Vampiric Grace (Vampire)

You draw upon your stolen life essence to increase your agility, becoming quicker and more agile than any mortal.

Prerequisite: Cruomancer level 1st.

Benefit: As a swift action, by spending 1 blood point, you can gain a +2 enhancement bonus to Dexterity. This benefit lasts for 1 round per cruomancer level you possess.

For every five cruomancer levels you possess, you can spend 1 additional blood point when you activate this ability. If you do, the enhancement bonus increases by an additional

+1 (to a maximum bonus of +6 at 20th level).

If your cruomancer level is 11 or higher, the benefits granted by this ability last for 1 minute per cruomancer level you possess, instead.

Vampiric Hypnosis (Gaze, Vampire)

As your prey looks into your eyes he becomes entranced and slack-jawed, his mind opened and receptive to your wishes.

Prerequisites: Vampiric Seduction.

Benefit: As a standard action, you can spend 1 blood point to hypnotize a single humanoid creature within 30 feet that can see you. The target must succeed on a Will save (DC 10 + 1/2 your cruomancer level + your Charisma modifier) or become fascinated by you for as long as you continue to maintain the effect (a standard action), and for 1 round thereafter. Creatures whose Hit Dice are greater than your cruomancer level are immune to this ability.

If your cruomancer level is 6 or higher, you may choose to spend 1 additional blood point when you activate this ability. If you do, then it can affect any living creature with an Intelligence score of 3 or higher, instead of just humanoid creatures (the creature must still be able to see you, and creatures whose Hit Dice exceed your cruomancer level are still immune).

If you have the Subtle Bite feat, and are adjacent to the target, you can choose to maintain the effect and feed on the target as a single full-round action. If you do, the target is entitled to a Perception check (with a -4 penalty) opposed by your Stealth check each round to break free of the fascination effect, as normal for Subtle Bite.

If you have the Enhanced Gaze feat, then whenever you activate this ability, you may choose to spend 3 blood

Sidebar: Practical Uses of Memory Alteration

The ability to alter a creature's memories is very powerful, and, with limitless use, could potentially completely alter the subject's entire world view and personality. It is, on the other hand, incredibly difficult for a GM to adjudicate, especially when players get more ambitious or creative with their uses of it. While GMs are certainly free to determine the exact effects of memory alteration in their game, included below are a list of some common mechanical effects that could be applied to handle different things that players with access to memory altering powers might want to do.

- Grant up to a +10 bonus on a Bluff check by implanting a memory that supports the bluff or removing one that undermines it, as appropriate.
- Adjust the subject's starting attitude towards a specific individual by up to two steps by either removing important memories about that individual or implanting them, as appropriate.
- Gain up to a +5 bonus on a Diplomacy or Intimidate check made to make a request of a target, by implanting a memory that they already agreed to do so.
- Impose up to a -10 penalty on Knowledge checks made to recall a specific piece of information, by removing memories of learning that information from the target's mind.
- Negate any bonuses that the subject gains to see through Disguise checks made to appear as a specific person, by either adding or removing memories about that person's behavior.
- Negate the shaken, frightened, or panicked conditions, if they were caused by an event that occurred in the period of time from which you remove memories.

points, instead of the normal amount. If you do, then you can affect each creature in a 30-ft. cone, rather than only affecting a single creature.

Vampiric Memory Insertion (Vampire)

You casually access the target's memories, adding new ones that better suit your nefarious ends.

Prerequisite: Vampiric Telepathy, cruomancer level 5th.

Benefit: As a standard action, by spending 2 blood points, you may touch a humanoid creature and implant one or more memories. This functions as *modify memory*, except that you must touch the target, you can affect an amount of memory equal to five minutes per cruomancer level you possess, and you can only add new memories, not erase or modify existing ones. As with *modify memory*, an implanted memory does not necessarily affect the target's actions, particularly if it contradicts the target's natural inclinations. An illogical modified memory is dismissed by the target as a bad dream, too much wine, or another similar excuse.

If your cruomancer level is 10 or higher, you may choose to spend 5 blood points when you activate this ability, instead of the normal amount. If you do, then it can affect any living creature with an Intelligence score of 3 or higher, instead of just humanoid creatures.

Vampiric Memory Veil (Vampire)

You reach into the target's mind and obscure certain things from his memory.

Prerequisite: Vampiric Telepathy, cruomancer level 5th.

Benefit: As a standard action, by spending 2 blood points, you may touch a humanoid creature and erase some of its memories. This functions as *modify memory*, except that you must touch the target, you can affect an amount of memory equal to five minutes per cruomancer level you possess, and you can only erase existing memories, not modify or add new memories. The saving throw DC to resist the effect is equal to 10 + 1/2 your cruomancer level + your Charisma modifier.

If your cruomancer level is 10 or higher, you may choose to spend 5 blood points when you activate this ability, instead of the normal amount. If you do, then it can affect any living creature with an Intelligence score of 3 or higher, instead of just humanoid creatures.

Vampiric Seduction (Vampire)

You constantly ooze and radiate charm.

Prerequisite: Cruomancer level 1st.

Benefit: You gain a +4 bonus on all Bluff and Diplomacy checks. If the target of the Bluff or Diplomacy check is normally attracted to characters of your species and gender, this bonus is doubled. This bonus does not stack with those provided by the Deceitful or Persuasive feats.

Vampiric Senses (Vampire)

You draw upon your stolen life essence to heighten your senses, sharpening them beyond any mortal's.

Prerequisite: Cruomancer level 1st.

Benefit: As a swift action, by spending 1 blood point, you can gain an enhancement bonus on all Perception and Sense Motive checks, as well as on all Survival checks made to spot

or follow tracks, equal to 10 + your cruomancer level. This benefit lasts for 1 min./level.

If your cruomancer level is 6 or higher, you can activate this ability by spending only a single blood point.

Vampiric Speed (Vampire)

You draw upon your stolen life essence to increase your speed, moving faster than any mortal could hope to move.

Prerequisite: Cruomancer level 1st.

Benefit: As a swift action, by spending 1 blood point, you can increase each of your movement speeds by 30 feet. This benefit lasts for 1 minute per cruomancer level you possess.

If your cruomancer level is 6 or higher, you may choose to spend 4 blood points when you activate this ability, instead of the normal amount. If you do, your movement speeds increase by 60 feet, instead of by 30 feet.

If your cruomancer level is 8 or higher, you may choose to spend an additional 4 blood points when you activate this ability. If you do, then you also gain a dodge bonus to AC equal to 1/4 your cruomancer level (rounded down) for the ability's duration.

Vampiric Strength (Vampire)

You draw upon your stolen life essence to increase your strength, allowing you to lift more and hit harder than any mortal.

Prerequisite: Cruomancer level 1st.

Benefit: As a swift action, by spending 1 blood point, you can gain a +2 enhancement bonus to Strength. This benefit lasts for 1 round per cruomancer level you possess.

For every five cruomancer levels you possess, you can spend 1 additional blood point when you activate this ability. If you do, the enhancement bonus increases by an additional +1 (to a maximum bonus of +6 at 20th level).

If your cruomancer level is 11 or higher, the benefits granted by this ability last for 1 minute per cruomancer level you possess, instead.

Vampiric Telepathy (Vampire)

You can reach into the mind of your prey, reading its thoughts...or implanting your own.

Prerequisite: Vampiric Hypnosis.

Benefit: As a standard action, you can spend 3 blood points in order to reach out to the minds of those around you. This functions as the spell *detect thoughts*. Additionally, you can communicate telepathically with any creature whose thoughts you are able to detect in this way. Further, if desired, you can attempt to fool the target into thinking that your telepathic "voice" is part of the target's own mind. This requires a Bluff check, opposed by the target's Sense Motive check, and you suffer a -15 penalty. Success does not necessarily mean that the target will obey any requests or demands that you make in this way, though it does mean that he views them in the best possible light (as the spell *charm person*).

Chapter 4: Prestige Classes

The following prestige classes are designed for characters that intend to interact with vampires in some way, or who wish to become vampires themselves. For more information on prestige classes, see the *Pathfinder Roleplaying Game Core Rulebook*. Each of the three prestige classes in this section are summarized below. They are presented in alphabetical order.

Sweeblood Manipulator: Sweeblood manipulators use their blood, as well as their wits, to manipulate and control vampires, wrapping them around the sweeblood manipulator's finger, pitting them against one another for her own benefit, and, ultimately, bending them to her will by enslaving them to addiction to her enriched and empowered blood.

Sanguine Aspirant: Sanguine aspirants seek to master the art of cruomancy despite still being among the living, and, in order to do so, walk the steps of the Sanguine Path, an ancient and mysterious ritual whose very existence has been all but erased from modern memory. By completing this dark and macabre sequence, sanguine aspirants claim power over the blood that rivals that of the most powerful revenants, and may ultimately become powerful vampires themselves.

Vampire Hunter: Stalwart enemies of undead in general and vampires in particular, a true vampire hunter will stop at nothing until he is certain that the world is safe from blood-sucking undead. These hardened warriors rely on a variety of tools to defeat their crafty and long-lived foes, and are better able to exploit their various weaknesses.

Sanguine Aspirant

The Sanguine Path is a long one, designed to test an aspirant to determine whether or not he is worthy to join the ranks of the noble dead. The process is long and trying, but those who complete it find it very much worth their while.
~Wilhelm von Savoy

The sanguine aspirant seeks a unique path to unlocking the powers of vampirism and blood. Though most living creatures are singularly poor at the art of cruomancy, there exists a certain series of ritual tests, known as the Sanguine Path, which, through hard work and dedication, allow an aspirant to unlock the true powers of the blood without giving up his life, effectively creating a living vampire. Those who prove capable enough to walk the steps of the Sanguine Path quickly become powerful, immortal beings much like the vampires that they emulate, though they retain their human nature and living state. The most powerful sanguine aspirants rest easy knowing that even if they are slain by treachery or violence, they will rise again as a powerful vampire to continue their eternal existence.

Becoming a Sanguine Aspirant

Anyone who wants to become a sanguine aspirant must first devote himself to studying the Sanguine Path. To this end, he must train himself in the study of several different schools of knowledge, including religion, history, and arcana. Though it isn't necessary for a sanguine aspirant to be an expert in all three of these fields, the more he knows in these three fields the better able he will be to determine the necessary steps along the Sanguine Path. The sanguine aspirant can come from any walk of life, his studies in the occult and discovery of the Sanguine Path being the only



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constraint. Spellcasters, however, typically find the class too much of a distraction from their magical studies.

At each successive level in the class, the sanguine aspirant will have to discover a specific ritual prerequisite and then perform it. The nature of the ritual can be discovered either through interaction with NPCs, or by making a successful Knowledge check. The information for these prerequisites, including the nature of the rituals and the kind and DC of the checks to discover this information can be found in Appendix: Steps of the Sanguine Path at the end of this book. It is highly recommended that only GMs peruse this sidebar, as knowledge of the steps in the path will limit the flavor and fun of the prestige class.

Entry Requirements

Skills: 5 ranks in any two of Knowledge (arcana), Knowledge (history), Knowledge (religion)

Feats: Novice cruomancer

Special: The character must discover the first step of the Sanguine Path and perform it. Additionally, the sanguine aspirant prestige class is special in that it has a separate entry requirement for each level of the class. These requirements all involve discovering and performing the next step of the Sanguine Path. GMs should see Appendix: Steps of the Sanguine Path, for more information on the Sanguine Path.

Hit Dice: d8

Skills: Knowledge (arcana), Knowledge (history), Knowledge (religion), Linguistics, Perception, Use Magic Device

Class Features

The following are the class features of the sanguine aspirant.

Weapon and Armor Proficiencies: A sanguine aspirant gains no new proficiencies with any kind of weapons, armor, or shields.

Accelerated Cruomancy: A sanguine aspirant's cruomancer level increases by 2 for every level of sanguine aspirant that she takes. Additionally, she gains a blood point pool with a maximum number of blood points equal to 3 + three times her sanguine aspirant level, as indicated on Table 3-1: The Sanguine Aspirant.

Bonus Feats: At each new level, a sanguine aspirant gains a single vampire feat of his choice for which he meets the prerequisites.

Weakness (Su): As he delves further into cruomantic lore, the sanguine aspirant not only gains some of the powers of vampires, but also gains a number of their weaknesses. At 1st level, and every odd-numbered level thereafter, the sanguine aspirant must select one of the weaknesses listed in the revenant template and gain it permanently. The sanguine aspirant may choose either a lesser or greater weakness each time he gains a new weakness, and is under no compulsion to ever gain a greater weakness unless he desires to do so.

Vampire's Sight (Su): Beginning at 3rd level, a sanguine aspirant can see perfectly in darkness of all kinds, including magical darkness.

Vampiric Youth (Su): Beginning at 5th level, a sanguine aspirant gains the ability to remain forever young through the power of blood, and can even restore himself to a younger age. In a special ritual that requires 1 hour to perform, the sanguine aspirant can spend 10 blood points to reduce his age by 1d4 years. This change is permanent, though the sanguine aspirant continues to age normally afterwards from his new age. If the sanguine aspirant's age category changes as a result of this ability, he loses all penalties to his physical ability scores from his previous age category and uses the penalties appropriate for his new age category, instead, but any bonuses to his mental ability scores remain (he does not gain further bonuses by re-aging into an age category that he has been in previously). This ability can also be used to undo the effects of being supernaturally aged.

Vampiric Vigor (Su): Beginning at 7th level, a sanguine aspirant can draw upon her cruomantic power in order to recover from the effects of exhaustion, fatigue, and other bodily failures. As a swift action, he can spend 1 blood point to immediately cure himself of the fatigued, shaken, or sickened conditions, or he can spend 3 blood points to immediately cure himself of the exhausted, frightened, or nauseated conditions. The sanguine aspirant can cure himself of only a single condition in this way each time that he uses this ability.

Blood Control (Su): Beginning at 9th level, a sanguine aspirant's control over the powers of blood give him greater mastery over the blood in his own body. He becomes immune to the bleed condition. Additionally, any attempt to drain the sanguine aspirant's blood automatically fails, making the sanguine aspirant immune to the blood drain ability of the vampire found in the *Pathfinder Bestiary*, as well as the effects of the Vampire's Bite feat and similar abilities. Finally, the sanguine aspirant can compel his blood to expel any poisons or other toxins in his system. Doing so is a standard action and requires that the sanguine aspirant expend 3 blood points, and allows the sanguine aspirant to make a new saving throw to resist any diseases, drugs, or poisons that he is currently suffering from, with a +5 bonus. If the saving throw is successful, the affliction is expelled from his body, though any effects he may have already suffered from it remain until they are healed separately.

Undead Apotheosis (Su): By 10th level, a sanguine aspirant is a master of cruomancy. Though he can remain alive indefinitely, as a result of his vampiric youth ability, in the event that he should ever die by violence or design, he automatically rises as a revenant 1d4 days later, even if his body is completely destroyed. Unlike most revenants, a sanguine aspirant that becomes a revenant in this way does not need to choose weaknesses from the template as normal: instead, he has the five weaknesses that he gained as a result of this class instead of the weaknesses that he would normally gain (potentially allowing him to avoid having any greater weaknesses). Additionally, a sanguine aspirant that becomes a revenant in this fashion loses his vampiric youth, vampiric vigor, and blood control class features, and gains three vampire feats of his choice for which he qualifies in order to replace them.

