Chapter 8.
Blood & Immortality

We in centuries pass
Make fear incarnate in simple minds thus
Make time pass at slower pace adrift
On the boat which never sinks

In veins reside blood
A tender juice, of little use
To him in whom it runs
A greater purpose, in us reside

He deserves it not
For it is given freely, easily
They see not the gift inside
Being mortal, they respect it not

First time in lifetime
A part of wretched peasant life
Touches crystal, touches art of glass
Touches my enjoying lips, drifts down
Baron Amerak.
Libra Dispitiablis Elekum

The Vampire

There vast majority of people are not even sure if vampires truly exist. A great number of tales and rumours exist that describe sightings and confrontations with vampires. Some of these are true, most are fake. Vampires do exist, but they live a life hidden from plain view. They have a task of their own, a crusade in which the mortal humans are but mere pawns. This crusade is one that pits vampire against vampire, for no greater hatred exists than that between the three ancients.

History of the Vampire
The history of the vampire is closely tied to the history of an elven tribe. Before the age of man and dwarf, there is existed a tribe of elves known only as the Fallen. After having spent centuries fighting their own kin, the tribe had been sent into exile. In dark, foreboding caves, the fallen elves spent their life in misery and pain. Should they ever set foot under the sun, they would be hunted and slain by their kindred elves.
The three oldest amongst the fallen elves decided to change the horrible state in which they lived. The three ancient spellcasters had studied carefully the power of blood and the power of the dead. They wanted to combine the two, to create a new race of fallen elves that could take back the surface world once again. Thus, the elves undertook a daunting task, to search the surface world for potent blood. Silently, under the cover of night, the fallen elves searched out heroes of the surface world. These heroes were captured and brought into the damp caves of the fallen elves to become part of their experiment. One by one, these heroes were drained of blood and their blood was kept in safe storage for the ritual to come. The three ancients had found a way in which they could infuse the power of these heroes into the bodies of all their fellow fallen elves, thus creating a new, stronger race.
Unfortunately, an oracle had warned the surface elves of the impending ritual and soon, a huge army marched through the caves of the underworld. The fallen elves saw many thousand warriors marching towards their gates and in desperation, the three ancients begun the ritual. As the huge, elven army broke through the gates and battle began, the three ancients began conjuring both Demons and Devils that were to become part of the new race of fallen elves. The good elves, seeing the appearance of these evil outsiders, conjured mighty Celestials of their own. As the three ancients finished the ritual, their mighty spell absorbed the energy of not only the captured heroes and the evil outsiders, the essence of the Celestials was also captured and this essence became part of the new race as well. The three ancients felt power surge into their bodies, power derived from the blood of great heroes, from the blood of both Demons and Devils, from the blood of Celestial minions.
As the battle was ended, the good elves found none of the three ancients. They had escaped, using the power just given to them to travel faster than any eye could see.

The Fallen Vampire
The three ancients had not received equal parts of the powers they had gathered. Two of the ancients had received the evil, sinister energies of the dark outsiders and thus became the Fallen Vampires. As their power was tied to the blood in their veins, they could transfer this power by transferring their blood. The two Fallen Vampires, Amerak and Ilustriel, went into the world to found two great families, each fueled by hatred towards the elves and all mortal races. With their hideous ritual, all of nature had turned against Amerak and Ilustriel. All of nature's children shunned Amerak and Ilustriel, the oceans sought their demise and even the sun would like nothing more than to kill the two immortals with it's burning rays.

The High Vampire
The last of the three ancients, Thymos, had not been equally bent and twisted by the dark ritual. As the battle had ended, Thymos felt the divine power of the Celestials surging through his body. As the divine power cleansed his soul of all evil, Thymos realised the cruelty of his form and fell into despair. For decades, Thymos mourned the loss of his divine innocence, the loss of his soul. From the despair came hope and one day, the vampire awoke from it's catatonic stupor. Thymos would use the power granted unto him to vanquish his two ancient brethren, Amerak and Ilustriel. He swore on his honour, that once his two brethren were slain, he would end his own life and thereby end the reign of vampires.

Mentality of the Vampire

Even though the body of the vampire is immortal to the passing of time, the mind inside the vampire is not. Since vampires are created when a mortal is fed the blood of a master vampire, all vampires are of mortal descent. The mind of a mortal creature is not intended for immortality. All vampires normally pass through three stages in their mental evolution, as they try to cope with immortality.

At the first stage, the mortal mind is awed by the power put at it's disposal. The new-born vampire travels the world, seeking only the thrill of drinking blood and the thrill of combat. As everything is seen through the keen eyes of an immortal being, nothing seems dull or boring to the new-born. Everything is interesting and the world seems to be open to the vampire. For several centuries, the vampire travels and investigates everything it encounters.

After some centuries, the world grows boring and the vampire seeks to find it's place in mortal society. Unable of escaping it's mortal frame of mind, the vampire will try to gain power or influence on the mortal world. Some vampires use their intelligence and domination powers to become powerful lords or barons. Others become generals of mortal armies or join arcane guilds and orders. In this period, the vampire loves to see it's powers used more indirectly, it seeks to find a place for itself in a world where it no longer belongs. Centuries, even millennia can go by before the vampire finally reaches the last stage of it's mental evolution.

