

Weekly Wonders

Vampiric Infusions

Volume I

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PATHFINDER
ROLEPLAYING GAME COMPATIBLE

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Introduction

Almost as soon as vampires got their own game statistics, players have wanted to take on the role of these bloodsucking creatures of the night, whether suave and sexy manipulators, or unrepentant wild beasts driven by bloodlust and as repulsive as they are feral. For ages, the options for player character vampires were slim to none, and in addition to being cumbersome and unbalanced for anything but NPCs, they could not fully support the wide variety of vampires to be found in fantasy media.

Before there was a Paizo book devoted to vampire-descended player characters, there was *Liber Vampyr: Secrets of the Blood* from Necromancers of the Northwest. This book presented a new approach to monstrous PCs, allowing players to pick and choose not only their vampiric weaknesses, but also their vampiric powers. With three vampiric classes and over 50 feats for different types of bonus powers, the customizability was impressive, and the sequel, *Scions of the Vampire: Blood, Shadow, and Smoke* expanded the content even further, but much like a vampire's thirst for blood, players are always hungry for more options, and this book provides not just new vampiric feats, but also new weaknesses for revenant characters.

Liber Vampyr: Secrets of the Blood is available for free at www.necromancers-online.com, and contains everything you need to use the material in this book.

New Revenant Weaknesses

The following section provides new weaknesses that a creature with the revenant template can select instead of the weaknesses presented in *Liber Vampyr*. As with other revenant weaknesses, each of these weaknesses is marked as either a lesser or greater weakness. All revenants must choose three lesser weaknesses and two greater weaknesses. The following weaknesses are presented in alphabetical order.

Crude Fangs (Lesser): The revenant's fangs are thick, unwieldy things, oversized and clumsy. Whenever she attempts to drain blood with the Vampire's Bite feat (or improved versions of that feat), she must inflict 1 more point of Constitution damage than she would otherwise need to in order to gain a single blood point, as she is unable to feed efficiently. Additionally, the revenant cannot take the Subtle Bite feat.

Functioning Anatomy (Greater): Several of the revenant's organs continue to function, and are required for its continued undead existence, causing it not to gain many of the benefits other revenants share. The revenant does not gain the normal +4 bonus on saving throws made to resist ability drain, ability score damage to their physical ability scores, energy drain, mind-affecting effects, sleep effects, and stunning. Further, the revenant is not immune to bleed, death effects, paralysis, or poison.

Lesser Fire Vulnerability (Lesser): Though not as vulnerable to flames as those revenants with the standard fire vulnerability weakness, the revenant must still be wary around them. She suffers half again as much damage (+50%)

from any source that deals fire damage. Further, she also suffers a -2 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 has caught on fire. Unlike the standard fire vulnerability weakness, the revenant is not frightened by the presence of fire. A revenant that selects this weakness cannot have the fire vulnerability weakness, and vice versa.

Lesser Unwelcome (Lesser): Though not as pronounced as revenants with the standard unwelcome weakness, revenants with this weakness experience some difficulty in entering homes and other private places 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 15 + 1 per 3 cruomancer levels she possesses) 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 1 hour.

If the revenant succeeds on the saving throw, she is able to enter the location, but suffers a -2 penalty to each of her ability scores for as long as she remains within the location, or until she receives an invitation to remain in the location from someone with the authority to make such a gesture.

Uncontrollable Bloodlust (Greater): The revenant is prone to incredibly strong bloodlust, which threatens to overwhelm her, especially when she is low on blood points. Whenever the revenant is within 10 feet of a living creature that is currently bleeding (including creatures that are currently suffering bleed damage, and creatures that have suffered at least 1 point of slashing or piercing damage in the last minute that has not been healed), the revenant must succeed on a Will save (DC 15 + 1 per 3 cruomancer levels she possesses) or break into an uncontrollable bloodlust, doing everything in her power to drain blood points from the bleeding creature using the Vampire's Bite feat (or improved versions of that feat, if she has them). While in this state, the revenant cannot take any actions other than moving towards the bleeding creature and grappling the bleeding creature, and must use Vampire's Bite on the creature if at all possible.

This compulsion overrides any alliance or fond feelings the revenant may have for the target, and also overrides any concerns she may have for her own safety. She suffers a -1 penalty on this Will save for every 2 points of difference between her current blood points and the maximum number of blood points she can have at any given time (for example, a revenant who could have up to 8 blood points at any given time, but who currently had 4, would suffer a -2 penalty on this Will save).