Table 4-1: The Sanguine Aspirant

Level	Base Attack					Special	Maximum Blood Points
	Bonus	Fort	Ref	Will			
1st	+0	+0	+1	+1		Accelerated cruomancy, bonus feat, weakness	6
2nd	+1	+1	+1	+1		Bonus feat	9
3rd	+2	+1	+2	+2		Bonus feat, vampire's sight, weakness	12
4th	+3	+1	+2	+2		Bonus feat	15
5th	+3	+2	+3	+3		Bonus feat, vampiric youth, weakness	18
6th	+4	+2	+3	+3		Bonus feat	21
7th	+5	+2	+4	+4		Bonus feat, vampiric vigor, weakness	24
8th	+6	+3	+4	+4		Bonus feat	27
9th	+6	+3	+5	+5		Blood control, bonus feat, weakness	30
10th	+7	+3	+5	+5		Bonus feat, undead apotheosis	33

Playing a Sanguine Aspirant

As a sanguine aspirant you want one thing: to unlock the powers of cruomancy without giving up your life to do so. Perhaps you simply don't trust in the benevolence of these blood-drinking predators to give you their "embrace" without attempting to enslave you, or simply devour you on the spot, or perhaps you simply enjoy the benefits of remaining alive, but whatever the case, you know that for you, the road to mastery of the blood does not involve your death. Instead, you turn to the dusty and aged tomes of times long forgotten in search of the mythical ritual, known as the Sanguine Path. Only the Path can safely give you the power you seek, without having to give up your life to gain it.

This doesn't mean that the path is an easy one, however, and you had a pretty good idea when you started down it that you would need to do some pretty dark things in order to get where you wanted to go. Even so, you simply chalk that up to "the price of true greatness" and carry on in your search: after all, knowledge isn't power if you're too cowardly to use it.

Combat

Most likely your overall combat style won't change much from becoming a sanguine aspirant, though sanguine aspirants with experience in grappling will find a new and exciting use for that skill. The benefits of vampirism are such that characters of just about any role can benefit from some time in the class, with the only real exception being spellcasters, who will feel the loss of spellcasting progression very sharply.

Resources

Sanguine aspirants do not gain any specific resources upon entering the class. A sanguine aspirant can count on a fellow sanguine aspirant to attempt to steal any secrets he has uncovered about the Sanguine Path, and to gladly kill him in order to get at them, but otherwise can expect little from his peers. He will likely find academic institutions very helpful for his studies, though if he is too open about the nature of his research he may find his welcome brought to an abrupt end.

Sanguine Aspirants in the World

I'm not entirely sure why they're so reluctant to meet the embrace of death. It seems like it would be so much easier to gain power another way. Still, I suppose if the alternative is seeking out the nearest vampire, begging for the "embrace," and then hoping that nothing bad happens, I can understand why one might choose to pursue an ancient and forgotten ritual, instead.

~Marosh the Black, Arch-lich of Gorgynia

Sanguine aspirants are, in essence, very specialized scholars, and typically that is all the world sees them as: eccentric, but ultimately well-meaning, researchers and sages. Most people have little interest in ancient rituals of any sort, nor the patience for cryptic clues locked away in musty tomes. It is only those who take a keen interest in the sanguine aspirant's studies, information he is not overly eager to share, that may begin to suspect a darker purpose to the disciple's quest for knowledge.

Organization

For the most part, sanguine aspirants operate independently, jealously hiding their knowledge and secrets from any who might want to walk the same path. Indeed, all indications seem to be that the very ritual itself is designed to weed out the weak by pitting disciples against each other in their search for answers. Occasionally two or more sanguine aspirants make temporary alliances, agreeing to work together for mutual benefit, but these alliances typically end in treachery and, more often than not, murder. For this reason, the followers of the Sanguine Path are almost universally suspicious of the so-called Brotherhood of Sanguine Bonds, a recent organization which purports to be a lodge or gathering hall for sanguine aspirants, including shared access to the knowledge they have uncovered regarding the steps of the path. Many suspect that the brotherhood is an elaborate ploy to cheat sanguine aspirants out of their precious secrets, but so far no one has been able to uncover anything sinister about the organization.

NPC Reactions

Most NPCs respond to sanguine aspirants the same way they would to any other eccentric researcher—at least at

first. The more they learn about the sanguine aspirant's dark studies, the more most people find themselves horrified by both the sanguine aspirant's means and ends. Towards the end of the sanguine aspirant's ascension, it becomes harder and harder to hide his changing and not-entirely-human nature from the rest of the world, and many people begin to suspect that he has dabbled in dark occult secrets long before he ever opens his mouth. Different NPCs will react to this in different ways, but most people are less than friendly with the "darker" sorts they will no doubt assume more advanced sanguine aspirants to be.

Sanguine Aspirant Lore

Characters with ranks in Knowledge (arcana) or Knowledge (religion) can research sanguine aspirants to learn more about them. When a character makes a skill check, read or paraphrase the following, including the information from lower DCs.

DC 10: Eccentric scholars, their work must have something to do with vampires, but very few sources seem to actually know what, precisely.

DC 15: Sanguine aspirants specialize in an ancient ritual known as the Sanguine Path, which is related to vampires in some way.

DC 20: The Sanguine Path grants its user strange powers over blood, and allow the sanguine aspirant to tap into the powers of the vampire.

DC 25: Characters who achieve this level of success can identify the first part of the Sanguine Path, as described in Appendix: Steps of the Sanguine Path.

DC 30: Characters who achieve this level of success can learn important details about a specific sanguine aspirant, the areas where he operates, and the kinds of activities he undertakes.

Sanguine Aspirants in the Game

Sanguine aspirant NPCs can make great villains for long-running campaigns. The PCs might meet the NPC as an information source, or perhaps as an employer, hiring the player characters to find some obscure tome that will help him in his quest for dark knowledge. Later in the campaign, the characters learn of the sanguine aspirant's dark plots and must act to stop their former friend, who becomes more and more inhuman every time they see him.

Players of sanguine aspirants will generally expect to be able to find clues and hints that lead them towards the next step of the Sanguine Path. Sprinkle in odd hints and half-clues, from time to time. A sanguine aspirant will rarely be as tantalized by a dungeon crawl as when there are rumors that old, musty tomes about a blood ritual may be lost within its depths.

Sweeblood Manipulator

Well, yes, of course, they like to style themselves as predators, and go on about how they have ascended beyond humanity to be something greater. The word "cattle" and "sheep" tends to crop up quite a bit. But the fact of the matter is, that they're simply addicts. They crave blood. It consumes them. And if you're good, you can use that to your advantage. If you control the blood, then you control them. Not that you would ever want to tell them that: you wouldn't want to bruise their precious egos.

~Selena Bellatrix, sweeblood manipulator

Sweeblood manipulators balk at the idea that humans are natural prey for vampires, or that vampires are somehow superior. To a sweeblood manipulator, it's a simple matter of supply and demand: she has the supply, so she gets to make the demands. While the best sweeblood manipulators are able to leverage their unusually potent blood to simply command what they want from the vampires they encounter, most are more subtle, and use a mix of seduction, manipulation, and magic to beguile their undead victims into serving them. It's a dangerous game, but when the reward is having one or more powerful supernatural entities at your beck and call...many decide that it's a game worth playing.

Becoming a Sweeblood Manipulator

Nearly anyone is capable of becoming a sweeblood manipulator, as long as she has blood to give. Most sweeblood manipulators have at least some kind of spellcasting background. Sorcerers are common, because their blood is naturally special, and, in many cases, already carries a distinct flavor that makes it more desirable to vampires. Similarly, many bards are already used to using charm and magic to manipulate the living, and find it a relatively easy transition to do the same to the dead.

Entry Requirements

Skills: Bluff or Diplomacy 5 ranks, Knowledge (religion) 5 ranks

Feats: Skill Focus (Bluff or Diplomacy)

Special: Must have had blood drained by at least one vampire, and must undergo a one-hour ritual to empower her blood, which requires the expenditure of 1,000 gp in rare reagents, oils, and perfumes.

Hit Die: d8

Class Skills: Bluff, Diplomacy, Intimidate, Knowledge (religion), Sense Motive

Class Features

All of the following are class features of the sweeblood manipulator prestige class.

Weapon and Armor Proficiency: Sweeblood manipulators gain no new proficiencies with weapons, armor, or shields.

Table 4-2: The Sweetblood Manipulator

Base Attack						Spellcasting
Level	Bonus	Fort	Ref	Will	Features	
1st	+0	+1	+0	+1	Addictive blood, bountiful blood	+1 level of existing class
2nd	+1	+1	+1	+1	Channel energy (1d6), vampiric paramour	-
3rd	+2	+2	+1	+2	Bloodbond, bloodcast, enraptured feeding +1	+1 level of existing class
4th	+3	+2	+1	+2	Channel energy (2d6)	+1 level of existing class
5th	+3	+3	+2	+3	Resilient mind	+1 level of existing class
6th	+4	+3	+2	+3	Channel energy (3d6), enraptured feeding +2	-
7th	+5	+4	+2	+4	Invigorating blood	+1 level of existing class
8th	+6	+4	+3	+4	Channel energy (4d6)	+1 level of existing class
9th	+6	+5	+3	+5	Enraptured feeding +3	+1 level of existing class
10th	+7	+5	+3	+5	Channel energy (5d6), vampiric embrace	-

Addictive Blood (Sp): A sweetblood manipulator is able to subtly alter the composition of her blood, making it overwhelming to those that consume it. Any creature that drinks at least 1 oz. of the sweetblood manipulator's blood is affected as though by the spell *charm monster*, except that it affects undead, as well, even if they would normally be immune to mind-affecting effects (revenants also do not receive their normal +4 bonus on saving throws to resist mind-affecting effects for the purposes of this ability). The saving throw DC to resist the effect is equal to 10 + the sweetblood manipulator's class level + the sweetblood manipulator's Charisma modifier, and the caster level is equal to twice the sweetblood manipulator's class level.

In the case of creatures that drink blood directly (such as a revenant with the Vampire's Bite feat or a vampire from the *Pathfinder Bestiary*), the creature must make a new save each time that it drinks blood (each time Constitution damage is inflicted, in most cases). The saving throw DC increases by +1 for each time that the creature has consumed some of the sweetblood manipulator's blood in the last 24 hours.

The sweetblood manipulator can also affect creatures that don't drink blood directly with this ability, she merely has to arrange for them to drink her blood, such as by slipping it in their drink, convincing them to drink it with Diplomacy, etc. In general, this requires far less blood loss than occurs when the sweetblood manipulator's blood is fed on directly, and she suffers 1 point of Constitution damage due to blood loss for every 3 doses of her blood that she uses in this way.

Additionally, any creature that is affected by the *charm monster* effect also experiences a strong craving to taste the sweetblood manipulator's blood again. This reduces the DC of any Diplomacy or Intimidate check made to get the creature to drink the sweetblood manipulator's blood again by 10. This effect lasts for as long as the target is affected by the *charm monster* effect, plus an additional week for every day that the target was affected by the *charm monster* effect. Further, some creatures affected in this way may actively seek out the sweetblood manipulator's blood and attempt to drink it without any prompting from the sweetblood manipulator.

Bountiful Blood (Su): A sweetblood manipulator is able to give blood more freely than other characters, and recovers more quickly from doing so. The sweetblood

manipulator ignores the first 2 points of Constitution damage inflicted to her each day by blood-draining attacks (such as the blood drain ability of the vampire found in the *Pathfinder Bestiary*, and the effects of the Vampire's Bite feat). The sweetblood manipulator still provides the blood in question, and the blood drinker still gains the normal benefits (as well as other effects of drinking her blood, such as her addictive blood class feature), but the sweetblood manipulator does not take the Constitution damage. This ability does not apply to any effect that deals Constitution damage that does not involve the sweetblood manipulator being drained of blood. At 3rd level, and every two levels thereafter, the sweetblood manipulator is able to ignore 1 additional point of Constitution damage in this way per day.

Spells per Day: At the indicated levels, a sweetblood manipulator gains new spells per day as if she had also gained a level in a single spellcasting class she belonged to before adding the prestige class. She does not, however, gain other benefits a character of that class would have gained, except for additional spells per day, spells known (if she is a spontaneous spellcaster), and an increased effective level of spellcasting. If she had more than one spellcasting class before becoming a sweetblood manipulator, she must decide to which class she adds the new level for this purpose.

Channel Energy (Su): Beginning at 2nd level, a sweetblood manipulator can release a wave of negative energy in a manner similar to that used by clerics. This functions as the cleric class feature of the same name, except that the sweetblood manipulator does not need to use a holy symbol to channel positive energy, and the sweetblood manipulator can only channel negative energy in this way, regardless of alignment.

Alternatively, if the sweetblood manipulator already possessed the ability to channel negative energy, his sweetblood manipulator levels stack with the levels of whichever class is granting him the ability to channel negative energy. If the sweetblood manipulator possessed the ability to channel positive energy, instead, then the two abilities do not stack, and the sweetblood manipulator channels positive energy and negative energy separately.

Vampiric Paramour (Ex): Beginning at 2nd level, a sweetblood manipulator attracts a vampiric paramour through the allure of her exotic and above-average blood, who serves her, either out of affection, friendship, or intense

cravings for another taste of her blood. The vampiric paramour functions as a cohort, except that he must have the revenant template, and his maximum level is equal to the sweetblood manipulator's character level minus 5, rather than the sweetblood manipulator's character level minus 2 (the cohort's level is still also limited by the sweetblood manipulator's leadership score, as appropriate, and if the sweetblood manipulator already has Leadership, she suffers a -4 penalty to her leadership score for the purposes of both her vampiric paramour's maximum level and the maximum level of the cohort she gained from Leadership).

At 6th level, the sweetblood manipulator can attract an additional vampiric paramour, though this one's maximum level is equal to the sweetblood manipulator's character level minus 6. Alternatively, she can increase the maximum level of her existing vampiric paramour by 2 (to be equal to her character level minus 3).

At 10th level, the sweetblood manipulator can attract a third vampiric paramour. This vampiric paramour's maximum level is equal to the sweetblood manipulator's character level minus 7. Alternatively, she can increase the maximum level of one of her existing vampiric paramours by 2.

Enraptured Feeding (Su): Beginning at 3rd level, a sweetblood manipulator gains a euphoric rush from having her blood drained. Once per day, when the sweetblood manipulator's blood is consumed directly by another creature (such as the blood drain ability of the vampire found in the *Pathfinder Bestiary* or the effects of the Vampire's Bite feat), she gains a +1 morale bonus to attack rolls, damage rolls, AC, ability checks, skill checks, and saving throws. At 6th level, and every three levels thereafter, the bonus increases by an additional +1, and the sweetblood manipulator can use this ability an additional time each day.

Bloodbond (Su): Beginning at 3rd level, a sweetblood manipulator is able to use her connection to any of her own blood that has been consumed by others to gain power over them. Any creature that has consumed any amount of the sweetblood manipulator's blood in the last 24 hours suffers a -2 penalty on saving throws made to resist the effects of any spells she casts. Additionally, creatures with immunity or resistance to mind-affecting effects, charm effects, compulsion effects, or emotion effects lose the benefits of that immunity or resistance for the purposes of the sweetblood manipulator's spells and abilities, as long as the target has consumed any of the sweetblood manipulator's blood in the last 24 hours.

Bloodcast (Su): Beginning at 3rd level, a sweetblood manipulator can infuse her blood with magic, allowing her to effectively store a spell in her blood which can then affect the first creature to consume it. Doing so requires one minute of intense concentration, and requires the sweetblood manipulator to expend a prepared spell (or unused spell slot, if she is a spontaneous caster). Once her blood has been infused in this way, the next creature to consume her blood directly (such as the blood drain ability of the vampire found in the *Pathfinder Bestiary* or the effects of the Vampire's Bite feat) is immediately affected by the spell stored in this way, without any action or even conscious effort on the part of the sweetblood manipulator. Spells can only be cast in this way

by creatures consuming the sweetblood manipulator's blood directly: blood that is slipped into a drink does not carry the effect. The sweetblood manipulator can store only one spell in her blood at any given time, but once stored in this way, the spell remains in her blood until the next time she rests and regains spells.

Resilient Mind (Ex): Beginning at 5th level, a sweetblood manipulator is sufficiently experienced with the mind tricks of most forms of vampires, as well as competent enough in using manipulation herself, that she gains a +4 bonus on saving throws made to resist mind-affecting effects. This bonus is doubled (to +8) in the case of charm effects.