As the vampire realises that the mortal world is not intended for immortals, it seeks some way in which it can pass time. Some vampires become insane at this stage, lacking the strong mind that enables them to encompass the concept of eternity. Others devote themselves to the arts. After almost a thousand years spent scouring the world, Baron Amerak left the world of the mortals and became a poet. Even though his mind is still evil, he spends his time in his hidden mansion, trying to define immortality through the words of poetry. Ilustriel sought to drive his arcane arts to new levels, to learn everything about the energies that sustain all living and unliving entities. Thymos is still driven by his self-appointed task to destroy all Fallen Vampires. Yet, he no longer travels the world himself. He has founded an order, the Order of the Vanquishers. The Vanquishers consists purely of the firstborn of Thymos, mighty warriors devoted to the eradication of all Fallen Vampires. Yet, on their crusades they are never joined by Thymos who has taken upon himself the task of training his Vanquishers while staying out of harm's way.

Appearance of the Fallen Vampire

No matter which mortal creature is used to create a Fallen Vampire, it will slowly change to resemble the two ancients. All Fallen Vampires have pale skin and either black or brown hair. In their natural form, a Fallen Vampire has elongated claws and canines, red eyes and finely chiselled features, but most older vampires are able of changing their appearance to look more humane.

Even though vampires are immortal, they do change their appearance slightly as they age. Old vampires often have diminutive wrinkles around the eyes and mouth. As a vampire ages, it's eyes turn darker until they are completely black when the vampire becomes more than two thousand years old. The vampire's claws start out being black, but grows whiter as the vampire grows older. Really old vampires have completely white claws that have a metallic shine to them.

Appearance of the High Vampire

As with the Fallen Vampire, the High Vampire changes after it has become a vampire. It's skin turns white, just as the skin of the Fallen Vampire. Over time, the skin of the High Vampire turns almost translucent and dark, red blood veins begin to show. The High Vampire normally has blond or white hair and deep blue eyes.

The High Vampire also develops two small lumps on its back. As it grows older, these two lumps will begin to develop into wings, a sign of the High Vampire's heritage. After only a few years, two large angelic wings will have formed. The elongated claws and canines of the High Vampire will start out being white, but will grow longer and develop a silvery shine as it ages. After roughly five hundred years, the High Vampire's claws and teeth will have turned completely into silver. The claws are much longer than those of the Fallen Vampire, growing as long as a feet and a half as the High Vampire reaches two hundred years of age. As with the Fallen Vampire, the High Vampire learns to disguise it's true identity.

The Template

The power of the vampire depends on it's age and it's generation. Vampires are found in many varieties, some are pitiful, wretched beings that need to drink blood every day or die. Others are almost Gods, creatures that can go for centuries without blood, creatures that have been around longer than history itself. Use the table below to determine the creature's Vampiric Level according to it's age and generation.

Vampiric Level according to Age / Generation

Age in years	Gen. 7	Gen. 6	Gen. 5	Gen. 4	Gen. 3	Gen. 2	Gen. 1
0-20	1	2	3	4	5	6	7
21-100	1	2	4	5	6	7	8
101-200	2	3	4	6	7	8	9
201-400	2	3	5	7	8	9	10
401-800	3	4	6	8	9	10	11
801-1500	3	4	7	9	10	11	12
1501-2500	4	5	7	10	11	12	13
2501-4000	4	5	8	11	12	13	14
4001-	5	6	9	12	13	14	15

The Vampiric Level of a vampire defines it's power. The higher level, the more powerful the vampire. The power

of the vampire is also defined by it's species. The two species of vampires, the Fallen Vampires and the High Vampires, both have very different powers and weaknesses. The table above is though used for both vampires as they both increase in power according to age and generation. As it can be seen, vampires of low generation lack the purity to become truly powerful, no matter their age.

Blood Points

Any vampire, both the Fallen Vampire and the High Vampire, depend upon blood for sustenance. Any vampire has a maximum amount of Blood Points (BP). This maximum is equal to the vampire's Vampiric Level x Charisma modifier. Thus, a vampire of 13 th. Vampiric Level with a Charisma of 26 (which equals a modifier of +8) would have 94 BP (13x8). A vampire will always have a maximum of at least one BP, even if it has a negative Charisma modifier. A vampire can gain BP by drinking the blood of living creatures. When a vampire uses it's Blood Drain ability, it regains a number of BP equal to the amount of Constitution drained x its Blood Points Recovery. The higher Vampiric Level, the better the vampire is at utilising the energy in blood. Thus, if a low-level vampire completely empties a human with a Constitution of 10 of blood, he would only regain 10 BP (if his Blood Points Recovery score is 1), whereas a really old, high generation vampire could recover as much as 100 BP.

Blood Points can be used for several things. First of all, they are the sustenance of the vampire. Each day, a vampire looses one BP. This single point is used for keeping the vampire's body alive. The amount used for sustaining the vampire's life doesn't increase with age, thus an old vampire could sustain itself for weeks, even months without drinking blood.