The compulsion lasts until any one of the following occurs: the revenant spends a full minute more than 10 feet away from any bleeding creatures, or the revenant has consumed at least 1 blood point and now has the maximum number of blood points she can store in her blood point pool at any given time. Alternatively, if the revenant is subdued or otherwise prevented from reaching the bleeding creature, she can make a new Will save each minute to end the compulsion.

Feats

The following section provides new feats which can be taken by revenants and other cruomancers to gain access to the trademark powers and abilities of vampires. For more information on vampire feats, see *Liber Vampyr*, which can be downloaded for free at www.necromancers-online.com/downloads.html

Ancient [Vampire]

You have been a revenant for over a century, and with this great experience comes great power.

Prerequisite: Elder, cruomancer level 6th, must have been a revenant for at least 100 years.

Benefit: The bonus on Intimidate checks granted by the Elder feat increases to +2. Additionally, if you have the Create Least Vampiric Spawn feat, the number of Hit Dice worth of spawn that you can control increases by an amount equal to your Hit Dice (typically this gives you a total amount equal to 3 times your Hit Dice). This stacks with other effects that increase the number of Hit Dice of spawn you can control, but is always applied last. Finally, the maximum number of blood points you can have in your blood point pool at any given time increases by 1.

Antediluvian [Vampire]

You have been a revenant for more than two centuries. The lives of mortals are as nothing in your eyes.

Prerequisite: Ancient, cruomancer level 11th, must have been a revenant for at least 250 years.

Benefit: The bonus on Intimidate checks granted by the Elder feat increases to +3. Additionally, you suffer a permanent -2 penalty to your Constitution score, but gain a permanent +2 bonus to your Charisma score. Finally, the maximum number of blood points you can have in your blood point pool at any given time increases by 1.

Bane Tolerance [Vampire]

You have conditioned yourself to be better able to overcome the limitations of your vampiric form, without necessarily avoiding them altogether.

Prerequisite: Revenant.

Benefit: You gain a +4 bonus on Will saves made to overcome, negate, or reduce the effects of weaknesses gained from the revenant template. Additionally, whenever you make such a saving throw, you can spend 1 blood point in order to increase this bonus to +8 for that saving throw.

Dusty End [Vampire]

When you are destroyed, your body erupts in a cloud of choking black ash, which gives you final vengeance on your killer.

Prerequisite: Revenant, cruomancer level 5th.

Benefit: When you are reduced to 0 hit points, you may choose to have your body explode in a cloud of black ash. Doing so destroys your corpse (which may make it more difficult for you to return to undeath), but allows you a final blow against your attackers. Even if you choose not to do so, if you are completely destroyed (such as if your negative hit points equal or exceed your Constitution modifier) you automatically explode in a cloud of black ash. When you



explode in this way, each creature within 20 feet of you must succeed on a Fortitude save (DC 10 + 1/2 your cruomancer level + your Constitution modifier) or contract the disease red death.

RED DEATH

Type disease, inhaled; **Save** Fortitude (DC 10 + 1/2 your cruomancer level + your Constitution modifier)

Onset 1d4 days; **Frequency** 1/day

Effect 1d3 Con. Ability score damage inflicted by this disease cannot be healed naturally while the target is still suffering from the disease, and any magical attempts to cure the ability score damage require a successful caster level check (DC 15 + your cruomancer level), or they have no effect. Similarly, any attempt to rid the target of the disease magically requires a successful caster level check (DC 20 + your cruomancer level). Creatures that die while afflicted with this disease rise as revenants 1d4 days later. They have the same weaknesses from the revenant template that you did; **Cure** 2 consecutive saves.

Elder [Vampire]

You have been a revenant for more than half a century, and you've learned a few things in that time.

Prerequisite: Revenant, must have been a revenant for at least 50 years.

Benefit: Choose a period of time spanning 50 years, which must not include the last 10 years. You gain a +4 bonus on Knowledge (history) checks relating to events that occurred during the chosen time period. Additionally, you gain a +1 bonus on Intimidate checks made against creatures

that know how long you have been a revenant. Finally, the maximum number of blood points you can have in your blood point pool at any given time increases by 1.

Greater Positive Energy Resilience

Positive energy has almost no effect on your undead flesh.

Prerequisite: Positive Energy Resilience, character level 10th.

Benefit: Whenever you would suffer damage as a result of positive energy (including spells such as *cure light wounds* or *heal*, or a cleric's channel energy ability), if that effect allows a saving throw for half damage, you suffer no damage on a successful save, and even on a failure, you still only suffer half damage.

Improved Blood Healing [Vampire]

You are better able to use blood to restore your undead flesh.

Prerequisite Blood Healing, cruomancer level 6th.