Invigorating Blood (Su): Beginning at 7th level, whenever the sweetblood manipulator's blood is consumed directly (such as the blood drain ability of the vampire found in the *Pathfinder Bestiary* or the effects of the Vampire's Bite feat), she may choose to have it be especially invigorating. If she does, the creature consuming her blood gains a +4 enhancement bonus to a single ability score of the sweetblood manipulator's choosing. Using this ability is a free action. The bonus lasts for a number of minutes equal to twice the amount of Constitution damage that the creature consuming her blood inflicted (including any damage negated by her bountiful blood class feature).

Vampiric Embrace (Su): At 10th level, a sweetblood manipulator calls upon her vampiric paramours to grant her the gift of eternal life. She uses their blood to transform herself, not into a vampire, but into something that combines the best of both her mortal life and their undead grace. The sweetblood manipulator uses the higher of her Constitution or Charisma modifiers for the purposes of determining her hit points and Fortitude saving throw bonus (but not any other effect that depends on Constitution). She becomes immune to bleed, death effects, disease, exhaustion, fatigue, mind-affecting effects, paralysis, and poison, and gains a +4 racial bonus on saving throws made to resist ability drain, ability damage to her physical ability scores, energy drain, sleep, and stunning. Additionally, the sweetblood manipulator is now healed by both positive and negative energy. Finally, the sweetblood manipulator stops aging physically, and does not accrue any of the penalties to her physical ability scores normally caused by age, though she gain the normal bonuses to her mental ability scores. The sweetblood manipulator no longer has a maximum age, and can live indefinitely.

Playing a Sweetblood Manipulator

Typically, vampires prey upon the living and drain their blood in order to survive. Sweetblood manipulators turn this dynamic on its head, setting themselves up not as prey to be fed upon at leisure, but as the exclusive holders of a very rare and addictive drug—one on which they gladly hook their undead victims, forcing them to serve her in order to get their fix. This dangerous dance requires more than just special blood to pull off—a sweetblood manipulator must be cunning, seductive, deceitful, and clever if she intends to avoid slipping up and becoming a light snack for a vampire that is too powerful for her.

A sweetblood manipulator's vampiric paramours are not, strictly speaking, slaves, and many sweetblood

manipulators go to great pains to ensure that the vampires she keeps wrapped around her finger believe that they are the ones in control of the relationship, and carefully stroke their egos while using them like pawns. That said, some sweetblood manipulators, especially the more powerful ones, openly flaunt their control over their vampiric paramours, knowing that the wretched undead are too weak and addicted to do anything about it.

Combat

Most sweetblood manipulators fight largely in a fashion similar to how they did before becoming sweetblood manipulators. Those sweetblood manipulators with one or more vampiric paramours often focus on supporting and empowering them, either with spells and channeling energy, or by being fed on mid-battle to provide powerful enhancements with their invigorating blood or bloodcast class features, or both.

Resources

Sweetblood manipulators are typically fairly self-serving, and there is no organization of any kind between them, as they see one another more as rivals for the attention of potential vampiric paramours and thralls, rather than as potential allies. A typical sweetblood manipulator can expect a fair amount of aid from her vampire paramours, and may, by extension, have limited access to any clan or other organization he is a member of. This can be a mixed blessing, and wise sweetblood manipulators are careful to keep the exact nature of their abilities and relationship with their vampiric paramour secret from any more powerful vampires who might object to what she does and be too powerful for her to ensnare.

Sweetblood Manipulators in the World

Well, I certainly don't have any objection to the practice. It's so much easier when food comes to you, after all. If it's good for them as well, then, that's wonderful. At least that way they can earn immortality, rather than showing up at my door expecting me to just hand it out for free.

~Siobhan Vettori, misinformed vampire

Sweetblood manipulators leverage their very lifeblood and use it in order to gain power over vampires, bending these undead creatures to their will and using them to achieve her own unscrupulous goals. Most people—mortals and vampires alike—have difficulty comprehending this reversal of the normal roles, and so sweetblood manipulators are, in general, poorly understood. Many believe that they are willingly giving themselves up to their vampiric paramours out of a sensual lust for the sensations of being fed on, but the truth is that this is simply a means to an end, and that it is the sweetblood manipulator, not the vampire, who remains in complete control.

Organizations

Sweetblood manipulators typically have little to share with others of their kind. Most sweetblood manipulators chose their path in order to gain an advantage on their peers by using powerful vampires as their pawns, and so have little desire to even the playing field by spending much time with others who have vampiric minions of their own. Further, other sweetblood manipulators provide their vampiric paramours with alternate options, and so sweetblood manipulators generally view one another as competition, rather than potential allies.

NPC Reactions

People tend to react poorly to vampires, and not much better to those who associate with them. Most NPCs who find out about a sweetblood manipulator's associations with the undead are likely to take one of two approaches: either they will set out to kill her and her vampiric paramours, or else attempt to persuade her to flee the vampire, assuming that he has her under his control. When persuasion doesn't work, they will most likely attempt to abduct her "for her own good," or else to slay the vampire and "free" her from his "evil influence."

Sweetblood Manipulator Lore

Characters with ranks in Knowledge (Religion) can research sweetblood manipulators to learn more about them. When a character makes a skill check, read or paraphrase the following, including the information from lower DCs.

DC 10: These poor people have been tricked by vampires into serving as willing blood stock.

DC 15: Sweetblood manipulators use their blood to control vampires, and collect vampiric paramours who do their bidding.

DC 20: Sweetblood manipulators' blood has powerful properties, and she can hold spells within her blood or use it to cloud the minds of her victims.

DC 30: Characters who achieve this level of success can learn important details about a specific notable sweetblood manipulator, the areas where she operates, and the kinds of activities she undertakes.

Sweetblood Manipulators in the Game

Sweetblood manipulator player characters will benefit greatly from robust and well-thought out vampire paramour characters, and players of sweetblood manipulators will likely be happiest when they are able to play out the interactions between their character and the vampire companion. In general, many of a sweetblood manipulator's abilities are most useful when she has access to a large number of vampires or other blood-drinking creatures, so it would be best to ensure a steady supply of such individuals, while being careful not to let the game entirely revolve around such things, lest the sweetblood manipulator gain an unfair advantage over other players' characters.

Vampire Hunter

Me? I'm nothing special. I go where there are vampires. When I leave, they aren't there anymore. It's dangerous work, sure, but not half as dangerous as leaving the damned things unchecked.

~Janos Calugarl, Vampire Hunter

The vampire hunter stands against the undead, travelling from town to town and protecting the people by fighting terrible, inhuman monsters that no one else is willing to stand against, and which more often than not turn out to be all too human. Though the vampire hunter specializes in fighting vampires, many of his talents allow him to take the battle to other kinds of undead with equal skill and precision.

Becoming a Vampire Hunter

Most Vampire Hunters are fighters or rangers who, after deciding to specialize in battling vampires for whatever personal reason, enter the prestige class to gain a few useful tools for fighting their favored foes. Classes without a perfect base attack bonus can enter the class as well, but it will take them somewhat longer to be able to get in.

Entry Requirements

Base Attack: +5

Skills: Knowledge (religion) 5 ranks

Special: Must have destroyed at least one full-fledged vampire (this includes vampires, revenants with a cruomancer level of at least 5, [feral vampires] and nosferatu, but not vampire spawn, [psychic vampires], [culled], or revenants with a cruomancer level of less than 5)

Hit Dice: d10

Skills: Acrobatics, Craft (alchemy), Knowledge (religion), Perception, Stealth, Survival

Class Features

The following are class features of the vampire hunter.

Weapon and Armor Proficiency: Vampire hunters are proficient with all martial weapons, and with crossbows of all kinds. They gain no additional proficiency with armor or shields.

Hunter of the Dead (Ex): A vampire hunter gains a competence bonus equal to his class level to all Bluff, Knowledge, Perception, Sense motive, and Survival checks he makes against undead creatures.

Hunter's Strike (Ex): Once per day, a vampire hunter can make a special hunter's strike that is particularly debilitating against undead foes. This ability can be used on any attack that the vampire hunter makes against an undead creature, including as part of a full-attack action, but the vampire hunter must declare that he is using this ability before making the attack roll. The vampire hunter gains a bonus on the attack roll equal to twice his vampire hunter level, and, if the attack hits, it deals an amount of additional damage equal to 1d10 per two class levels the vampire hunter possesses (rounded down, minimum 1). If this ability is used against a creature that is not undead, it has no effect. At 4th level, and every three levels thereafter, the vampire hunter can use this ability an additional time each day. No matter how many daily uses of this ability the vampire hunter possesses, he cannot use this ability more than once per turn.

Bonus Feats: At 3rd level, and every three levels thereafter, a vampire hunter gains a single combat feat of his choice that he qualifies for as a bonus feat. Further, the vampire hunter's class levels count as fighter levels for the purposes of qualifying for feats that have a certain fighter level as a prerequisite, and his vampire hunter levels stack with any fighter levels he may possess for this purpose.

Robust Vitality (Ex): Beginning at 2nd level, a vampire hunter becomes particularly resistant to attacks that would drain him of his life force. He gains a bonus on

Sidebar: Stakes as Weapons

Wooden stakes are an important part of vampire mythology, and the vampire in the *Pathfinder Bestiary* is specifically susceptible to having one driven through its heart...once it's already helpless. This weakness is more pronounced in revenants, and characters in the vampire hunter prestige class gain the ability to drive stakes through the hearts of vampires whether they are helpless or not. Both of these facts invite the possibility of characters wielding wooden stakes as weapons, which begs the question of how, mechanically, they would function.

We recommend treating the wooden stake as an exotic light weapon that deals 1d4 points of piercing damage for a Medium creature, threatens a critical hit on a 20, and has a critical multiplier of x2. A wooden stake would generally have hardness 5 and 10 hit points. They weigh 2 lbs. and cost 1 gp.

For more information on the way that wooden stakes interact with revenants, see the stake weakness in the revenant template, on page 57. For more information on the way that vampire hunters can use wooden stakes, see the stake proficiency class feature on page 41.

Table 4-3: The Vampire Hunter

Level	Base Attack Bonus	Fort	Ref	Will	Features
1st	+1	+1	+0	+1	Hunter of the dead, hunter's strike 1/day
2nd	+2	+1	+0	+1	Robust vitality, stake proficiency
3rd	+3	+2	+1	+2	Bonus feat, identify weakness, repel undead
4th	+4	+2	+1	+2	Holy water expert, hunter's strike 2/day
5th	+5	+3	+1	+3	Vigilant mind, undead apothecary
6th	+6/ +1	+3	+2	+3	Bonus feat, improved robust vitality
7th	+7/ +2	+4	+2	+4	Hunter's strike 3/day, restive soul
8th	+8/ +3	+4	+2	+4	Turn undead
9th	+9/ +4	+5	+3	+5	Bonus feat, spawnslayer
10th	+10/ +5	+5	+3	+5	Hunter's strike 4/day, master hunter's strike

all saving throws made to resist ability damage, ability drain, and negative levels equal to 1/2 his class level (rounded down, minimum 1). This bonus also applies to saving throws made to resist death effects.

Stake Proficiency (Ex): At 2nd level, a vampire hunter becomes proficient with using sharpened wooden stakes as weapons, and is even more proficient at fighting with them than others who have trained in their use. A vampire hunter deals 1d6 piercing damage when wielding a stake, and treats it as having a critical multiplier of x3. Additionally, whenever the vampire hunter confirms a critical hit with a wooden stake on a creature that is specially affected by having a wooden stake driven through some part of its body (such as some revenants and the vampire in the *Pathfinder Bestiary*), he automatically does so, even if the target would normally need to be helpless in order to have a stake driven through it in this way. Finally, when specifically attempting to drive a stake through the heart of a creature, the vampire hunter does not provoke attacks of opportunity for doing so, and does not suffer a -4 penalty for being non-proficient.

Identify Weakness (Su): Beginning at 3rd level, a vampire hunter becomes particularly adept at identifying any supernatural weaknesses that his opponents might possess. By studying a creature for 3 full rounds (requiring a move action on each of those rounds), the vampire hunter can identify any special weaknesses that it may possess (such as the weakness listed under the vampire template in the *Pathfinder Bestiary*, for vampires of that type, or the specific weaknesses chosen by a revenant, for vampires of that type, or a wraith's sunlight powerlessness, etc.). The vampire hunter must be within 60 feet of the target to study it in this way, and must be able to see the target clearly.

Repel Undead (Su): Beginning at 3rd level, the vampire hunter learns how to hold undead at bay with a holy symbol or other icon of faith, even undead that normally aren't affected by such things. As a standard action, the vampire hunter can prominently display a holy symbol or similar item and chant holy words in order to repel nearby undead. If he does, he creates a spiritual barrier with a radius of 10 feet centered on him. This barrier is invisible, and has no effect on non-undead creatures, but prevents undead creatures of all kind from passing through it unless they succeed on a Will save (DC 10 + twice the vampire hunter's class level + the vampire hunter's Wisdom modifier).

Further, undead creatures cannot make attacks into the affected area, or cast spells or use spell-like or supernatural abilities targeting creatures in the affected area or affecting any part of the area within the barrier. Undead creatures already in the barrier when the vampire hunter activates this ability are unaffected, but if they leave the barrier they will be unable to re-enter it unless they succeed on a Will save, as normal.

The barrier lasts until the end of the vampire hunter's next turn and moves with him. The vampire hunter can maintain the barrier for multiple rounds by using a standard action each round to maintain it. He may do so for a total number of consecutive rounds equal to his Wisdom modifier, after which he must succeed on a Wisdom check (DC 15 + 2 per previous attempt) each round or be unable to maintain the effect. Once the vampire hunter stops maintaining the barrier for any reason, he cannot activate this ability again until 1 hour has passed.

Holy Water Expert (Su): Beginning at 4th level, the vampire hunter can create a special type of holy water that is even more effective. Doing so requires 1 dose of regular holy water, 100 gp in rare reagents, and one hour of work. Holy water modified in this way deals 1d8 points of damage per two class levels the vampire hunter possesses, instead of the normal damage amount. The splash damage is equal to the vampire hunter's class level. Additionally, any creature damaged by this special holy water must succeed on a Fortitude save (DC 10 + the vampire hunter's class level + the vampire hunter's Wisdom modifier) or be nauseated for 1 round. A creature that succeeds on this save is immune to the nauseating effect of the vampire hunter's special holy water for 24 hours, but not the additional damage.

Detect Undead (Su): At 5th level, a vampire hunter gains the innate ability to sense his prey, despite their best efforts to hide their undead nature. This ability functions identically to the paladin's ability to detect evil, except that it instead detects undead, regardless of their alignment.

Vigilant Mind (Ex): Beginning at 5th level, a vampire hunter's mind is constantly alert for the mental tricks favored by his preferred foes, and he is better able to defend against them. He gains a bonus equal to 1/2 his class level on saving throws made to resist charm and compulsion effects. Further, he gains a bonus equal to his class level on Sense Motive checks made to identify the presence of a charm or compulsion affect modifying a creature's behavior.

Undead Apothecary (Ex): Beginning at 5th level, a vampire hunter's knowledge of the undead is great enough that he can modify poisons in order to allow them to function normally on undead creatures. Doing so requires rare ingredients whose value in gp is equal to the value of the unmodified poison, and 1 hour of work per dose of poison to be modified. The resulting poison functions on undead creatures, bypassing their normal immunity to poisons and effects requiring a Fortitude save. No other immunities are bypassed in this way, however, so poisons that inflict Constitution damage or cause sleep will not have any effect.

Greater Robust Vitality (Ex): Beginning at 6th level, the vampire hunter is immune to energy drain and negative levels. Additionally, whenever he makes a saving throw to resist ability damage or ability drain, regardless of the source, he may roll twice and take the better result.