Another use for the vampire's BP are the gifts found in the end of the chapter. Almost all of the Vampire Gifts are powered by BP. A vampire must be careful when using Vampire Gifts though, since expending too many BP can bring it close to death.

If a vampire is reduced to 0 BP, it goes into a state of bloodthirsty frenzy. For a number of round equal to the vampire's Vampiric Level x the vampire's Charisma modifier, it will try to get blood my any means possible, including attacking allies and other vampires. If there are enemies in the vicinity (but farther away than it's allies), it can roll a Will save against DC 24. If it succeeds, it is able of controlling itself enough to go after it's enemies instead of it's allies, even though the enemies are further away. If there are no enemies present, nothing can stop the vampire from attacking it's own allies or innocent bystanders. After the above-mentioned period has expired, the vampire goes into a comatose state. The only way in which it can survive is by having someone feed it blood. After a number of days equal to the vampire's Vampiric Level, it will die from lack of blood. There is no way that the vampire can save itself once it becomes comatose, only the interference of others can save it. A comatose vampire can not act in any way, it can see and hear what occurs around it but it cannot use spells, Vampire Gifts, feats or anything that requires mental or physical activity. It can not move, nor can it concentrate on spells that it cast prior to becoming comatose.

Creating a Fallen Vampire

The Fallen Vampire is the embodiment of evil. It requires blood to sustain itself and it's wretched existence, blood it takes from living, sentient beings. Even though a Fallen Vampire can sustain itself on the blood of animals, it prefers to feed of humans and other intelligent beings. A Fallen Vampire is created when a mortal being is drained of blood by a Fallen Vampire and then fed some of the blood from it's killer. It takes 1d3+1 days before the mortal being rises again as a vampire after it has been slain. The newly created vampire will be one Generation lower than the vampire that created it. Thus, a 3 rd. Generation vampire would create 4 th. Generation vampires when it slays a mortal being and feeds it with it's blood. A vampire can only create a vampire of the same Generation if it feeds the new vampire enough of it's own blood to kill itself. It thereby transfers all of it's power to the new creature. This is rarely done though, as nothing can bring back the vampire from death if it sacrifices itself in this manner.

Basic template for Fallen Vampires

Hit Dice: Increase to d12
Speed: Increases according to Vampiric Level
AC: Increases according to Vampiric Level
Attacks: All vampires have Claw attack that they can use with their normal attack bonus.
Damage: Increases according to Vampiric Level
Special Attacks: Depending on Vampiric Level
Special Qualities: Depending on Vampiric Level, all vampires are though undead
Saves: Same as the base creature
Ability Scores: Increases according to Vampiric Level. All vampires have 0 constitution though, no matter level.
Skills: Increases according to Vampiric Level
Feats: All Fallen Vampires have scent and track; some have additional feats according to their vampiric level.

Ability Score adjustments according to Vampiric Level

Level	Str.	Dex.	Int.	Wis.	Cha.
1	+2	+0	+0	+0	+2
2	+4	+0	+2	+0	+2
3	+4	+2	+2	+2	+4
4	+6	+2	+4	+2	+4
5	+8	+4	+4	+2	+6
6	+8	+4	+6	+4	+6
7	+10	+6	+6	+4	+8
8	+12	+6	+8	+4	+8
9	+14	+8	+8	+6	+10
10	+14	+8	+10	+6	+10
11	+16	+10	+10	+6	+12
12	+18	+10	+12	+8	+12

13	+18	+12	+14	+10	+14
14	+20	+14	+16	+12	+16
15	+22	+16	+18	+14	+18

The vampire gains a bonus to it's Ability Scores equal to the numbers found on the table above.

Offensive Qualities according to Vampiric Level

Level	Claw Damage	Energy Drain	Blood Drain	Blood Points Rec.
1	1d6	1	1d2	1
2	1d6	1	1d2	1
3	1d8	1d2	1d3	2
4	1d8	1d2	1d3	2
5	1d10	1d2	1d4	3
6	1d10	1d3	1d4	3
7	1d12	1d3	1d6	4
8	1d12	1d4	1d6	4
9	2d8	1d4	1d8	5
10	2d8	1d4	1d8	5
11	2d8	1d6	1d10	6
12	2d10	1d6	1d10	7
13	2d10	1d8	1d12	8
14	2d12	1d8	2d8	9
15	2d12	1d10	2d10	10

Claw Damage: The vampire has two claws and can choose to attack with both hands if it so chooses. Doing so has all of the penalties associated with wielding two weapons. Ambidexterity, Two-Weapon Fighting and other class abilities and feats can decrease the penalty for attacking with both claws.

Energy Drain (Su): Any living creature hit by the vampire's claw attack suffers this amount of temporary Strength damage. Any creature reduced to Strength 0 by a Fallen Vampire dies.

Blood Drain (Ex): By making a successful grapple check, a Fallen Vampire can suck blood a living target. If it pins it's target, it drains blood, causing permanent Constitution damage according to the table above each round the pin is maintained. A vampire can suck blood from another vampire. Instead of causing Constitution damage, the vampire causes Charisma damage. A vampire reduced to 0 Charisma with this ability will die permanently. A vampire, being undead, is immune to all other forms of Ability damage.