Benefit: For each blood point spent to regain hit points with the Blood Healing feat, you regain a number of hit points equal to your Hit Dice, instead of regaining 5 per blood point. Alternatively, for each blood point spent in this way, you can choose to heal 1 point of ability score damage to an ability score of your choice.

Methuselah [Vampire]

You have been a revenant for more than five centuries. Even the lives of most vampires are meaningless to you.

Prerequisite: Antediluvian, cruomancer level 16th, must have been a revenant for at least 500 years.

Benefit: The bonus on Intimidate checks granted by the Elder feat increases to +5. Additionally, the bonuses and penalties to your ability scores granted by the Antediluvian feat increase to -4 and +4, respectively. Further, you treat your cruomancer level as 1 higher than it actually is. Finally, the maximum number of blood points you can have in your blood point pool at any given time increases by 1.

Negative Energy Receptive

You are more receptive to negative energy, allowing you to benefit more from it.

Prerequisite: Positive Energy Resilience.

Benefit: Whenever you heal damage as a result of a negative energy effect (such as an *inflict light wounds* spell, or a cleric's channel energy class feature), you heal half again as much damage (+50%) as you otherwise would. Any hit points of healing in excess of your maximum hit points are wasted.

Positive Energy Resilience

You are better able to resist the sting of positive energy, and it no longer sears your flesh nearly as badly.

Prerequisite: Risen subtype, character level 5th.

Benefit: Whenever you would suffer damage as a result of positive energy (including spells such as *cure light wounds* or *heal*, or a cleric's channel energy ability), if that effect allows a saving throw for half damage, and you succeed on the saving throw, you suffer no damage, instead. If you fail the saving throw, you suffer damage normally.

Ride Spawn [Vampiric]

You can see through the eyes of your spawn to spy upon them, and their surroundings.

Prerequisites: Create Least Vampiric Spawn, cruomancer level 5th.

Benefit: As a standard action, you can concentrate on a creature you created with Create Least Vampiric Spawn (or an improved version of that feat) in order to receive sensory input from that creature. The spawn must be within 100 feet of you when you initiate this ability, but once the link is established, it can be maintained across any distance, as long as it is not broken. You must continue to concentrate on the spawn each round in order to maintain the effect, which allows you to see everything the spawn sees, hear what it hears, and so on. While receiving sensory input in this way, you no longer receive sensory input from your own body, and are considered to be blind and deaf. You can also issue telepathic commands to the spawn while using this ability, but it cannot respond in kind (unless it is otherwise able to do so).

If the spawn that you concentrate on is intelligent, you can attempt to hide your spying from it. The spawn is entitled to a Will save (DC 10 + 1/2 your cruomancer level + your Charisma modifier) to notice that you are sharing its senses, although actions you take, such as issuing telepathic commands, may cause the spawn to realize what you are doing, regardless.

Rise Again [Vampiric]

You are particularly resilient, and can rise from the sleep of the dead without assistance.

Prerequisite: Revenant.

Benefit: You are not destroyed until you are reduced to a number of negative hit points equal to three times your Constitution score. Additionally, whenever you are reduced to 0 hit points or fewer, as long as you are not destroyed, you regain hit points automatically at a rate of 1 hit point per hour. This healing is halted if you are in direct sunlight, unless you have rid yourself of all forms of sunlight weakness. You can still be healed by normal means while recovering in this way.



Ancient Vampiric Secrets!

Not too long ago, before the creation of the dhampir race, playing a vampire was a difficult and frustrating task. The vampire template was clearly not designed with player characters in mind, and couldn't support the wide variety of interpretations of the vampire myth now available in fantasy media. Necromancers of the Northwest proposed a solution to that problem with *Liber Vampyr: Secrets of the Blood*, a book that presented a customizable version of a playable vampire, which not only gave you great control over your vampiric powers (in the form of vampire feats), but also gave you control over which weaknesses you possessed, as well.



While *Liber Vampyr* (available for free at www.necromancers-online.com) revolutionized the world of vampire PCs, there can never be too many options, and this book provides a small infusion of extra vampiric power to your campaign. Included are five new revenant weaknesses (allowing you to create a revenant with weaknesses taken only from this book, if you so chose), and twelve new vampire feats, which grant a variety of powers including several feats which represent the benefits of being an elder or ancient vampire, the ability to explode in a cloud of ash upon your death that infects those nearby with a disease that may turn them into revenants, a resistance to the effects of vampiric weaknesses, and the ability to share the senses of your spawn.

If you're looking for new tricks and twists for vampires in your game, this book is for you!

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