Restive Soul (Su): Beginning at 7th level, the vampire hunter is able to ensure that he has a restful afterlife. If the vampire hunter dies, he cannot become an undead creature by any means. This means that the create spawn abilities of various undead creatures will fail to affect him, and any attempt to animate his body magically (such as with *animate dead* or *create undead*) automatically fails. The vampire hunter can choose to allow himself to be animated, if desired, but very few ever do so.

Turn Undead (Su): Beginning at 8th level, the vampire hunter can turn undead, causing them to flee as though panicked. As a standard action, he can cause all undead within 30 feet of him to be forced to succeed on a Will save (DC 10 + the vampire hunter's class level + the vampire hunter's Wisdom modifier) or flee from the vampire hunter for one minute. Intelligent undead receive a new saving throw each round to end the effect. The vampire hunter can use this ability three times per day.

Spawnslayer (Su): Beginning at 9th level, whenever the vampire hunter slays an undead creature that is capable of creating spawn (such as the vampire from the *Pathfinder Bestiary*, a wraith, or a creature with the Create Least Vampiric Spawn Feat, etc.), any creatures that were created as spawn by that undead creature must succeed on a Fortitude save (DC 10 + the vampire hunter's class level + the vampire hunter's Wisdom modifier) or be instantly destroyed. This counts as the vampire hunter slaying the spawn, as well, forcing any spawn of the creatures destroyed this way to make such a save as well.

Master Hunter's Strike (Ex): Beginning at 10th level, the vampire hunter's hunter's strike ability becomes more powerful. Whenever the vampire hunter successfully hits an undead creature with his hunter's strike ability, the weapon's critical threat range is doubled (this stacks with Improved Critical, and similar abilities). Further, in the event of a critical hit, the bonus damage from the vampire hunter's hunter's strike ability is multiplied as part of the critical hit. The vampire hunter can confirm critical hits on undead creatures that are normally immune to critical hits, including incorporeal undead, with this ability.

Playing a Vampire Hunter

As a vampire hunter, you have devoted your life, or at the very least your combat training, to the destruction of vampires and other undead which prey on the living. The reasons for doing so vary from hunter to hunter, but often it is because a hunter has lost someone close to him to the predations of a vampire. Perhaps you even had to watch as the monster turned someone you loved into his vampire spawn, bound to his dark and malicious will. On the other hand, perhaps you simply realized that this was a job that had to be done, and found that no one else seemed willing to do it.

Whatever your reasons, you're a specialist, and one who takes his work very seriously. It constantly amazes you how willing people are to simply assume they are free of vampires just because no one they know has been seen bursting into flames in the sun. Nearly everywhere you go you find stupid, backwater peasants who are convinced that the entire thing is a sham and you're simply a con-artist looking to make money. Once or twice it nearly drove you to leave the poor fools to the vampires—you're never sure quite why it is that you can find them so easily when other people seem to have so much trouble—but at the end of the day, you're out to stop the scourge of bloodsucking night stalkers, and you won't let anyone get in your way.

Combat

Against living opponents you fight much as you did before becoming a vampire hunter: your aim with your weapon has improved, but otherwise none of your class features are of much use against non-undead.

Against undead, especially vampires, you make the most of your powers. You can deliver powerful hunter's strikes to end undead opponents quickly, and as you progress through the class you become better able to resist the typically attacks of most undead creatures, as well as learn how best to overcome their potent defenses and exploit their numerous weaknesses. Few vampires can stand long against such a furious assault, and you bring the fight to a close as quickly as possible.

Resources

A vampire hunter can usually expect a certain amount of cooperation from local authorities, assuming they have any reason to believe that a vampire is active in the area. Most communities are also willing to put up a gold reward for anyone who can deal with the supernatural threat. If two vampire hunters find themselves on the trail of the same vampire, it isn't uncommon for them to join forces against it, especially in the case of vampire hunters with motives besides coin.

Vampire Hunters in the World

What do I think of them? I think they're fools. They do not understand the blood, the gift, the fact that we are its chosen people. They simply see a creature they do not understand, and their primitive minds, in their terror and awe of us, determine that the only way to deal with us is to destroy us. Unfortunately for them, their fear is justified. Still, it is especially amusing to drain them dry and then force them to arise as spawn. The look of self-loathing after their first feeding is one of those simple things in life that brings such unprecedented joy.

~Illiana Solomon

Most people see vampire hunters as heroes, lone warriors who take it upon themselves to do battle with malevolent supernatural forces that the average peasant can hardly understand, but which can still kill him. To a town where bodies with puncture wounds in the neck have begun turning up, there is no man so welcome as the vampire hunter, who carries on his shoulders the hopes and fears of all the people in the community which are depending on him to keep them safe from the terrors of the night.

Organizations

Most vampire hunters work alone, or else with a diverse adventuring company, and do not work exclusively on cases involving vampires. After all, there are a number of other things lurking in dark places besides vampires. Typically, then, vampire hunter organizations are few and far between, and those that do exist are more like courtesies or fraternal orders than actual functional organizations.

A vampire hunter brotherhood might have a handful of meeting halls where vampire hunters can find cheap lodging, find others of their profession, and perhaps peruse a small library of vampire-related lore. Here, too, a vampire hunter might be able to track rumors about local vampire infestations, or find a like-minded companion to help him with a particularly troublesome vampire.

NPC Reactions

Most folks view vampire hunters as heroes and celebrities, and romanticize them as wandering swordsmen, traveling alone from town to town slaying vampires and protecting the land from their foul clutches. While this is often not entirely un-true, many people can be a bit blind to a vampire hunter's faults, especially before the vampire is dealt with and the hunter comes to collect his fee. Some believe that vampire hunters are simply charlatans, putting on a show to scare people into believing that a vampire is preying on the town and then miraculously showing up to deal with the nonexistent beast and claim his exorbitant fee. This viewpoint isn't entirely unfair, as some charlatans do pose as vampire hunters and do precisely that, but it is a mistake to assume that all vampire hunters are fakes.

Vampire Hunter Lore

Characters with ranks in Knowledge (local) or Knowledge (religion) can research vampire hunters to learn more about them. When a character makes a skill check, read or paraphrase the following, including the information from lower DCs.

DC 10: Vampire hunters are specialist warriors who excel in killing vampires.

DC 15: Vampire hunters are well-versed in vampire habits, and are adept at seeing through their disguises. They also know how best to exploit a vampire's weaknesses.

DC 20: Powerful vampire hunters are capable of holding undead of any sort at bay, and can even send them running away with a display of power.

DC 30: Characters who achieve this level of success can learn important details about a specific notable vampire hunter, the areas where he operates, and the kinds of activities he undertakes.

Vampire Hunters in the Game

A vampire hunter can make a great ally for the PCs, helping them in their battle against a vampire. Alternatively, a vampire hunter might hire the player characters to aid him in a battle against a powerful vampire he is uncertain he can defeat on his own. A vampire hunter can also be an excellent source of information on vampires for player characters less familiar with vampire myths. He could also be used to explain to players the presence of alternate vampires presented in this book, giving them at least a basic understanding of creatures like revenants and nosferatu. Finally, a vampire hunter would make an excellent rival for a group of adventurers, either trying to slay the vampire first and so claim the reward for its death, or else trying to slay a vampire that the PCs need to capture alive, most likely because it has information the party needs.



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Chapter 5: Vampires

There are numerous different kinds of vampires, of which revenants and the vampire found in the *Pathfinder Bestiary* are only two examples. This chapter contains information on a variety of different kinds of vampires. Some, such as the nosferatu and the revenant, are fairly similar to most preconceptions of vampires. Others, like the culled ones and the psychic vampire, are more unusual in their features, and build off of certain less-common vampire archetypes in myth, legend, and popular culture.

The Culled Ones:

The man before you is unnaturally pale, his skin a nearly-translucent shade, like pure porcelain. His features are strongly chiseled, and there is an unnatural aura about him: a sort of presence that is impossible to quantify. He is not only cold to the touch, but in fact the air around him seems to chill slightly in reaction to his presence.

CULLED ONE WARRIOR CR 1/2

XP 200

Culled One fighter 1

CN Medium humanoid (culled one)

Init +6; **Senses** Perception +5

DEFENSE

AC 15, touch 12, flat-footed 13 (+2 armor, +2 Dex, +1 shield)

hp 7 (1d10+2)

Fort +6, **Ref** +4, **Will** +0

OFFENSE

Speed 30 ft.

Melee short sword +4 (1d6+2/19-20)

Ranged heavy crossbow +2 (1d10)

Spell-Like Abilities (CL 1st)

1/day—*beast shape I*

STATISTICS

Str 15, **Dex** 14, **Con** 15, **Int** 10, **Wis** 10, **Cha** 10

Base Atk +1; **CMB** +3; **CMD** 15

Feats Improved Initiative, Weapon Focus (short sword)

Skills Climb +7, Intimidate +5

Languages Common

SQ Minor traits (+2 Fortitude saves, +2 Reflex saves), sunlight vulnerability

The culled ones, as they call themselves, are a tragic race. They are composed of those trapped between life and death: the offspring of a vampire and a mortal, or the product of a vampiric embrace improperly performed. The culled ones are something more than mortal and something less than a vampire. Reviled by both, they find themselves with few options in society, and often strike out on their own, usually attempting to hide their pseudo-vampiric nature from those they meet.

Physical Traits: Physically, culled ones look similar to humans, except that they have much paler skin. Their eyes are almost universally an unnatural crystal-blue color. They

are always cold to the touch, usually several degrees below room temperature.

Though they do not require it to survive, most culled ones feel strong urges to drink blood. This blood addiction is very strong, and only the most iron-willed of culled ones is able to go for more than a few weeks without drinking at least a few drops of animal blood.

Society: Culled ones who are the union of a vampire and a mortal, or who are otherwise culled ones from birth, typically find themselves outcasts from an early age, as the superstitions of those around them cause many culled ones to become the target of undeserved hostility and suspicion. Vilified and cast out at an early age, most culled ones quickly learn to take care of themselves. Those who become culled ones later in life often find that the communities which once welcomed him warmly now treat him distantly, or even with open malice.

Relations: Those who are culled ones from birth are lucky if even their family accepts them for who they are, and so develop a keen sense of self-sufficiency, not relying on anything so fickle as the kindness of others. Those who become culled ones later in life are even less lucky, typically facing a sudden rejection from everyone that they care for. Either way, culled ones tend to be slow to trust others and to make new friends, but are usually fiercely loyal to anyone they know they can count on.

Alignment and Religion: As pariahs and outcasts, culled ones gravitate strongly towards chaotic alignments, placing little value on the community and focusing on their own survival. Some strive constantly to find acceptance, and these tend towards chaotic good, while others seek to take revenge for the cruel way the world has treated them, and these tend towards chaotic evil. Considering themselves unfairly cursed by their pseudo-undead state, few culled ones have any interest in religion.

Adventurers: Most culled ones turn to adventuring because they have few other options. Unwelcome in their communities, they typically take to travelling by themselves, rarely staying in any place for long. Because they travel alone, they must learn to defend themselves, and adventuring is merely a natural extension of this wandering. By contrast, some culled ones become adventurers in the hopes of becoming heroes and finding acceptance in their communities.

Names: Those who are born as culled ones are typically named after the style of whichever parent keeps them. Those who become culled ones later in life typically keep their original names.

Culled Ones as a Race

Whatever race the culled one may have come from, once they become a culled one their previous racial features typically do not survive the transformation, and culled one replaces whatever race the character may have had before.

Culled One Racial Traits

- +2 to Strength, +2 Charisma, -2 Wisdom. Culled ones are supernaturally strong and have a powerful

presence, but they are separated from their humanity by their partially undead nature.

- **Size:** Typically, culled ones are Medium creatures, and have no bonuses or penalties due to their size. If the culled one was Small size before becoming a culled one, he is Small size, instead, in which case he gains a +1 size bonus to AC, a +1 size bonus to attack rolls, a -1 penalty to CMB and CMD, and a +4 size bonus on Stealth checks.
- **Speed:** Medium culled ones have a base speed of 30 feet. Small culled ones have a base speed of 20 feet.
- **Type:** Despite their pseudo-vampiric nature, culled ones are still alive, and are treated as humanoids with the culled one subtype.
- **Sunlight Vulnerability:** When a culled one is exposed to direct sunlight, their skin begins to glow a brilliant golden color. This effect imposes a -40 penalty on Stealth checks and outlines the culled one even if he is invisible. Further, culled ones are dazzled as long as they are exposed to sunlight.
- **Minor Trait:** A culled one's pseudo-vampiric nature can manifest in a number of ways. The culled one can choose up to two minor traits from the list below:
 - +4 racial bonus on Fortitude saves made to resist poison.
 - +4 racial bonus on Fortitude saves made to resist disease.
 - +4 racial bonus on Fortitude saves made to resist ability damage to his physical ability scores, ability drain, and energy drain.
 - +3 racial bonus on saving throws made to resist charm and compulsion effects.
 - +4 racial bonus on Acrobatics checks.
 - +4 racial bonus on Climb checks.
 - +4 racial bonus on Stealth checks.
- **Major Trait:** A culled one's pseudo-vampiric nature can manifest in a number of ways. The culled one can choose one major trait from the list below. In the case of spell-like abilities, the culled one's caster level is equal to his character level.
 - Base movement speed increased by 10 ft.
 - +2 natural armor bonus.
 - Immunity to diseases and poisons.
 - Immunity to ability drain, ability damage to his physical ability scores, and energy drain.
 - Resistance 5 to one of the following energy types (acid, cold, electricity, fire).
 - *Detect thoughts* as a spell-like ability 3 times per day.
 - *Suggestion* as a spell-like ability 3 times per day.
 - *Beast Shape I* as a spell-like ability once per day.

Feral Vampire (Nachzehrer):

The creature before you is large, its eyes gleaming golden in the dim light. Its body is covered in coarse, matted black fur, and it walks on all fours; its huge, wicked claws making clacking sounds against the stone as it moves towards you. From its back extend a pair of leathery bat wings, each as long as you are tall, which give a lazy flap as it opens the hideous, many-fanged mouth set in its huge, bat-like head. Greyish-red saliva flecks fly everywhere from its maw as it leaps forward with an angry shriek, its claws outstretched for the kill.

NACHZEHRER ETTIN (WELL-FED) CR 6

XP 2,400

CE Large humanoid (giant)

Init +3; **Senses** low-light vision; Perception +13

DEFENSE

AC 18, touch 8, flat-footed 18 (+2 armor, -1 Dex, +8 natural, -1 size)

hp 65 (10d8+20); fast healing 1

Fort +9, **Ref** +2, **Will** +6

OFFENSE

Speed 40 ft.

Melee 2 flails +12/+7 (2d6+6)

Ranged 2 javelins +5 (1d8+6)

Space 10 ft.; **Reach** 10 ft.

Special Attack superior two-weapon fighting

STATISTICS

Str 23, **Dex** 8, **Con** 15, **Int** 6, **Wis** 12, **Cha** 11

Base Atk +7; **CMB** +14; **CMD** 23

Feats Cleave, Improved Initiative, Improved Overrun, Iron Will, Power Attack

Skills Handle Animal +8, Perception +13; **Racial Modifier** +4 Perception

Languages pidgin of Giant, Goblin, and Orc

ECOLOGY

Environment cold hills

Organization solitary

Treasure standard (leather armor, 2 flails, 4 javelins, other treasure)

SPECIAL ABILITIES

Superior Two-Weapon Fighting (Ex): An ettin fights with a flail or javelin in each hand. Because each of its two heads controls an arm, the ettin does not take a penalty on attack or damage rolls for attacking with two weapons.

Sidebar: Culled Ones as a Template

Though culled one is designed to be used as a race, it can also be applied as a template to creatures with racial hit dice to make them pseudo-vampiric in the same way. In this case, culled one can be applied to any living humanoid or monstrous humanoid. It does not change the base creature's size, speed, or type, but causes the base creature to gain the ability score adjustments outlined in the culled one racial traits, as well as gain the sunlight vulnerability racial trait, and allows the base creature to gain two minor traits and one major trait, as outlined in the culled one racial traits. Applying culled one as a template in this way increases the CR of the base creature by +1.