Blood Point Recovery (Su): For each point of Constitution damage caused by the vampire's Blood Drain ability, it recovers this amount of BP. A vampire can never get more than it's maximum amount of BP (which is defined in the start of the template).

Defensive Qualities according to Vampiric Level

Level	Natural Armor	Fast Healing	Turn Resistance	Spell Resistance	Damage Reduction
1	+1	2	+0	4 + HD	4 / Silver
2	+2	3	+1	5 + HD	5 / Silver
3	+3	4	+1	6 + HD	6 / Silver
4	+4	5	+2	7 + HD	7 / Silver
5	+5	6	+2	8 + HD	8 / Silver
6	+6	8	+3	9 + HD	9 / Silver
7	+7	10	+3	10 + HD	10 / Silver
8	+8	12	+4	11 + HD	11 / Silver
9	+10	14	+4	12 + HD	12 / Silver
10	+12	16	+5	13 + HD	13 / Pure Silver
11	+14	18	+5	14 + HD	14 / Pure Silver
12	+16	20	+6	16 + HD	15 / Pure Silver
13	+18	25	+7	18 + HD	18 / Pure Silver
14	+22	30	+8	20 + HD	21 / Pure Silver
15	+24	35	+10	22 + HD	25 / Pure Silver

Natural Armor: The vampire's Natural Armor increases by this amount (it is added to the amount the base creature had before becoming a vampire).

Fast Healing (Ex): The vampire heals this amount of damage each round as long as it has at least 1 hit point. If the vampire is ever reduced to 0 or less hit points, it will use it's Tomb of Earth ability to sink into the ground. If the vampire has the Ethereal Passing feat (and more uses left for the day), it will use this instead. Only if the vampire is unable of going into the ground for 10 consecutive rounds will it be completely destroyed. Otherwise, it will sink as deep as it possibly can in 10 rounds after which it will assume a foetus position. It will begin to heal again, regaining the use of it's Fast Healing ability. While it is healing in this manner, it is comatose and unable of performing any actions (just as if though it had been reduced to 0 BP). It will only awaken once it is fully healed, at which point it will have been reduced to 1 BP. It will continue to rest for another hour after it has regained full hit points. In this time, the vampire can be awakened if it is attacked, but it can not wake up by it's own means.

Turn Resistance (Ex): The vampire has turn resistance equal to the amount defined in the table above.

Spell Resistance (Ex): A vampire has Spell Resistance equal to the number found in the table above + it's Hit Dice.

Damage Reduction (Su): The vampire has damage reduction that negates an amount of damage equal to the number listed in the table. Lesser vampires can be harmed by silver weapons. Once a vampire grows stronger, it's body can only be harmed by the special Pure Silver. Pure Silver is actually celestial in origin and can be very hard to locate. Normally, a weapon constructed completely of Pure Silver will cost 100 times the cost of a normal weapon of that type. A weapon of Pure Silver can be made magical just as any other weapon. A weapon of Pure Silver also acts as a weapon of silver for the purpose of harming lesser vampires.

Resistances According to Vampiric Level

Level	Acid, Cold, Sonic, Unholy	Lightning	Fire	Holy
1	15	10	0	0
2	15	10	0	0
3	15	15	0	0
4	20	15	0	0

5	20	15	5	0
6	20	20	5	0
7	25	20	5	0
8	25	20	5	0
9	25	25	10	0
10	30	25	10	5
11	30	25	10	5
12	Immune	30	10	5
13	Immune	30	15	5
14	Immune	Immune	15	5
15	Immune	Immune	15	5

Note: If the base creature had Fire or Holy resistance greater than that of the vampire template, the vampire only gains resistance equal to that mentioned above. The nature of the vampire prohibits it from resisting those two types of damage.

Other Qualities according to Vampiric Level

Level	Movement	Skill Bonus	Bonus Feats
1	30 ft.	+0	0
2	40 ft.	+1	0
3	40 ft.	+2	1
4	50 ft.	+3	1
5	50 ft.	+4	1
6	60 ft.	+5	2
7	60 ft.	+6	2
8	70 ft.	+7	3
9	70 ft.	+8	3
10	80 ft.	+10	4
11	80 ft.	+12	4
12	90 ft.	+14	5
13	100 ft.	+16	6
14	120 ft.	+18	7
15	140 ft.	+20	8

Movement: This is the vampire's base movement. Feats and class abilities can increase the movement rate further.

Skill Bonus: The vampire gains this number as a racial bonus to Hide, Listen, Move Silently, Search, Sense Motive and Spot.

Bonus Feats: The vampire gains an amount of bonus feats according to this number. These feats can only be used to purchase Vampire Feats (found further down in this chapter).

Special Qualities / Attacks according to Vampiric Level

Level	Special Quality / Attack gained
1	Spider Climb, Blood Zombie
2	Tomb of Earth
3	Bloodsight – 60 ft.
4	Invisibility, Sense Vampire - 60 ft.
5	Animal Affinity
6	Bloodsight – 90 ft.
7	Sense Vampire - 90 ft.
8	True Seeing
9	Animal Sight, Bloodsight – 120 ft.
10	Sense Vampire - 120 ft.
11	Animal Messenger
12	Bloodsight – 180 ft. (vampires)
13	Transcendence, Sense Vampire - 240 ft.
14	Greater Animal Affinity
15	Bloodsight – 240 ft.

