

Rite Publishing Presents

IN THE COMPANY OF VAMPIRES

by Steven T. Helt and Stephen Rowe



Rite Publishing Presents:



In the Company of Vampires

Credits

Vlad and Rasputin (Authors): Steven T. Helt and Stephen Rowe

Lord Ruthven (Editor): Stephen Rowe

Legat (Developer): Stephen Rowe

Marius (Cover Artist): Mike Silent, Courtesy of Adobe Stock

Nosferatu (Interior Artists): Alien Cat, Ellerslie, Atelier Sommerland, Susanafh, Mike Silent, and elenead: courtesy of Adobe Stock

Also Jacob E. Blackmon, Ptitvinc, Ginl, Siegahertz, BMadrid, and Modexo001

Carmilla (Layout & Design): Lj Stephens

Akasha (Publisher): Miranda Russell

"Listen to them. Children of the night. What music they make."

— BELA LUGOSI, *Dracula*

Compatibility with the Pathfinder Roleplaying Game requires the *Pathfinder Roleplaying Game* from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.

In the Company of Vampires © 2017 RitePublishing LLC, Open Gaming License Copyright © 2007 Wizards of the Coast. All rights reserved, Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license. Some images are licensed under a Creative Commons Attribution-No Derivative Works 3.0 License; <http://creativecommons.org/licenses/by-nd/3.0/> Some images are licensed under a Creative Commons Attribution-Share Alike 3.0 License; <http://creativecommons.org/licenses/by-sa/3.0/> Some images are licensed under a Creative Commons Attribution 3.0 License. <http://creativecommons.org/licenses/by/3.0/>

Foreword

The vampire myth fascinates cultures across continents and history. Horror films feature the iconic blood-draining undead prominently, occupying a broad range of stories. Vampires can be alluringly romantic figures, powerful magic users, ferocious warriors, and more. They are monsters—impossible horrors returned from the dead to feed on the living. They can also human—impassioned beings of profound sorrow and rage. We're attracted to vampire stories because they are relatable, our worst sins manifested with dark powers.

If vampires can be such eclectic, fascinating creatures, they ought to be easily accessible as player characters in the *Pathfinder Roleplaying Game*. Moreover, they ought to exhibit much more diversity and potential than a simple template can offer.

In the Company of Vampires provides character options embracing the wide range of legends and powers, bringing the classic undead into your Pathfinder game like never before. The book also seeks to divide the many abilities and weaknesses of the standard Pathfinder vampire into thematic groups, giving the immortals a much richer cultural identity.



In the Company of Vampires

Qwilion of Questhaven:

I would say I hope the years have been kind, but I'll never lie to you.

Do not mistake me... it brings pain to think of time's cruel touch. I imagine your work grows frustrating as eyes strain and hands hurt more with each passing decade. I am sure you have good years ahead of you, but how many?

Know, that I write because you asked. However, I also do so for my own ends. Perhaps I can finally tempt you to embrace my long-standing offer. I think back upon our conversations, and miss your company. I am forever stuck amidst the bickering politics of small minds and superstitious fools. I wish more than anything to have another rational person by my side for eternity.

Well, on to the heart of it, yes?

I am a vampire, though moroi is the polite term. It certainly rolls better of the tongue.

We get a terrible reputation, but it is at least half propaganda, proliferated by those vile hunters and the uncultured, ill-bred swine needlessly gorging. I, for one, have never murdered for hunger. Understand, we may view mortals as livestock to some extent, but a good farmer cares for the cattle. You do not butcher a dairy animal, unless you grow terribly desperate.

I've found that blood, too, often gets spoken of too unpleasantly. I suppose, when you have a friend who only shows themselves during pain and tragedy, it is only natural to eventually associate them with both. However, blood is our everything. Perhaps only we can truly appreciate it.

May my paltry notes aid you, old friend. Perhaps you'll come visit me soon for some... clarification?

I hope you know my offer is forever open.

Love,

Sovereign Evelyn Arlstead

Introduction

In populated areas, our greatest need for unity is protection. Among our adversaries is the broad category of the living. More specifically, hunters, zealots, and mercenary burglars all pose a very real threat. Though, to be fair, if a steer was given use of a bow, I'm sure its tender would need to take precautions.

I suspect this is the primary reason that moroi culture emulates the trappings of the living, though simple habit might also contribute. Such a paradigm allows us to unite against outside threats, but secret courts must have leaders and organization. This then spawns a loose framework for justice, population control, and governance. We tend to speak of this small, close-knit community like we are all related, referring to immediate family as brothers or sisters, but even unknown moroi as cousins.