NACHZEHRER ETTIN (SLIGHTLY-HUNGRY) CR 7

XP 3,200

CE Large humanoid (giant)

Init +3; **Senses** darkvision 60 ft., low-light vision, scent; Perception +13

DEFENSE

AC 18, touch 8, flat-footed 18 (+2 armor, -1 Dex, +8 natural, -1 size)**hp** 65 (10d8+20); fast healing 1**Fort** +9, **Ref** +2, **Will** +6**Defensive Abilities** ferocity**Weaknesses** light sensitivity, slightly-hungry feral vampire weaknesses

OFFENSE

Speed 40 ft.**Melee** 2 flails +12/+7 (2d6+6) and bite +7 (1d8+6), or bite +12 (1d8+6) and 2 claws +7 (1d6+6)**Ranged** 2 javelins +5 (1d8+6)**Space** 10 ft.; **Reach** 10 ft.**Special Attack** superior two-weapon fighting

STATISTICS

Str 23, **Dex** 8, **Con** 15, **Int** 6, **Wis** 12, **Cha** 11**Base Atk** +7; **CMB** +14; **CMD** 23**Feats** Cleave, Improved Initiative, Improved Overrun, Iron Will, Power Attack**Skills** Handle Animal +6, Intimidate +2, Perception +13;**Racial Modifier** +4 Perception**Languages** pidgin of Giant, Goblin, and Orc**SQ** wild empathy

ECOLOGY

Environment cold hills**Organization** solitary**Treasure** standard (leather armor, 2 flails, 4 javelins, other treasure)

Feral vampires are a unique kind of vampire whose powers are dependent on how well-fed they are. The longer a feral vampire goes without feeding, the more powerful their bloodlust becomes, until eventually it begins to distort their physical nature, transforming them into a fearsome beast. The exact origins of the feral vampire are unclear, but the most common theory is that it is a curse which can be inflicted only by powerful spellcasters, or, depending on who one listens to, only by the gods. Whatever their origin, and whether or not their inner beast is metaphorical or an actual possessing fiend, feral vampires are dangerous creatures driven by little besides base bloodlust.

A feral vampire's hunger can be sated only by large quantities of blood. Only the blood of sentient creatures will do, and only if the wounds that cause them are lethal. Feral vampires simply lack other vampires' ability to feed without killing. Though it is only blood they are after, most feral vampires rip their victims to shreds, or sometimes consume them utterly, in a frenzy of violence and destruction. Unlike most vampires, feral vampires are not undead.

NACHZEHRER ETTIN (HUNGRY) CR 8

XP 4,800

CE Large humanoid (giant)

Init +4; **Senses** darkvision 60 ft., low-light vision, scent; Perception +13

DEFENSE

AC 19, touch 9, flat-footed 19 (+2 armor, +8 natural, -1 size)**hp** 75 (10d8+30); fast healing 2**Fort** +9, **Ref** +3, **Will** +6**DR** 5/magic or silver; **Defensive Abilities** ferocity**Weaknesses** light sensitivity, hungry feral vampire weaknesses

OFFENSE

Speed 50 ft., glide**Melee** 2 flails +13/+8 (2d6+7) and bite +8 (1d8+7 plus trip/19-20 x3), or bite +13 (1d8+7 plus trip/19-20 x3) and 2 claws +8 (1d6+7/19-20 x3)**Ranged** 2 javelins +6 (1d8+7)**Space** 10 ft.; **Reach** 10 ft.**Special Attack** superior two-weapon fighting

STATISTICS

Str 25, **Dex** 10, **Con** 17, **Int** 4, **Wis** 12, **Cha** 11**Base Atk** +7; **CMB** +15; **CMD** 25**Feats** Cleave, Improved Initiative, Improved Overrun, Iron Will, Power Attack**Skills** Handle Animal +4, Intimidate +4, Perception +13;**Racial Modifier** +4 Perception**Languages** pidgin of Giant, Goblin, and Orc**SQ** wild empathy

ECOLOGY

Environment cold hills**Organization** solitary**Treasure** standard (leather armor, 2 flails, 4 javelins, other treasure)

Creating a Feral Vampire

“Feral vampire” is a template that can be added to any living humanoid or monstrous humanoid with 5 or more hit dice (referred to hereafter as the base creature). A feral vampire uses the base creature's stats and abilities except as noted here. The abilities of a feral vampire depend on how long it's been since it fed, as described below. A feral vampire gains the benefits listed under its hunger category, as well as the benefits of each lesser hunger category. These benefits do not stack unless their entry indicates otherwise.

CR: As base creature +3**AL:** Usually evil**Well Fed (less than 24 hours without feeding)**

A well-fed feral vampire is nearly impossible to distinguish from any other member of their race.

NACHZEHRER ETTIN (VERY-HUNGRY) CR 9

XP 6,400

CE Huge humanoid (giant)

Init +5; **Senses** darkvision 90 ft., improved low-light vision, scent; Perception +13

DEFENSE

AC 23, touch 9, flat-footed 22 (+2 armor, +1 Dex, +12 natural, -2 size)**hp** 95 (10d8+50); fast healing 5**Fort** +9, **Ref** +4, **Will** +6**DR** 5/magic and silver; **Defensive Abilities** ferocity**Weaknesses** light sensitivity, very-hungry feral vampire weaknesses

OFFENSE

Speed 70 ft., glide**Melee** bite +14 (2d6+9 plus trip/19-20 x3) and 2 claws +9 (1d8+9/19-20 x3)**Space** 15 ft.; **Reach** 15 ft.**Special Attacks** pounce, superior two-weapon fighting

STATISTICS

Str 29, **Dex** 12, **Con** 21, **Int** 4, **Wis** 12, **Cha** 11**Base Atk** +7; **CMB** +18; **CMD** 29 (33 vs. trip)**Feats** Cleave, Improved Initiative, Improved Overrun, Iron Will, Power Attack**Skills** Handle Animal +2, Intimidate +6, Perception +13;**Racial Modifier** +4 Perception**Languages** pidgin of Giant, Goblin, and Orc**SQ** quadruped, wild empathy

ECOLOGY

Environment cold hills**Organization** solitary**Treasure** standard (leather armor, 2 flails, 4 javelins, other treasure)**Senses:** A well-fed feral vampire has low-light vision.**Defensive Abilities:** Well-fed feral vampires have fast healing 1.**Ability Scores:** Well-fed feral vampires gain +2 Wisdom.**Slightly-Hungry (1-2 days without feeding)**

As a feral vampire's hunger begins to awaken, its canines grow into fangs, and its fingernails sharpen into deadly claws. The eyes of a feral vampire whose hunger is awakening in this manner turn golden-yellow, and their face gains an overall animalistic image.

Senses: A slightly-hungry feral vampire gains darkvision 60 ft. and the scent special quality.**Defensive Abilities:** A slightly-hungry feral vampire gains the ferocity ability.**Weaknesses:** A slightly-hungry feral vampire gains the**NACHZEHRER ETTIN (STARVING) CR 9**

XP 6,400

CE Huge humanoid (giant)

Init +6; **Senses** darkvision 120 ft., improved low-light vision, scent; Perception +13

DEFENSE

AC 29, touch 9, flat-footed 28 (+2 armor, +1 Dex, +18 natural, -2 size)**hp** 105 (10d8+60); fast healing 5**Fort** +10, **Ref** +5, **Will** +6**DR** 10/magic and silver; **Defensive Abilities** ferocity**Weaknesses** light sensitivity, starving feral vampire weaknesses

OFFENSE

Speed 70 ft., fly 60 ft. (poor), glide**Melee** bite +15 (2d8+10 plus trip/19-20 x3) and 2 claws +10 (2d6+10/19-20 x3)**Space** 15 ft.; **Reach** 15 ft.**Special Attacks** pounce, rake (2 claws +9, 2d6+9/19-20 x3), superior two-weapon fighting

STATISTICS

Str 31, **Dex** 14, **Con** 23, **Int** 2, **Wis** 12, **Cha** 11**Base Atk** +7; **CMB** +19; **CMD** 31 (35 vs. trip)**Feats** Cleave, Improved Initiative, Improved Overrun, Iron Will, Power Attack**Skills** Handle Animal +0, Intimidate +8, Perception +13;**Racial Modifier** +4 Perception**Languages** pidgin of Giant, Goblin, and Orc**SQ** hunter's call, quadruped, uncontrollable hunger, wild empathy

ECOLOGY

Environment cold hills**Organization** solitary**Treasure** standard (leather armor, 2 flails, 4 javelins, other treasure)

light sensitivity weakness, causing it to be dazzled in areas of bright light. Additionally, feral vampires that are slightly-hungry develop an aversion to holy symbols, and will go to great lengths to avoid them unless they have a particularly strong reason to go near one (this aversion has no particular mechanical effect). Finally, a slightly-hungry feral vampire who crosses over or is immersed in running water is sickened for as long as it remains above or within the water, and for 1 minute thereafter.

Melee: Slightly-hungry feral vampires gain a primary bite natural attack and two secondary claw natural attacks. If the feral vampire is Medium, the bite attack deals 1d6 points of piercing and slashing damage on a successful hit, and the claw attacks deal 1d4 points of piercing and slashing damage on a successful hit. If the base creature already possessed bite or claw natural attacks, then it does not gain additional attacks of that sort. Instead, increase the damage die of any such attack by one step, as though the feral vampire were one size category larger than it actually is.

Special Qualities: Slightly-hungry feral vampires gain the following special qualities.

Wild Empathy (Ex): A slightly-hungry feral vampire gains the wild empathy class feature of the druid class, and treats its druid level as being equal to its Hit Dice for the purposes of this ability. This ability only functions on predatory animals (*for the purposes of this ability, a predatory animal is one that is not domesticated, and which feeds primarily on other animals*).

Skills: A slightly-hungry feral vampire suffers a -2 penalty on all Charisma-based skill checks, except for Intimidate, to which it gains a +2 bonus, instead.

Hungry (3-4 days without feeding)

Once a feral vampire's hunger truly begins to develop, their physical changes are even more dramatic, and their mind starts to be affected as well. They grow a pair of large, leathery bat wings which allow them to glide, and their bodies become stronger, faster, and tougher. At the same time, however, their mental abilities begin to suffer as they revert to a more primitive, bestial nature.

Defensive Abilities: A hungry feral vampire's fast healing increases to 2. Additionally, hungry feral vampires gain DR 5/magic or silver.

Weaknesses: A hungry feral vampire's weakness to sunlight increases, and in addition to being dazzled in sunlight, they are also sickened for as long as they are exposed to direct sunlight, plus 1d4 rounds thereafter.

A hungry feral vampire also becomes more averse to holy symbols, and they recoil from strongly presented holy symbols. Holy symbols don't harm the feral vampire—they merely keep it at bay. A recoiling feral vampire must stay at least 5 feet away from the holy symbol and cannot touch or make melee attacks against a creature holding or openly displaying a holy symbol. Holding a feral vampire at bay in this fashion is a standard action. After 1 round, a feral vampire can overcome its revulsion of the object and function normally, as long as it succeeds on a Will save (DC 25) each round to do so.

Finally, a hungry feral vampire's aversion to water increases as well, and rather than being sickened when crossing or immersed in running water, he is nauseated instead.

Speed: A hungry feral vampire's base speed increases by 10 feet. Additionally, the feral vampire gains the ability to glide. It takes no damage from falling, and can move up to 5 feet in

any horizontal direction for every 1 foot that it falls, at a speed of 60 feet per round. The feral vampire cannot actually gain height in this way.

Melee: Whenever a hungry feral vampire successfully hits a creature with its bite attack, it can make a trip combat maneuver against that creature as a free action. Doing so does not provoke attacks of opportunity. Additionally, a starving feral vampire's bite and claw natural attacks threaten a critical hit on a result of 19 or 20, and their critical multiplier increases to x3.

Abilities: A hungry feral vampire gets +2 Strength, +2 Dexterity, and +2 Constitution. Hungry feral vampires suffer a -2 penalty to their Intelligence scores.

Skills: A hungry feral vampire's penalty to Charisma-based checks increases to -4, and the bonus to Intimidate that it receives increases to +4.

Very-Hungry (5-6 days without feeding)

At this stage of hunger, the feral vampire becomes more beast than man. It grows larger, its muscles bulge out and its hide thickens. The creature's hands transform to an extent where they are truly a beast's claws, and can no longer be used for fine manipulation—in fact, its arms become forelimbs at this point, and the monster walks on all fours.

Size: A very-hungry feral vampire's size increases by one step. If the feral vampire is normally Medium size, this increases its space to 10 ft., though its reach remains 5 ft., it gains a +1 size bonus to CMB and CMD, and suffers a -1 penalty to attack rolls and AC. Further, the feral vampire suffers a -2 penalty on Fly checks and a -4 penalty on Stealth checks. Finally, the damage inflicted by its bite attack increases to 1d8, and the damage inflicted by its claw attacks increases to 1d6. If the feral vampire is not normally Medium size, these effects will vary. See the *Pathfinder Bestiary* for more information on the effects of changing size. Regardless of the hungry vampire's normal size category, do not adjust any of the feral vampire's ability scores or natural armor as a result of its change in size.

Senses: A very-hungry feral vampire's darkvision extends to 90 ft, and its low-light vision improves to allow it to see four times as far as a human in dim light.

Armor Class: A very-hungry feral vampire's natural armor bonus to AC increases by +4.

Sidebar: Adjustable CR for Feral Vampires

The CR rating listed for the feral vampire template assumes that the base creature is a player character, or will otherwise reasonably spend some amount of time at each hunger stage. If the feral vampire will likely only appear in a single stage of hunger, use the following guidelines to determine its CR:

Well-fed +0; Slightly-hungry +1; Hungry +2; Very-hungry +3; Starving +3

Defensive Abilities: A very-hungry feral vampire's DR can only be overcome by weapons that are both magic and silver, and its fast healing increases to 5.

Weaknesses: As its hunger grows, so do the feral vampire's various weaknesses. When exposed to sunlight, a very-hungry feral vampire is exhausted instead of fatigued (it is still dazzled). Additionally, a feral vampire that is within 30 ft. of a holy symbol that it can see must succeed on a Will save (DC 25) or becomes panicked for 2d4 rounds. Finally, when crossing or immersed in running water, a feral vampire loses its fast healing ability for as long as it remains on or above the water, and for 1 minute thereafter.

Special Attacks: A very-hungry feral vampire gains the following special attacks.

Pounce (Ex): When a very-hungry feral vampire uses the charge action, it can make a full attack instead of a single melee attack.

Speed: A very hungry feral vampire's base movement speed increases by an additional 20 feet, for a total increase of 30 feet from the base creature.

Special Qualities: A very-hungry feral vampire gains the following special qualities.

Quadruped (Ex): A very-hungry feral vampire's hands transform fully into claws and its arms into forelimbs. Very-hungry feral vampires cannot hold things with their hands, and cannot do anything that requires hands for fine manipulation. Additionally, very-hungry feral vampires are four-legged, granting a +4 bonus to CMD for the purposes of trip attempts. The feral vampire can still use its claws to make attacks.

Abilities: A very-hungry feral vampire's bonuses to Strength, and Constitution increase to +6. Its bonus to Dexterity increases to +4.

Skills: A hungry feral vampire's penalty to Charisma-based checks increases to -6, and the bonus to Intimidate that it receives increases to +6.

Starving (7+ days without feeding)

During the final stage of the feral vampire's transformation, it is truly a master of the hunt, a fearsome apex predator with no peer. Predators of every sort flock to the feral vampire to participate in its gruesome hunt, knowing that with a creature such as this on the loose a kill is inevitable.

Senses: A starving feral vampire's darkvision extends to 120 ft.

Armor Class: A starving feral vampire's natural armor bonus to AC increases by +6.

Defensive Abilities: A starving feral vampire's DR increases to 10/magic and silver.