Spider Climb (Ex): The vampire can climb sheer surfaces as if though affected by the *Spider Climb* spell.

Blood Zombie (Su): Any zombies created by the vampire (through the *Animate Dead* spell or magical items that duplicate that spell) are automatically Blood Zombies. The vampire transfers some of the power of his own blood into his minions when they are created, thus granting them greater strength and speed.

Tomb of Earth (Su): The vampire can bury himself into the ground. At a rate of 15 ft. per round, the creatures can tunnel straight down. Unlike creatures that have burrow noted as a type of movement, Tomb of Earth does not allow the vampire to move horizontally underneath the earth. The vampire can only travel up or down, due to the special nature of this ability. The vampire doesn't need to dig for himself, the ground opens up and lets the vampire slide gently downwards. The vampire can not perform any other actions while using his Tomb of Earth ability. If the vampire is 30 ft. or more beneath the ground, he is completely protected from the rays of the sun. Most vampires prefer to rest underground during the day, where they are protected from both the burning sun and the silver swords of vampire hunters.

Bloodsight (Ex): The vampire is attuned to the energies of living creatures. As a free action, the vampire can determine the exact Ability Scores of a living creature within 60 ft. (or more, as the vampire increases in power). The vampire can also see the exact number of Hitpoints that the target has as well as any special physical afflictions that are affecting the target (such as poison or disease). A vampire of Vampiric Level 12 or more can also sense the Ability Scores and Vampiric Level of any vampires within range.

Invisibility (Ex): The Fallen Vampire can become invisible for a number of rounds equal to his Vampiric Level. He can become invisible a number of times each day equal to his Charisma modifier. Using this ability is a free action that provokes no attack of opportunity. This ability is similar to the spell of the same name with one exception. Since it is an extraordinary ability, the invisibility can not be removed with *Dispel Magic* or other spells or effects that would remove *Invisibility*.

Sense Vampire (Su): The Fallen Vampire can automatically sense the presence of nearby vampires. Any vampire of lower Vampiric Level is detected, even if the vampire is polymorphed or invisible. The Fallen Vampire can not sense a vampire of equal or higher Vampiric Level.

Animal Affinity (Su): The Fallen Vampire is able of imposing his will upon the animals that scurry in the night. The vampire chooses one of the following animals: bat, cat, crow, rat, raven, shark, snake or wolf. The chosen type of animal is henceforth bound to the vampire. No animal of that type will ever attack the vampire. Not even Enchantment spells can not force the animal to attack the vampire. A number of times each week equal to the vampire's Vampiric Level, he can summon a number of his chosen animals. The number varies according to what animal was chosen.

Bat – 10d10
Cat – 3d10
Crow – 1d10
Rat – 6d10 (Dire Rats)
Raven – 2d10
Shark – 1d6 (Large Sharks)
Snake – 1d10 (Huge Vipers)

The animals will appear in 2d6 rounds and serve the vampire for a full hour before dispersing again.

True Seeing (Ex): The Fallen Vampire can see all that is hidden as if though affected by the divine version of the *True Seeing* spell. This ability is permanent.

Animal Sight (Su): The Fallen Vampire can see through the eyes of any of the animals listed in the Animal Affinity ability. The Fallen Vampire concentrates for a full round, after which he becomes able to see through the eyes of any animal of the above-mentioned types within ten miles. The vampire can use this power as often as he pleases.

Animal Messenger (Su): The Fallen Vampire can command his chosen type of animal. The vampire can at any time command the type of animal he chose for his Animal Affinity ability. The animal is allowed no saving throw to resist the effect of the ability. As long as the animal is within sight range of the vampire, it can be controlled. The vampire can command as many animals of the chosen type as he pleases. Even animals controlled by a spell or magic item will come under the control of the vampire. The only exception is the druid's animal companion, which is allowed a Will save (DC 10 + Vampiric Level + Charisma Modifier) to resist the effect. Most elder vampires have their lairs constantly surrounded by their chosen animal. The animals act as scouts and guards for their master.

Transcendence (Ex): The Fallen Vampire can assume Transcendent form as a full round action. The Transcendent form is described in chapter 4. In this form, the vampire becomes immune to almost all forms of damage and can pass through solid objects as an incorporeal being. The Fallen Vampire can assume this form as many times as he pleases and stay in this form for as long as he likes. Turning from Transcendent Form to his normal form is also a full round action.

Greater Animal Affinity (Su): Any animals summoned by the Fallen Vampire's Animal Affinity power are far stronger than normal animals of their type. All animals summoned receive a +4 bonus to Strength, Constitution and Dexterity, a +2 bonus to Natural Armor, Spell Resistance equal to 10 + their HD and Damage Reduction 15/Silver.

Vampire Weaknesses

Silver and Pure Silver: A vampire can be harmed by silver weapons. Some older vampires gain immunity to normal silver weapons and require pure silver weapons to be harmed. Pure silver is an archaic form of silver that is far rarer than normal silver. Creating a weapon of pure silver adds 3000 gp. to the weapons cost. A weapon of pure silver automatically inflicts an additional point of Holy damage to any target it hits. Any vampire reduced to 0 or less hit points by a pure silver weapon will be dead if the pure silver weapon remains within the vampire. As long as the pure silver weapon remains within the vampire, the vampire will be unable of healing itself.

Holy Symbols: A Fallen Vampire can not come within 15 ft. of a holy symbol held by a Good creature. If the holy symbol is held by any non-Good creature, it will not affect the vampire. If the creature holding the holy symbol approaches the vampire, the vampire is forced backwards.

Slaying a Fallen Vampire

A Fallen Vampire can only be slain by being exposed to direct sunlight. Since vampires choose their battles carefully, it is often required to use some of the vampire's weaknesses to drive it into the sun. A vampire slayer could either use pure silver to disable the vampire, after which the vampire can be carried into the sunlight or he could use a holy symbol to drive the vampire out into the open.

A vampire that is reduced to 0 or less hit points by any means short of sunlight or pure silver weapons will automatically activate his Tomb of Earth ability and slide into the ground. Once the vampire reaches a depth of 30 ft. it will begin to Fast Heal. Until it is fully healed, it will be unconscious.

Being exposed to directly sunlight causes 100 points of damage each round to the vampire. A vampire exposed to sunlight can only take partial actions and can not activate any gifts or powers. A vampire reduced to 0 or less hit points by sunlight exposure will be permanently destroyed.

Vampire Feats

Animal Enchantment

You are able of casting Enchantment spells through controlled animals.

Prerequisites: Enchantment Mastery, Animal Sight Special Quality

Benefit: You may cast any Enchantment spells of level 6 or lower through any animals under your command. The spell acts as if though it was cast by yourself, but the range is calculated from the animal through which it is channelled. You cannot cast spells that require a touch attack or ranged touch attack through an animal under your command.

Enchantment Mastery

You are able of using your natural affinity for dominating weaker beings to bolster your Enchantment spells.

Prerequisites: Ability to cast at least five spells from the Enchantment school, Spell Focus (Enchantment), Cha 17+

Benefit: You may use your Charisma modifier for determining the DC modifier of any Enchantment spells you cast instead of using the Ability Score modifier normally associated with the spell (such as Wisdom for Clerics, Rangers and Paladins and Intelligence for Wizards).

Incorporeal Passing

You are able of turning incorporeal for a short period of time.

Prerequisites: None

Benefit: Once per day, you can turn incorporeal for a number of rounds equal to your Charisma modifier. During this time, you are able to fly at your normal movement rate and you can move effortlessly through both stone, earth and wood. You can not attack with your claws or cast spells, but you can still cause Energy Drain by making a melee touch attack. You can take this feat multiple times, each time you gain an additional use of the power per day.

Special: Some vampires use the Incorporeal Passing power to travel through the ground to find a safe place to rest during the day. Others use the power for escaping from foes who are stronger than the vampire.

Magic of Blood

You can absorb arcane knowledge through your fangs when draining natural spellcasters.

Prerequisites: Must be able of casting spells without preparation.

Benefit: When you drain blood from a natural spellcaster (a sorcerer or a bard), you may gain knowledge of one of their spells temporarily. You select which spell you learn through their blood. You can cast this spell as if though you knew it yourself. Only one spell can be learnt through this ability. It can be replaced at any time when drinking blood from a natural spellcaster.

Special: You may take this feat more than once. Each time you take it, you may learn one additional spell through drinking blood from a natural spellcaster. You can only learn one spell each time you drink blood from a natural spellcaster.

Turning Disruption

You can disrupt an enemy's Turn/Rebuke Undead attempt as if though you were disrupting a spellcasting.

Prerequisites: Fallen Vampire, Cha 17+

Benefit: If you hit someone with a melee attack who is attempting to Turn/Rebuke Undead, your target has to roll a Concentration check as if though he was casting a 1st-level spell. If he fails, you have disrupted the turning attempt and your target has lost one of his Turn Undead attempts for that day.

Vampiric Toughness

You are physically stronger and able of resisting damage that would slay a weaker vampire.

Prerequisites: None

Benefit: You gain one additional hit point at each HD.

Special: This feat can be chosen more than once. Each time, it grants one additional hit point per HD of the vampire.

Vampire Gifts

The Vampire Gifts are manifestations of the great power that resides in the blood of vampires. All of the souls that were devoured when the first vampires were created imbued the blood drinkers with many dormant powers. These powers can be awakened by sacrificing some of your essence.

Acquiring Vampire Gifts costs Experience Points. All of the powers below have an Experience Point cost mentioned. The vampire can only purchase a Vampire Gift if he would be able to afford the Experience Point cost without loosing a level. If the vampire gains Experience Points that would allow him to gain a level, he can choose to purchase Vampire Gifts instead. The Experience Point loss caused by buying Vampire Gifts can not be negated by any means.

All Vampire Gifts are arranged into threads. Once a vampire learns a gift in a thread, he can not learn a gift from another thread until he has purchased all of the gifts in the thread in which he has begun. If a vampire, for example, purchases Unholy Agility he can only learn Unholy Reflexes next. If he wishes to purchase Child of Fire he would have to learn all gifts in the thread that begins with Unholy Agility first (i.e. Unholy Reflexes, Unholy Speed, Greater Unholy Agility and Greater Unholy Speed). A vampire can only learn a number of gifts equal to his Vampiric Level.