Weaknesses: Sunlight becomes especially dangerous to

a starving feral vampire, and exposure to direct sunlight petrifies the feral vampire for as long as it remains exposed to sunlight. Additionally, starving feral vampires are incapable of crossing running water, and must succeed on a DC 25 Will save to even attempt to do so, making a new save each round they continue the crossing. A failure indicates that the feral vampire becomes panicked for 1d4 minutes, and turns back the way that it came. A starving feral vampire that is immersed in running water for three consecutive rounds is petrified for as long as it remains immersed in running water.

Unlike its other weaknesses, a feral vampire's aversion to holy symbols is not strengthened when the feral vampire is starving. In fact, its hunger is so strong that it is able to overcome its revulsion if necessary. A starving feral vampire no longer needs to succeed on a saving throw to avoid becoming panicked as a result of being within 30 ft. of a holy symbol. Further, when a holy symbol is presented in order to hold the feral vampire at bay, the Will save DC for it to act normally is reduced to 10.

Speed: A starving feral vampire gains a fly speed of 60 ft., with poor maneuverability.

Melee: A starving feral vampire's bite and claw natural attacks deal damage as though it were one size category larger than it actually is. This bonus stacks with the bonus provided for already having a bite or claw attack, if applicable.

Special Attacks: A starving feral vampire gains the following special attacks.

Rake (Ex): Whenever a starving feral vampire hits a creature with both of its claw attacks in the same round, it can make two rake attacks. These attacks have the same attack bonus and damage as the feral vampire's claw attacks.

Special Qualities: A starving feral vampire gains the following special qualities.

Hunter's Call (Su): As a standard action, a starving feral vampire can summon predatory animals to him in order to serve him as a hunting pack. The creatures arrive in 2d4 rounds, even if no such creatures could normally be found in the local vicinity, and serve the feral vampire for up to one hour. The feral vampire can use this ability up to three times each day, but must wait at least 1 minute between uses of this ability. The exact nature of the animals summoned depends on the feral vampire's Hit Dice, as indicated on Table 5-1: Hunter's Call. If desired, the feral vampire can summon creatures associated with fewer Hit Dice than it possesses. If it does, it summons 1d4+1 of those creatures, instead of the normal amount.

Table 5-1: Hunter's Call

Hit Dice	Summoned Creatures
5 - 6	1d3 wolves
7 - 8	1d3 leopards
9 - 10	1d3 dire wolves
11 - 12	1d3 tigers
13 - 14	1d3 dire lions
15+	1d3 dire tigers

Uncontrollable Hunger (Ex): Each day, a starving feral vampire must succeed on a Will save (DC 15 + 1 per day since it became starving) or else immediately set out in search of a sentient creature to kill and consume. It will avoid obvious and unnecessary peril (not, for instance, jumping into a nearby stream in search of aquatic prey) but must otherwise do everything in its power to satiate its hunger.

Abilities: A starving feral vampire's bonuses to Strength, and Constitution increase to +8, and its bonus to Dexterity increases to +6. The penalty to its Intelligence score increases

to -6, although this cannot reduce the feral vampire's Intelligence score to less than 2. Each day that the feral vampire remains in this state, the penalty to its Intelligence score increases by an additional -1, although this still cannot reduce its Intelligence score below 2. Note that characters with an intelligence of 2 are incapable of understanding speech, and so are unable to communicate with any kind of language.

Skills: A hungry feral vampire's penalty to Charisma-based checks increases to -8, and the bonus to Intimidate that it receives increases to +8.



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Nosferatu

The creature before you is hideous, its face warped and twisted like the terrible offspring of a man and some kind of rat or vermin. Its head is hairless, its eyes beady, and its skin pale with the complexion of wax. It hisses at you in response to your look of disgust, flailing its short, clawed arms with too-long fingers and baring its fangs.

NOSFERATU WIZARD

CR 8

XP 4,800

Male or female nosferatu wizard (universalist) 7

CE Medium undead (augmented)

Init +7; **Senses** darkvision 60 ft.; Perception +16

DEFENSE

AC 19, touch 19, flat-footed 16 (+3 Dex, +6 unholy)

hp 41 (7d6+14); fast healing 5

Fort +4, **Ref** +6, **Will** +9

Defensive Abilities channel resistance +10, undead traits

DR 10/good; **Immune** cold, electricity

Weaknesses nosferatu weaknesses

OFFENSE

Speed 30 ft.

Melee masterwork quarterstaff +4 (1d6) or slam +3 (energy drain)

Special Attacks blood drain, children of darkness, create spawn, energy drain, hand of the apprentice (5/day), plaguelord

Wizard Spells Prepared (CL 7th; concentration +15)

4th—*arcane eye*, *black tentacles* (DC 22), *dimension door*

3rd—*arcane sight*, *fireball* (DC 21), *fly*, *ray of exhaustion* (DC 21)

2nd—*arcane lock*, *invisibility*, *magic mouth*, *scorching ray*, *web* (DC 20)

1st—*mage armor* (2), *magic missile* (3), *unseen servant*

0 (at will)—*detect magic*, *mending*, *prestidigitation*, *read magic*

STATISTICS

Str 10, **Dex** 16, **Con** -, **Int** 26, **Wis** 12, **Cha** 12

Base Atk +3; **CMB** +3; **CMD** 24

Feats Blind-Fight^B, Brew Potion^B, Combat Casting, Combat Expertise^B, Craft Wand, Craft Wondrous Item, Improved Initiative^B, Iron Will, Magical Aptitude, Scribe Scroll^B, Stealthy^B, Toughness^B

Skills Bluff +8, Disguise +8, Escape Artist +5, Intimidate +9, Knowledge (arcana) +21, Knowledge (dungeoneering) +21, Knowledge (nature) +21, Knowledge (planes) +21, Linguistics +21, Perception +16, Sense Motive +9, Spellcraft +23, Stealth +13; **Racial Bonuses** +8 Intimidate, +8 Perception, +8 Sense Motive, +8 Stealth

Languages Abyssal, Aquan, Auran, Celestial, Common, Draconic, Elven, Ignan, Infernal, Sylvan, Terran, Undercommon

SQ arcane bond (owl familiar), cantrips

Gear *cloak of resistance* +1, *headband of vast intelligence* +2 (Perception), masterwork quarterstaff

Nosferatu are corpses possessed by malevolent fiends who desire nothing more than to spread disease and suffering through the mortal world. They draw sustenance from blood, but most of their powers come from their ability to control diseases.

Creating a Noseferatu

“Nosferatu” is a template that can be applied to any living creature with 5 or more hit dice (referred to hereafter as “the base creature”). Most nosferatu were once humanoids, fey, or monstrous humanoids. A nosferatu uses the base creature’s stats and abilities, except as noted here.

CR: Same as base creature +2

AL: Any evil

Type: The creature’s type changes to undead (augmented). Do not recalculate class hit dice, base attack bonus, or saves.

Senses: A nosferatu gains darkvision 60 ft.

Armor Class: A nosferatu gains a +6 unholy bonus to its armor class.

Hit Dice: Change all racial Hit Dice to d8s. Class Hit Dice are unaffected. As undead, nosferatu use their Charisma modifier to determine bonus hit points (instead of Constitution).

Defensive Abilities: A nosferatu gains channel resistance +10, DR 10/good, and immunity to cold and electricity, in addition to all the defensive abilities granted by the undead type. A nosferatu also gains fast healing 5. If reduced to 0 hit points in combat, a nosferatu explodes in a swarm of spiders or bats (50% chance of either), which mindlessly attack any creatures they encounter (see the *Pathfinder Bestiary* for game statistics for a bat swarm or spider swarm). Regardless of what happens to the swarm, the nosferatu’s body reforms in its coffin during the next new moon.

Weaknesses: Nosferatu recoil from mirrors or strongly presented rose flowers. These things don’t harm the nosferatu, they merely keep it at bay. A recoiling nosferatu must stay at least five feet away from the mirror or rose and cannot touch or make melee attacks against that creature. Holding a nosferatu at bay takes a standard action. After 1 round, a nosferatu can overcome its revulsion of an object and function normally, as long as it succeeds on a Will save (DC 25) each round to do so.

Nosferatu who are directly asked their name must respond by providing the name that is written on the tombstone or marker on the grave that the nosferatu’s coffin is buried under. If the nosferatu’s coffin is buried in an unmarked grave or a grave that does not have a name on it, it must instead respond that it has no name.

Reducing a nosferatu’s hit points to 0 destroys it temporarily, but not permanently, as it will reform at the next new moon. The only way to permanently slay a nosferatu is to expose it to sunlight. Exposing any nosferatu to direct sunlight staggers it on the first round of exposure and destroys it utterly on the second consecutive round of

exposure if it does not escape. A nosferatu destroyed in this way does not reform.

A nosferatu's appearance is so twisted that no one can look upon it and not realize that it is an undead monstrosity. Additionally, any animals within 60 feet of a nosferatu must succeed on a Will save (DC 10 + 1/2 the nosferatu's hit dice + the nosferatu's Charisma modifier) or become panicked.

A nosferatu who has not spent at least 8 of the last 24 hours in a coffin filled with (or buried beneath) dirt from the graveyard in which the nosferatu's corpse was originally buried loses all benefits of this template except the undead type and the ability to reform. They still retain all weaknesses imposed by this template.

Melee: Despite their overlong fingers and sharp nails, nosferatu do not gain claw attacks. A nosferatu gains a slam attack if the base creature didn't have one, but the slam attack deals no damage, and only allows the nosferatu to use its energy drain ability (see below).

Special Attacks: A nosferatu gains the following special attacks.

Blood Drain (Su): A nosferatu can suck blood from a grappled opponent; if the nosferatu establishes or maintains a pin, it drains blood, dealing 1d4 points of Constitution damage. The nosferatu heals 5 hit points or gains 5 temporary hit points (up to a maximum number of temporary hit points equal to its full normal hit points) each round it drains blood. Any temporary hit points gained in this way last for 1 hour, and stack with one another.

Children of Darkness (Su): Once per day, a nosferatu can summon 1d4 wights or 1d4-1 shadows as a standard action. These creatures arrive in 2d6 rounds and serve the nosferatu for up to 1 hour.

Create Spawn (Su): Any creature slain by a nosferatu's energy drain attack immediately rises as a zombie under its control. A nosferatu can control a number of zombies in this way whose total Hit Dice do not exceed three times the nosferatu's Hit Dice. Any zombies it creates that exceed this limit become free-willed, mindless undead. A nosferatu may release control of one or more zombies in order to enslave a new zombie, but once freed, a zombie can never be enslaved in this way again. Additionally, zombies created in this way carry one of the nosferatu's plaguelord diseases of the nosferatu's choice, chosen at the time of the zombie's creation.

Energy Drain (Su): A creature hit by a nosferatu's slam attack (or other natural attack) gains two negative levels. This ability only triggers once per round, regardless of the number of attacks the nosferatu makes.

Plaguelord (Su): A nosferatu can, with a touch, inflict a living target with one of three diseases: blinding sickness, bubonic plague, or red ache. Additionally, the grave soil of a nosferatu's coffin is automatically infected with one of the diseases after a single night of being slept in by the nosferatu, and anyone within 5 feet of such a coffin while it is open is

exposed to the disease, regardless of the disease's normal contraction method.

Finally, by sprinkling some dust from its grave into a body of water as part of an hour-long ritual, the nosferatu can corrupt it, causing it to expose anyone who drinks from it to one of these three diseases (chosen at the time of the ritual). This effect extends to all connected bodies of water within a 100 ft/HD radius, and lasts for 1 week per hit die the nosferatu possesses. The nosferatu can perform this ritual once per week.

Regardless of the means by which it is contracted, the saving throw DCs for any of the nosferatu's plague lord DCs are equal to the normal saving throw DC of the disease, plus 1 per two Hit Dice that the nosferatu possesses. Anyone who dies from such a disease has a chance of rising as an uncontrolled undead (the chance and type of undead is based on the kind of disease which killed them, see Table 5-2: Plaguelord Diseases, below) on the next new moon after they die.

Table 5-2: Plaguelord Diseases

Disease	% Chance	Undead
Blinding Sickness	30	Zombie
Bubonic Plague	3	Nosferatu
Red Ache	20	Ghoul

Ability Scores: Str +2, Dex +2, Int +6, Wis +4, Cha -2. As an undead creature, a nosferatu has no Constitution score.

Skills: Nosferatu gain a +8 bonus on all Intimidate, Perception, Sense Motive, and Stealth checks.

Feats: Nosferatu gain the following as bonus feats: Blind-Fight, Combat Expertise, Improved Initiative, Iron Will, Stealthy, and Toughness.

Ecology

While nosferatu resemble the creature whose corpse they animate, and sometimes even possess that creature's memories and, to a certain extent, personality, they are not truly that creature. Rather, a nosferatu is a fiendish entity that has possessed the corpse of the deceased creature and is using it as a means to interact with the mortal world. The result is a sort of blending of the fiend and the original creature, and the exact balance of each depends somewhat on the strength of will of both the fiend and the individual in question, but usually the closest that a nosferatu could be considered to actually being the deceased person is being that person's "evil twin," with similar personality traits, but a ruthless, evil bent. Many of the loved ones of nosferatus have attempted to get them to "snap out of it," only to discover to their chagrin that such a thing is impossible, and that the corpse they are trying to save is not their lost loved one at all.

The exact process for creating a nosferatu is dangerous and complex, but can be performed by suitably powerful wizards and clerics. Nosferatu created in this way pursue their own agendas.

Psychic Vampire (Lianashae)

The man before you can only be described as radiant. His features are striking, his eyes deep and mysterious, and the air around him seems to simmer like an aura. He smiles at you as you approach, revealing a set of perfectly white glistening teeth as he addresses you cordially.

LIANASHAE DOPPELGANGER

CR 5

XP 1,600

N Medium monstrous humanoid (shapechanger)

Init +1; **Senses** darkvision 60 ft.; Perception +9

DEFENSE

AC 16, touch 12, flat-footed 14 (+1 Dex, +1 dodge, +4 natural)

hp 26 (4d10+4)

Fort +4, **Ref** +5, **Will** +6

Immune charm, sleep

OFFENSE

Speed 30 ft.

Melee 2 claws +8 (1d8+4) or psychic feeding +8 touch (1d6 Charisma damage)

Special Attacks enthrall (DC 15), hypnotic gaze (DC 15)

Spell-Like Abilities (CL 18th)

At will—*detect thoughts* (DC 15)

Psionic Powers Known (ML 4th, power points 8)

0—*empathy**

1st—*empathic connection* (DC 13)*

2nd—*ego whip* (DC 14)*

*Power can be augmented

STATISTICS

Str 18, **Dex** 13, **Con** 12, **Int** 13, **Wis** 14, **Cha** 14

Base Atk +4; **CMB** +8; **CMD** 20

Feats Dodge, Great Fortitude

Skills Bluff +11 (+15 while using change shape ability),

Diplomacy +6, Disguise +11 (+31 while using change shape ability), Perception +9, Sense Motive +6, Stealth +5; **Racial**

Modifiers +4 Bluff, +4 Disguise

Languages Common

SQ change shape (*alter self*), perfect copy, mimicry

SPECIAL ABILITIES

Mimicry (Ex): A doppelganger is proficient in all weapons, armor, and shields. In addition, a doppelganger can use any spell trigger or spell completion item as if the spells were on its spell list. Its caster level is equal to its racial Hit Dice.

Perfect Copy (Su): When a doppelganger uses change shape, it can assume the appearance of specific individuals.

Psychic vampires are humanoids who are able to tap into the life force of others, feeding on innocents in order to fuel their own latent psionic powers. They appear like normal members of their race, though they are usually somewhat more beautiful.

Creating a Psychic Vampire

“Psychic vampire” is a template which can be applied to any living humanoid (referred to hereafter as the base creature). A psychic vampire uses the base creature’s stats and abilities except as noted here.

CR: Same as base creature +2 (+4 if the base creature is capable of using psionics)

AL: Usually NE

Special Attacks: A psychic vampire gains the following special attacks. Unless otherwise stated, the DC to resist these attacks is equal to (10 + 1/2 the psychic vampire’s Hit Dice + the psychic vampire’s Charisma modifier).

Enthrall (Su): Any creature that suffers enough Charisma drain from the psychic vampire’s psychic feeding ability to reduce its Charisma score to 0 can become enthralled. This process requires a full-round action from the psychic vampire, who leaves his mark within the enthralled creature’s mind. A creature that has become a thrall in this way has no Charisma score, and obeys its creator’s commands implicitly and to the best of its ability. The thrall has no trace of personality or individuality, and though it retains its previous Intelligence and Wisdom, as well as its skills and memories, it has no initiative of its own, and does only what its master directs it to. The Sense Motive check to identify a thrall is only 10.

The psychic vampire can control a total number of Hit Dice worth of thralls equal to twice the psychic vampire’s Hit Dice, but cannot control any given thrall with a total number of Hit Dice equal to or greater than the psychic vampire’s Hit Dice minus 4. The psychic vampire can release a thrall at any time. Additionally, a thrall can be released from thralldom by a *break enchantment* spell, or more powerful magic. A thrall that is released retains any Charisma drain it possessed before becoming a thrall, likely rendering it comatose.

Hypnotic Gaze (Su): As a standard action, a psychic vampire make eye contact with a single living, intelligent creature within 60 feet. That creature must succeed on a Will save (DC 10 + 1/2 the psychic vampire’s Hit Dice + the psychic vampire’s Charisma modifier) or be fascinated by the psychic vampire for as long as he continues to maintain the effect (a move action on each subsequent round), and for 1d4 rounds thereafter. Characters that avert their eyes or wear blindfolds are protected from this ability as though it were a gaze attack.

Psionics (Sp): All psychic vampires are able to use psionics to a certain extent. They have a power point pool with a maximum number of power points equal to twice their hit dice, which they can spend to activate the following psionic powers: *ego whip*, *empathic connection*, and *empathy*. The psychic vampire’s manifester level is equal to its Hit Dice. For more information on psionics, see *Psionics Unleashed*.

Psychic Feeding (Su): Psychic vampires can attempt to drain the life essence of others with a touch. To use this ability, the psychic vampire must touch the target, which must be a living creature with an Intelligence of 3 or higher and a Charisma score. If the target is unwilling, the psychic

vampire must succeed on a melee touch attack. With each successful touch, the psychic vampire deals 1d6 points of Charisma damage to the victim. The psychic vampire gains 5 temporary power points each time it drains Charisma in this fashion, which last for 1 hour. The psychic vampire may choose to deliver this attack with its natural attacks, if it has any, but this ability triggers only once per round, regardless of how many times the psychic vampire attacks.

Ability Scores: Charisma +4



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Revenant:

This alluring figure could almost pass for one of the living, if not for her cool, pale skin, glowing red eyes, and the set of razor-sharp fangs filling her mouth. She gives a predatory grin at you and saunters over towards you, swaying her hips sensuously as she walks.

REVENANT INFILTRATOR RAKE **CR 1/2**

XP 200

Male or female revenant (human) revenant infiltrator 1

CE Medium undead (augmented, risen)

Init +1; **Senses** darkvision 60 ft.; **Perception** +3

DEFENSE

AC 14, touch 11, flat-footed 13 (+3 armor, +1 Dex)

hp 7 (1d8-1)

Fort -1, **Ref** +3, **Will** -1

Defensive Abilities risen traits

Weaknesses revenant weaknesses (blood dependency, sunlight vulnerability, garlic, running water, stakes, fire vulnerability, unwelcome)

OFFENSE

Speed 30 ft.

Melee sap +0 (1d6 nonlethal) or rapier +0 (1d6/18-20)

Ranged light crossbow +1 (1d8/19-20)

Special Attacks paralyzing strike 1/day

Maximum Blood Points 2

STATISTICS

Str 10, **Dex** 12, **Con** 9, **Int** 11, **Wis** 8, **Cha** 15

Base Atk +0; **CMB** +0; **CMD** 11

Feats Vampire's Bite, Vampiric Hypnosis, Vampiric Seduction, Vampiric Speed

Skills Bluff +6, Diplomacy +6, Disguise +6, Intimidate +6, Knowledge (local) +4, Perception +3, Sense Motive +3

SQ lifelike

ECOLOGY

Environment any urban

Organization solitary or gang (3-6)

NPC Gear rapier, sap, studded leather, 24 gp

Revenants are a type of vampire; undead creatures that feed upon the blood of the living. Though they are fully undead, revenants remain far closer to their humanity than other kinds of undead creatures, and most can actually masquerade as members of the living world. Unlike most

Sidebar: More Intense Vampires

At the GM's discretion, players of revenant characters might be allowed to choose additional weaknesses in order to gain additional bonus vampire feats at 1st level. If the GM is amenable to such an option, then a character that selected two additional lesser weaknesses or one additional greater weakness could gain one additional vampire feat for which he qualifies as a bonus feat. It is not recommended that GMs allow characters to gain more than 1-2 bonus feats in this way.

other vampires, revenants need blood to continue their existence, and will eventually die without it. They also have an innate ability to tap into cruomancy, a specialized form of magic which uses stolen life essence carried in the blood of a revenant's victims to perform impressive supernatural feats.

Creating a Revenant

“Revenant” is a template which can be applied to any living humanoid or monstrous humanoid (referred to hereafter as the base creature). A revenant uses the base creature's stats and abilities except as noted here.

CR: Same as the base creature.

Type: The creature's type changes to undead (augmented, risen). Do not recalculate class Hit Dice, BAB, or saves. The risen subtype modifies the undead type, and information on its effects is included in Sidebar: the Risen Subtype.

Senses: A revenant gains darkvision 60 ft.

Hit Dice: Change all racial hit dice to d8s. Class hit dice are unaffected. As risen undead, a revenant uses its Wisdom modifier (instead of Constitution or Charisma) to determine its bonus hit points.

Weaknesses: As a kind of vampire, revenants share a number of their weaknesses. The exact weaknesses vary from one revenant to another, however. All revenants gain the blood dependency and sunlight vulnerability weaknesses. Additionally, upon gaining the revenant template, the creature must select three lesser weaknesses and two greater weaknesses from the list below. These choices cannot later be changed, though certain class features and abilities may allow the revenant to overcome one or more of his weaknesses temporarily or even permanently.

- **Blood Dependence:** As a type of vampire, revenants require blood to continue their unnatural existence. Once per day, as a full-round action, a revenant must spend a single blood point from her blood point pool in order to sustain herself for that day. If she goes for at least 24 hours without spending a blood point in this way, she is subjected to light necrosis until she does so. If she goes for at least 3 days without spending a blood point to sustain herself, she suffers from severe necrosis, instead. For each additional day that the revenant does not spend a blood point to sustain herself, she gains one negative level (the revenant's undead state does not protect her from negative levels gained in this way). These negative levels cannot be removed by any means other than for the revenant to spend blood points to sustain herself, and the revenant can remove negative levels gained in this way at a rate of 1 negative level per blood point spent. Once all negative levels accrued in this way have been removed, the revenant must spend 1 additional blood point to recover from the effects of necrosis.
- **Sunlight Vulnerability:** A revenant suffers from light necrosis as long as she is exposed to sunlight. If the revenant is already suffering from light necrosis before being exposed to sunlight, she suffers from severe necrosis, instead. Additionally, whenever a revenant that is currently exposed to sunlight spends blood points to activate an ability gained from a feat, class feature, or other source, he must spend 1 more blood point than he would otherwise have to in order to activate that ability.
- **Garlic (Lesser):** The revenant recoils before garlic, and must stay at least five feet away from it, as long as it is strongly presented. She cannot touch or make

Sidebar: Becoming a Revenant

It is assumed that most players who want to play revenant characters will choose to start the game as a revenant during character creation, in which case it's not of immediate concern exactly how the character became a revenant prior to the beginning of the game. That said, players in the middle of existing campaigns may find, for a number of reasons, that they would suddenly like for their existing character to become a revenant (such as because they only just acquired this book, for example). In an ideal world, such players could simply make this desire known to their GM, who could write in an encounter with a vampire that could serve as an opportunity for interested players to be “turned” and have their characters become revenants. But sometimes that's not an option, for whatever reason, and other times it will simply feel contrived.

With GM permission, a character could also become a revenant by performing a special ritual, much in the same way that a character can become a lich by performing a ritual and creating a phylactery. It requires a DC 15 Knowledge (religion) check to successfully identify the nature of this ritual, or to learn about it through research in a library or other place of accumulated knowledge. The ritual itself requires an hour to perform, and requires 500 gp in rare incense, ointments, and ritual objects. At the end of the ritual, the would-be revenant must wound himself (typically be cutting his wrist with a ritually-anointed dagger) and bleed into a special ceremonial bowl for an extended period of time. During this time, the character suffers 1 point of damage per round, which can be stopped at any time by a successful Heal check (DC 15). If the character reaches 0 hit points, then at the beginning of his turn each round, when he takes damage from the bleeding, he may make a DC 15 Wisdom check. If the check succeeds, the bleeding stops, and the character immediately becomes a revenant. The character can attempt this check once per round until he either succeeds, the bleeding is stopped, or he dies.

melee attacks against a creature presenting garlic in this way. Any creature holding the revenant at bay in this manner must spend a standard action to do so. After one round, the revenant can overcome her repulsion with a Will save (DC 25), and can act normally as long as she continues to make a DC 25 Will save each round.

Additionally, the revenant cannot eat normal food. While no revenant needs food to survive, revenants without this weakness can consume food in order to pass as living creatures. Revenants with this weakness must succeed on a Will save (DC 15) in order to consume food, and doing so causes the revenant to suffer from light necrosis for 24 hours, after which she takes 2d4 points of damage as the food is eventually expelled from her undead body.

- *Grave Dirt (Lesser)*: The revenant must spend at least 8 hours per day resting in a coffin or similar container that contains at least 2 lbs. of soil from the graveyard in which the revenant was buried. If the revenant was never buried, then he becomes attuned to a specific graveyard upon becoming a revenant (typically the one closest to him when he becomes a revenant, but sometimes it is a graveyard of special significance, instead), and must rest in soil from this graveyard, instead. In either case, a revenant that fails to rest in this way for a period 24 hours is affected by light necrosis. One that fails to
- *Holy Symbols (Lesser)*: The revenant recoils before holy symbols, and must stay at least five feet away from them, as long as they are strongly presented. She cannot touch or make melee attacks against a creature presenting a holy symbol in this way. Any creature holding the revenant at bay in this manner must spend a standard action to do so. After one round, the revenant can overcome her repulsion with a DC 25 Will save, and can act normally as long as she continues to make a DC 25 Will save each round.

rest in this way for a period of 3 days is affected by severe necrosis, instead. For each additional day that the revenant does not rest in this way, she suffers 1d6 points of damage. This damage is not subject to damage reduction and cannot be prevented, nor can it be healed by any means until the revenant spends at least 8 hours resting in a coffin or similar container containing at least 2 lbs. of soil from the appropriate graveyard, after which the damage can be healed normally.

Additionally, the revenant does not cast a shadow. Anyone that observes the revenant in a place where he should cast a notable shadow (places of normal light or brighter) can notice that he has no shadow with a successful DC 15 Perception check, which may alert him to the revenant's true nature.

Sidebar: The Risen Subtype

The risen subtype modifies a number of the traits that generally apply to undead creatures. In general, undead of the risen subtype have a few less immunities than other undead, though they are still immune or resistant to a wide variety of things, and they are somewhat more difficult to kill outright than many undead creatures. The traits of the risen subtype are included below.

Undead of the risen subtype remain far closer to their mortality than most other types of undead, and so they do not gain all of the features normally granted by the undead type. Undead with the risen subtype have the following adjustments to the standard undead traits:

- Undead with the risen subtype still have a Constitution score. They do not use their Charisma score in place of Constitution
- Undead of the risen subtype gain darkvision 60 ft., as normal for undead.
- Undead with the risen subtype do not gain a general immunity to any effect requiring a Fortitude save, though they retain many other immunities of being undead (see below).
- Undead with the risen subtype are not immune to mind-affecting effects, but receive a +4 racial bonus against such effects.
- Undead with the risen subtype are immune to bleed, death effects, disease, exhaustion, fatigue, paralysis, and poison.
- Undead with the risen subtype are not immune to ability drain, ability damage to their physical ability scores, energy drain, sleep effects, or stunning, but receive a +4 racial bonus on saving throws made to resist these effects.
- Undead with the risen subtype are not immune to nonlethal damage.
- Undead with the risen subtype are harmed by positive energy and healed by negative energy, as normal for an undead creature.
- Undead with the risen subtype are not immediately destroyed when reduced to 0 hit points. Instead, an undead with the risen subtype that is reduced to 0 hit points loses consciousness and is unable to act, effectively "hibernating." While in this state, the creature does not continue to lose hit points each round, and is not dying. If the creature receives enough healing to increase its current hit points above 0, it "awakens" and can act normally, but the creature does not heal naturally while at 0 hit points or fewer. If the creature is reduced to a number of negative hit points in excess of her Constitution score, she is destroyed. Certain undead with the risen subtype can be revived from this state through special means.

Additionally, the revenant has difficulty entering churches, temples, and other places of worship. The revenant must succeed on a Will save (DC 15) to enter such a location, and suffers from light necrosis for as long as she remains within. A failure on this Will save indicates that the revenant cannot enter the holy place for 24 hours, and a failure by 5 or more indicates that she cannot enter for a full week. The exception to this is holy places devoted to a deity of undeath, which the revenant can enter without difficulty.

- *Mirrors (Lesser)*: The revenant recoils before mirrors, and must stay at least five feet away from them, as long as they are strongly presented. She cannot touch or make melee attacks against a creature presenting a mirror in this way. Any creature holding the revenant at bay in this manner must spend a standard action to do so. After one round, the revenant can overcome her repulsion with a DC 25 Will save, and can act normally as long as she continues to make a DC 25 Will save each round.

Additionally, the revenant's image is not reflected by mirrors or similar surfaces. Anyone that observes the revenant in a place where he should be reflected by a mirror can notice that he has no reflection with a successful DC 15 Perception check, which may alert him to the revenant's true nature.

- *Running Water (Lesser)*: The revenant is heavily damaged by immersion in running water, and has difficulty crossing over running water. Each round that the revenant is in a body of running water, she must succeed on a Fortitude save (DC 15) or suffer an amount of damage equal to $\frac{1}{3}$ her maximum hit points (rounded up). Even if the saving throw is a success, she still suffers 3d6 points of damage (or $\frac{1}{3}$ her maximum hit points, whichever is less). This damage is not subject to damage reduction.

Additionally, the revenant has difficulty crossing bodies of running water even if she does not need to immerse herself to do so. Any time that the revenant attempts to cross a body of running water without immersing herself in it (such as by flying over it, walking across a bridge over it, rowing across

it on a rowboat, etc.), she must succeed on a Will save (DC 15) or be unable to bring herself to do so. In the event of a failure, the revenant can attempt to cross again in one hour. Nothing physically bars the revenant from crossing the water in this fashion, and if the revenant's movement across the running water is outside her control (for example, she is in a stagecoach that is being driven by another character, which crosses a bridge over running water), she may cross the water even if she fails her saving throw. Additionally, running water that is buried (such as sewers, underground rivers, etc.), do not prevent the revenant from travelling at ground level.

- *Silver Vulnerability (Lesser)*: The revenant is exceptionally vulnerable to silver. Any damage reduction that she gains, regardless of the source, can be overcome by silver weapons. Additionally, the revenant suffers half again as much damage (1.5 times) from weapons made silver or other materials that count as silver for the purposes of bypassing damage reduction (this includes additional damage from a high Strength score, and feats and abilities like Power Attack or Weapon Specialization, but not additional damage dice, like sneak attack or the *flaming weapon* special ability).