Learning a gift is simple. The vampire already has the ability within his veins, he only has to activate it by sacrificing some of his essence. When purchasing a gift, the vampire enters into a comatose state for a number of days equal to the gifts Experience Point cost divided by 500. For example, purchasing Beast of Fire (costs 4000 XP) would render the vampire comatose for 8 full days. During this time, the vampire is unable of sensing his surroundings and nothing can awaken him from his stupor. The vampire is concentrating fully on locating and awakening the power within his blood.

Child of Fire

Cost: 1000 XP

Prerequisites: Fire Resistance 5 or more

The vampire learns to channel his blood into fire, enabling him to engulf his enemies in flames. It costs 3

BP each round the vampire is using this gift. As a free action, the vampire can perform one of the following actions in a round.

Ignite Enemy: Enemy must be within 60 ft. Causes 1d10 points of fire damage to the enemy each round for as long as the power is maintained. If the enemy moves further away than 60 ft., the power ends. Can also be used on objects to set them on fire.

Ignite Claws: The vampire causes an additional 1d10 points of fire damage with his natural attack.

Ignite Self: The vampire surrounds himself with flames that cause 1d10 points of fire damage to everyone within 5 ft.

Only one of the above-mentioned powers can be invoked each round. *Ignite Enemy* can only be invoked on one separate enemy each round.

Firewalker
Cost: 2000 XP
Prerequisites: Child of Fire
The vampire's Fire Resistance increases by +5.

Beast of Fire
Cost: 4000 XP
Prerequisites: Firewalker
Same as Child of Fire, except that the cost to use the ability increases to 5 BP each round and the damage increases to 2d10 for all effects. It is still a free action to invoke the power. The vampire can, if he so chooses, use the Child of Fire power instead (to preserve BP).

Burning Veins
Cost: 5000 XP
Prerequisites: Beast of Fire
The vampires blood burns with fire. If the vampire is hit in melee combat with a slashing or piercing weapon, his burning blood causes 2d10 points of fire damage to the attacker. The burning blood only affects an attacker if he is within 5 ft. Attacking the vampire with a longspear, for example, will not cause the attacker to suffer any damage.

Inferno
Cost: 8000 XP
Prerequisites: Burning Veins
Same as the Child of Fire, except that the cost to use the ability increases to 8 BP each round and the damage increases to 3d10 for all effects. It is still a free action to invoke the power. The vampire can, if he so chooses, use the Child of Fire or Beast of Fire powers instead (to preserve BP).

The vampire can also engulf himself and a large area around him in flames. It takes a full round to invoke this power that causes 8d10 points of fire damage to anyone within 60 ft. (Including the vampire himself). It costs 15 BP to invoke this power.

Child of Lightning
Cost: 1000 XP
Prerequisites: Lightning Resistance 20 or more
The vampire learns to channel lightning and wind through his body. By spending 2 BP, the vampire can fire an arc of lightning against an enemy. The arc of lightning always hits and causes 1d6 points of Lightning damage. The maximum range for the arc of lightning is 120 ft.

The vampire can choose to spend some time to gather energy before discharging it in an arc of lightning. Gathering energy is a full round action that does not provoke an attack of opportunity. The vampire can release the lightning at any time as a free action. The arc will cause damage equal to 1d6 per full round spent gathering energy. The maximum number of rounds the vampire can spend gathering energy is equal to the vampire's Charisma modifier. 2 BP are consumed each round the vampire spends gathering energy.

Aura of Lightning
Cost: 2000 XP
Prerequisites: Child of Lightning
The vampire can create an aura of lightning that will deflect attacks from metal weapons. While the aura is active, the vampire gains a +5 Deflection bonus to AC that only applies to attacks from metal weapons. Activating the aura is a free action and the aura costs 5 BP each round it is maintained. The vampire can maintain the aura for as long as he pleases, as long as the BP upkeep is paid. Anyone that hits the vampire with a melee attack will suffer 2d6 points of Lightning damage from the aura.

Beast of Lightning
Cost: 4000 XP
Prerequisites: Aura of Lightning
Same as the Child of Lightning power, except the ability costs 4 BP to use and causes 2d6 points of Lightning damage. The maximum range increases to 240 ft.

If the vampire gathers energy, the lightning bolt created will cause 2d6 points of Lightning damage per round spent gathering energy. It costs 4 BP each round the vampire spends gathering energy. The vampire can choose to use the Child of Lightning gift instead (to preserve BP). The range increase applies to the Child of Lightning gift as well.

Master of the Storm
Cost: 5000 XP
Prerequisites: Beast of Lightning, Lightning Resistance 30 or more
The vampire gains the ability to channel any lightning spell or ability that is used on him. If the vampire is struck by any spell that causes Lightning damage, he can choose to spend 5 BP to pass the spell to another target within 300 ft. For example, if the vampire is hit by a *Lightning Bolt*, he can spend 5 BP to send the *Lightning Bolt* along to another target within 300 ft. that will then suffer

the full effects of the spell. The vampire will suffer no damage from the lightning effect when passing it on. It is possible to send the effect back to it's original caster, if he is within range.