In addition to the ill effects of being hit with a silver weapon, the mere touch of silver is physically painful to the revenant, and she is sickened for as long as she touches or wears an object made of silver (including if it does not touch her skin directly, such as by handling it with gloves or similar), and suffers 1 point of damage each round that she maintains contact with an object made of silver.

- *Stakes (Lesser)*: The revenant is particularly vulnerable to being staked through the heart with a wooden stake. Any character can drive a wooden stake through the heart of a helpless revenant with this weakness as a full-round action. Alternatively, a character holding a wooden stake can attempt to drive it through the revenant's heart while the revenant is still able to defend himself. Doing so is a standard action that provokes attacks of opportunity unless the attacker is specifically proficient with wooden stakes as weapons, and requires a melee

Sidebar: Defining Holy Symbols and Places of Worship

The "holy symbols" weakness of the revenant template causes the revenant to recoil from strongly-presented holy symbols, and makes it difficult for him to enter "places of worship." While the definition of a holy symbol is typically fairly straightforward, and final determination will always lie with the GM, we present the following guidelines to help determine what this ability does and does not apply to:

- Holy symbols used for this ability can take other forms besides simply being a holy symbol. A specific deity's prayer book or holy book could suffice, as could a *major image* made to appear as the holy symbol. That said, just because a deity of war has a sword for his holy symbol does not necessarily mean that any old sword will work. The item must have been made with the intention of being used in that way. At the GM's discretion, a successful DC 20 Knowledge (religion) check could be used to cite scripture to keep the revenant at bay, instead of presenting a holy symbol.
- In order to be a "place of worship," a room or building must be used regularly and primarily as a place where religious services are performed. Long-abandoned temples do not count, nor do all forests count as "places of worship" for a forest deity, etc.

attack (characters not specifically proficient with wooden stakes suffer a -4 penalty on this attack roll, due to being non-proficient). If the attack hits, the revenant must succeed on a Fortitude save (DC 25), or else the stake is driven through his heart.

Regardless of the method by which the revenant has a stake driven through his heart, the effects are the same: the revenant suffers 4d8 points of piercing damage, to which damage reduction does not apply, and he is paralyzed for as long as the stake remains in place.

- *Unsettling Aura (Lesser)*: The revenant's presence unsettles domesticated animals. All domesticated animals have a starting attitude of hostile towards the revenant. The exact effects of this attitude adjustment will vary from animal to animal: dogs will likely bark at the revenant, and may attack her, cats will similarly hiss and scratch, horses may rear or otherwise act nervously around her, and may even attack her, etc. Revenants with this weakness suffer a -10 penalty on all Handle Animal and Ride checks involving domesticated animals, and, if the revenant has the wild empathy class feature, this penalty also applies to Diplomacy checks made with domesticated animals, as well. For the most part, non-domesticated animals are not affected by this ability, but at the GM's discretion, certain non-domesticated animals may act in the same way.

Characters that observe the way that animals react around the revenant may notice that something is amiss. Anyone that observes a domesticated animal responding to the revenant in the above fashion that succeeds on a DC 20 Perception check notices that the animals are unusually unsettled by the revenant, which may alert him to the revenant's true nature.

- *Fire Vulnerability (Greater)*: The revenant is exceptionally vulnerable to flames. She suffers half again as much damage (+50%) from any source that deals fire damage. Further, she also suffers a -4 penalty on saving throws made against spells or effects with the fire descriptor, and on saving throws made to avoid catching on fire (or to stop being on fire once she already is). Finally, the very presence of fire can cause fear in the revenant, and any revenant within 30 feet of a flame larger than a candle must succeed on a Will save (DC 20) or be shaken for as long as she remains within range of the flame, and for 1d4 rounds thereafter. Revenants that fail their saving throw by more than 10 (a result of 9 or less) become frightened, instead. This is a mind-affecting fear effect, but the normal +4 bonus revenants gain on saving throws against mind-affecting effects does not apply.
- *Great Sunlight Vulnerability (Greater)*: The revenant is even more vulnerable to sunlight than most revenants. As long as the revenant is exposed to sunlight, she suffers from severe necrosis. Additionally, for every minute that she spends in an area of sunlight, she suffers 1 point of damage. This damage cannot be prevented by any means, and cannot be healed until the revenant has gone for at least 3 days without being exposed to sunlight of any kind. Further, damage inflicted in this way leaves horrible burns on the revenant's skin, and extended exposure to sunlight may cause his body to visibly smoke and char, potentially alerting those who encounter him as to his true nature. Finally, whenever a revenant that is currently exposed to sunlight spends blood points to activate an ability gained from a feat, class feature, or other source, he must spend 1 more blood points than he would otherwise have to in order to activate that ability.



Sidebar: Defining Private Places

The "unwelcome" weakness of the revenant template bars the revenant from entering homes and "other private places," which begs the question of what, exactly, warrants a private place. While the final determination will always lie with the GM, we present the following guidelines to help determine what this ability does and does not apply to:

- While people may sleep there, the common room of an inn or similar establishment would not be considered "private" as it is available for public use.
- By contrast, a specific rented room in an inn would likely count as such a place, as long as it was currently being rented by someone. Essentially, once the room has been rented, it is private for as long as it remains rented, as other guests are not allowed access.
- A private guild, gentleman's club, or other exclusive organization with a campus specifically for members only might count, depending on a few different factors. The more exclusive membership is (especially if it is based on criteria other than paying membership dues), the more likely it is to apply. Similarly, the more personal the nature of the club is, and the less that the activities that take place there have to do with work or business of any kind, the more likely it is to apply. The headquarters of a cult with elaborate initiation rituals would certainly apply, whereas the office of the local banker's guild would be less likely to.
- Abandoned homes, including ancient and forgotten temples and tombs, do not apply, even though they may technically be "homes" or "private places."
- In the case of buildings with a large number of residents, such as castles and keeps, especially those with multiple servants or an entire servants' quarters, the building itself is not a "private place" for the purposes of this ability, but any individual personal quarters within the building would be.

(this stacks with the normal sunlight vulnerability weakness, for a total of 2 additional blood points).

- *Unmistakable Appearance (Greater)*: The revenant's skin tone, sharp fangs, and glowing eyes betray her as an inhuman creature. Anyone that gets a clear look at the revenant can see that she is not alive, and, with a successful DC 10 Knowledge (religion) check, can even identify her as a vampire of some sort. In general, characters that recognize the revenant as an undead creature generally have their starting attitude towards the revenant reduced by two steps (helpful becomes indifferent, friendly becomes unfriendly, indifferent becomes hostile, and so on). Further, characters that recognize that the revenant is an undead creature generally cannot have an attitude towards the revenant that is higher than friendly, no matter how skilled the revenant is with Diplomacy (this does not prevent the target's attitude from being adjusted magically, such as with *charm person*).

Different characters have different attitudes towards undead, however, and some characters may automatically be hostile and attempt to slay undead on sight, and some very rare individuals may actually have their starting attitude increased when they learn that the revenant is undead.

- *Unwelcome (Greater)*: The revenant has extreme difficulty entering a home or other private place without permission. Unless the revenant is given an invitation to enter such a location by someone with

the authority to do so, she must succeed on a Will save (DC 25) or be physically stopped at the entrance, unable to move forward or be moved forward by others. In the event of a failed save, the revenant cannot try to enter that location again for 24 hours.

If the revenant succeeds on the saving throw, she is able to enter the location, but suffers a -6 penalty on all of her ability scores for as long as she remains within the location, unless she receives an invitation from someone with the authority to do so while she is already inside.

Special Qualities: A revenant gains the following special qualities.

Cruomancy (Su): A revenant has a cruomancer level equal to her racial Hit Dice (if any), plus any amount gained from her class levels (if any). The minimum cruomancer level for a revenant is 1. Additionally, the revenant has a blood point pool which can hold a maximum number of blood points equal to 1 + the number of racial Hit Dice she possesses (minimum 1). For every two class levels of non-cruomancy classes that the revenant possesses, the maximum number of blood points that she can have in her blood point pool increases by 1. Additionally, certain feats and class features can increase the size of the revenant's blood point pool.

Feats: Upon gaining the revenant template, the revenant gains the Vampire's Bite feat as a bonus feat, and may select one additional vampire feat of her choice for which she qualifies.



Appendix: Steps of the Sanguine Path

The sanguine aspirant prestige class is special in that it has a separate prerequisite for each level taken in the class. The prerequisite always has two parts: learning the next step of the Sanguine Path ritual, and then performing it. The knowledge of the ritual's steps can be determined in one of two ways: The first is for the player character to find the knowledge through roleplaying, by interviewing NPCs who are knowledgeable in the subject, or by acquiring rare tomes or engravings which fully detail an entire step of the process. Because this knowledge is powerful, ancient, and purposefully obscured, such resources should never be easy to acquire. They do, however, make an excellent reward as part of an adventure, and can even be a plot hook unto themselves.

The other way for a sanguine aspirant to find out the secret steps of the Sanguine Path is through painstaking research, piecing together half-hinted, cryptic clues from obscure and forgotten sources. This requires a number of hours of dedicated research equal to three times the class level that the sanguine aspirant is trying to qualify for (*so a sanguine aspirant trying to research the prerequisite for the third level of the class would need to spend 9 hours researching*). At the end of this time, the sanguine aspirant can make a single Knowledge check (arcana, history, and religion all work, but the DCs can vary, see below). If the sanguine aspirant succeeds, he learns the next step on the Sanguine Path. If he fails by 4 or less, he is unable to find any answers. If he fails by more than 5, he must succeed on a DC 5 Wisdom check or misinterpret the clues, seeing some secret connection where in fact there is none. For this reason, the GM should roll the knowledge check and wisdom check in secret. If the sanguine aspirant fails a check, he can make a new one once he continues his research, spending the same amount of time researching as he did on his failed check.

The First Step: Blood Sacrifice

To complete this step, the sanguine aspirant must offer up some of his blood to be consumed by another creature. The creature need not be a vampire, and indeed need not even receive any kind of benefit from drinking the blood, but it must willingly drink the sanguine aspirant's blood (although it need not know that it is doing so). The amount need not be too great: a few ounces will do.

Knowledge DCs

Arcana: 20
History: 22
Religion: 25

The Second Step: Exhuming an Ancestor

In order to complete this step, the sanguine aspirant must locate and dig up the corpse of one of his ancestors. The corpse in question need not be someone that the sanguine aspirant knew in life, but it must actually be one of his ancestors, and be related by blood. The sanguine aspirant must then leave a small token or trinket of personal significance with the corpse, which must then be re-interred.

Knowledge DCs

Arcana: 25
History: 20
Religion: 22

The Third Step: Renunciation of Faith

To complete this step, the sanguine aspirant must perform an act of sacrilege and declare himself free of faith and religion of all kinds. The exact nature of this act of sacrilege can vary, but it must be clear and dramatic enough to symbolically sever the sanguine aspirant's connections with the divine. Some examples include the murder of a priest, the destruction of a church, or ritually defacing and defiling a holy site, etc.

Knowledge DCs

Arcana: 22
History: 25
Religion: 20

The Fourth Step: The Corpse's Fast

To complete this step, the sanguine aspirant must go for an entire week without consuming food of any kind. During this time, the sanguine aspirant can consume water, but not any other kind of liquid. Additionally, while performing this step, the sanguine aspirant must consume at least 4 ounces of grave soil each day. This grave soil does not provide sustenance, and, in fact, imposes a -2 penalty on Constitution checks made to avoid suffering nonlethal damage as a result of starvation. Any effect that negates the need to eat, such as a *ring of sustenance*, must be removed for the duration of the fast in order for the sanguine aspirant to complete this step.

Knowledge DCs

Arcana: 30
History: 27
Religion: 25

The Fifth Step: The Feast of Death

In order to complete this step, the sanguine aspirant must host a feast in which the remains of intelligent, humanoid creatures are consumed. The sanguine aspirant does not need to kill the person whose flesh serves as the cannibalistic part of the meal, nor do the guests consuming the food need to know its origins, but at least four individuals (including the sanguine aspirant) must consume at least six ounces of humanoid flesh each in order to satisfy the requirements of this step.

Knowledge DCs

Arcana: 25
History: 30
Religion: 27

The Sixth Step: Escape from Imprisonment

To complete this step, the sanguine aspirant must either be imprisoned, or be in imminent danger of imprisonment, and manage to escape. He can be aided in his escape by allies or other prisoners, but being released will

not satisfy the ritual. Short, or meaningless imprisonments will not suffice, either: the sanguine aspirant must be in real danger in order to satisfy the requirements.

Knowledge DCs

Arcana: 27
History: 25
Religion: 30

The Seventh Step: Betrothed of Fire

To complete this step, the sanguine aspirant must set a large fire. The fire must be large enough to completely destroy at least one building, or else it must claim the lives of no less than five creatures. The fire can be magical or mundane. The sanguine aspirant must also spend at least three rounds within the flames of the fire and survive.

Knowledge DCs

Arcana: 30
History: 35
Religion: 32

The Eighth Step: Sacrifice Under an Oak

To complete this step, the sanguine aspirant must sacrifice a living, sentient being beneath an oak tree. The tree is symbolic, and in some cases a picture or other representation of an oak tree has been known to suffice. The sacrificial death of a living, sentient being is not symbolic, and anything less than death will not complete the ritual.

Knowledge DCs

Arcana: 32
History: 30
Religion: 35

The Ninth Step: Ritual Death

To complete this step, the sanguine aspirant must go through a symbolic death, being buried alive in a coffin. The sanguine aspirant must remain in the coffin for at least 1 hour, and may risk suffocation depending on the circumstances of his burial. After this time, the sanguine aspirant can exit the coffin by any means at his disposal, including magical escape, digging his way out, or simply depending on friends or allies to retrieve him. Many sanguine aspirants who were too trusting or overconfident met the end of their path on this step, as a symbolic death becomes a real one.

Knowledge DCs

Arcana: 35
History: 32
Religion: 30

The Final Step: Baptism in Blood

To complete this step, the sanguine aspirant must perform a ritual which will summon an avatar of Nocturne, the goddess of vampires. After a ritual exchange of phrases, the avatar will grant the sanguine aspirant true mastery of cruomancy, and allow him to rise as a true vampire in the future, if he chooses. If the sanguine aspirant does not exchange the ritual phrases correctly, the avatar will instead attempt to devour his soul. If the sanguine aspirant can defeat the avatar in combat, Nocturne will still grant him the benefits of the final stage of the Sanguine Path.

Knowledge DCs

Arcana: 35
History: 35
Religion: 35



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Be the Thing that Goes "Bump" in the Night

For years, the legend of the vampire has captivated the minds of mortals, and these dark stalkers of the night have become permanent fixtures of fantasy media and roleplaying games alike. But while vampires in novels, movies, and television each provide their own unique twist or spin on the vampire myth, creating innumerable different interpretations of what it means to be a vampire, for the *Pathfinder* roleplaying game, at least, there is only one kind of vampire, which fits some styles of vampirism well, and doesn't fit others at all. Even worse for vampire enthusiasts, the ability to actually play as one of these nocturnal lurkers is incredibly limited.

In March of 2010, the original *Liber Vampyr* attempted to address these issues by creating a new kind of vampire for the *Pathfinder* roleplaying game: the revenant. Designed to be a player character race and intended to have access to a wide array of different vampiric "blood powers," *Liber Vampyr* invited players to build their own vampire, based on whatever interpretation of vampires they preferred, and was fully designed with vampire player characters in mind, allowing them to progress through their vampiric power the same way that a sorcerer progresses through arcane magic.

To date, over 150,000 copies of the original *Liber Vampyr* have been downloaded. But despite its popularity, we felt that we could make it better. The new version of *Liber Vampyr* has been redesigned from the ground up to be more intuitive and easy to use, as well as to improve player experience. Virtually every part of the book has been rewritten in order to affect this change, and the result is an entirely new monster that can still provide fun and excitement campaign after campaign.