When the vampire uses his Aura of Lightning gift, he gains the ability to fly at his normal movement rate with Good manoeuvrability while maintaining the power.

Eye of the Storm
Cost: 8000 XP
Prerequisites: Master of the Storm
By spending 20 BP, the vampire can conjure a roaring storm of thunder. The storm requires 2 BP each round to upkeep. If the vampire ever ceases to upkeep the storm, it will vanish within one round. The storm will block out all sunlight within 300 ft. around the vampire (thus protecting anyone within the area from suffering damage from exposure to sunlight). Conjuring the storm is a full round action. It is a free action to upkeep the storm. Each round that the storm lasts, the vampire can expend an additional 5 BP to cause a bolt of lightning to hit any target within 300 ft. The bolt of lightning will automatically hit its target and cause 5d6 points of Lightning damage. Only one bolt of lightning can be called down each round and it is a free action to call it down.

The area covered by the storm is engulfed in darkness, similar to that created by the *Darkness* spell. A vampire will always be able to see through the darkness created by the gift.

Innate Metamagic
Cost: 1000 XP
Prerequisites: Ability to cast spells, at least one Metamagic feat
The vampire can add a metamagic effect to one of its spells in the spur of the moment. The metamagic effect must be one that doesn't cost more than one extra spell level to add to a spell (such as Enlarge Spell, Silent Spell or Still Spell). It costs 5 BP to add the metamagic effect and it doesn't increase the casting time of the spell. The spell doesn't have to be memorised with the metamagic effect on and using the Gift doesn't increase the spell level. The vampire can only add a Metamagic feat that he knows to a spell.

Innate Spellcasting
Cost: 2000 XP
Prerequisites: Innate Metamagic
The vampire can cast a spell of level 0., 1. or 2. by expending his own blood. The spell must be one that the vampire knows. If the vampire casts memorised spells, it must be a spell that he has had memorised for that day (it doesn't matter if he cast already cast it, as long as he had it memorised at some point). If the vampire is a natural spellcaster, it must be a spell he knows. It costs 5 BP per spell level to cast a spell with Innate Spellcasting (0. Level spells cost 2 BP to cast). The spell acts as if though it had

been cast normally. The casting time remains the same (it isn't increased by using the Gift).

Bolstered Spellcasting
Cost: 4000 XP
Prerequisites: Innate Spellcasting, Cha +21
The vampire can increase the DC of any spells he cast by expending blood. Using the ability counts as a free action and it costs 5 BP to increase the DC by one point. A spell's DC can not be increased by more than +5.

Greater Innate Metamagic
Cost: 5000 XP
Prerequisites: Bolstered Spellcasting
Same as Innate Metamagic, except that the vampire can add a Metamagic feat that increases the spell level by two or three. It costs 12 BP to add the Metamagic Feat if it increases the spell level by two and 20 BP if it increases the spell level by three. As with Innate Metamagic, it must be a Metamagic feat that the vampire knows.

Greater Innate Spellcasting
Cost: 6000 XP
Prerequisites: Greater Innate Metamagic
Same as Innate Spellcasting, except that the maximum spell level that the vampire can cast increases to 5 th. level. The price remains 5 BP per spell level.

Unholy Agility
Cost: 1000 XP
Prerequisites: Dex 15+
The vampire grows unnaturally agile, gaining an Unholy +2 bonus to Dexterity permanently. This counts as an Extraordinary ability.

Unholy Reflexes
Cost: 2000 XP
Prerequisites: Unholy Agility
The vampire has learnt to use it's unnatural speed to dodge incoming attacks, gaining an Unholy +2 bonus to Reflex Saving Throws and a +2 Dodge bonus to AC. This counts as an Extraordinary ability that stacks with both Lightning Reflexes and Dodge.

Unholy Speed
Cost: 40000 XP
Prerequisites: Unholy Reflexes, Charisma 17+
The vampire becomes able of moving at blinding speeds during combat, gaining a permanent extra partial action each round (as with the spell *Haste*). This counts as an Extraordinary ability. The vampire can not gain an additional partial action by being affected by *Haste*.

Greater Unholy Agility
Cost: 5000 XP
Prerequisites: Unholy Speed, Charisma 19+

The vampire becomes even faster, gaining an additional +4 Unholy bonus to Dexterity permanently. This gift stacks with Unholy Agility (making the total Dexterity bonus +6). This counts as an Extraordinary ability.

Greater Unholy Speed
Cost: 8000 XP
Prerequisites: Greater Unholy Agility, Charisma 23+
The vampire can boost his speed temporarily by expending his own blood. The vampire can buy an extra number of full round actions each round equal to his Vampiric level divided by 6 (one extra action at Vampiric level 6, two extra actions at Vampiric level 7 etc.). Buying one extra full round action costs 8 BP. In any round that the vampire buys at least one extra full round action, his Unholy Speed ability is negated (buying one extra full round action will not grant the vampire two full round actions and one partial action). This counts as an Extraordinary ability.