We are not without factions and divisions. Members of great and pure ancestry gravitate toward one another out of a sense of superiority, while those with more mingled blood fight for respect. Ancient rivals play games of intrigue over some forgotten slight or simply to assert dominance. Membership in our culture can at times be like lairing with bored, hungry wolves. We nip and bark, the strong eat before the weak, but the pack closes ranks at any true threat.

Physical Description

Our death touches us, but not as much as many called undead. We retain whatever beauty we had, and some claim it is even made more striking. I personally think that is nonsense. I do not believe my face and body changed when I died... though admittedly, I must rely on artistic impressions rather than reflections. I *did* find I possessed a certain confidence I'd never known. Not that I was some blushing damsel or shy wallflower, mind you.

No, it was something... more. Like... being the only one armed and armored in a room full of fragile weaklings. It was a predator's confidence. I couldn't help but stand a little straighter, and make eye contact a little more readily. Even my hidden anxieties were gone, and I was left with only sureness in myself.

We can be quite pale; this is true, though it is alleviated while we remain well-fed. If we go for extended periods without blood we can become quite terrifying to behold.

A special note must be made regarding the poor nosferatu. While the rest of the moroi can blend into society, the nosferatu always seem a little bit wrong and monstrous. This can vary widely from individual to individual, and sometimes is a quite literal ugliness while for others it is a smell or even an indescribable sense of wrongness. Like with most of our curses, this can worsen with time, and the eldest nosferatu are often truly horrifying. The family and their offshoots must take great care to not put the rest of us at risk. Most understand and fully appreciate this responsibility.

Society and Relations

Moroi tend to form truly lasting alliances poorly explained to a narrow mortal view. Ages might pass with a single family controlling a realm's territories and seemingly ever-changing mortal vassals.

Every moroi requires a safe, reliable system for feeding, though specifics can vary. Some claim designated hunting grounds within areas, and others might create their own religion. Enthralled constabularies can deliver criminals to their masters, or even give up their own blood in the hope of someday gaining immortality. However, everything requires some amount of compromise and negotiation with fellow family members. We call whatever form this compromise takes "court". It generally has leaders and roles, but these can vary widely from city to city depending on which family or families is in control.

Only rarely does a court allow their presence to be noted by mysterious disappearances and gruesome murders. In fact, courts often take great pains to investigate these ourselves, as they can lead overzealous hunters to our door. To this end, we also often have set rules and punishments. We all know the cost of failure.

Family

To be painfully honest, we can be a bit melodramatic when it comes to family. It sometimes seems a mix between a darkly mysterious secret society and organized crime. Like mortals, we enjoy feeling special, and belonging to an exclusive club. Whatever family we belong to is obviously the best. At the core, it all does serve a useful purpose. My brothers and sisters include my most bitter enemies, but I'd kill anyone who took them from me.

At the very least, they are robbing me of the pleasure. The concept of family is more than mere social structure. It is also essential to the moroi condition, and perhaps our greatest mystery. Should you ask any elder, they are certain to say (perhaps with a scoff) that family is all about the blood... A child has the family of their parent, and that is all there is to it. However, I suspect most would be lying, because their words do not match their actions.

I have spent lifetimes studying the matter. My best theory is the blood of a new moroi is largely unset, and looking for a template to pattern itself after. This is strongly influenced by parentage, but can be altered by exposure and experience. In essence, we are all some combination of nature and nurture, with our blood becoming focused over time. Perhaps those first years of unlife can be compared to the transition of a mortal adolescent to an adult. A better analogy could be that we are caterpillars of an uncertain species, and become similar to whatever moth or butterfly we associate with.

Each family knows or at least suspects this fact. Thus, the purest and oldest do their best to sequester young moroi so they do not mix with "undesirable elements" or "embarrass their elders". I think each fears allowing the youth free reign, as it risks their blood becoming mingled.

Unfortunately, this false construction of immutable family is at the core of moroi society. One's family means everything, and can create a wealth of privilege or prove an eternal curse. The families on a practical level are probably closest compared to noble houses. While many elders prefer to think of the families as a caste system, there can be a surprising amount of upward mobility. Simply put, there are never enough of us in any one place to function as anything other than a meritocracy. A mingled heritage is mostly forgotten with consistent, repeated success... even if rivals can always use it as a lever.

I'll do my best to roughly quantify many of the major families and where they fall into the overall political spectrum.

Upper Class

The aristocracy or leadership among the moroi is primarily composed of the oldest families of the purest blood. They claim their power is due to this heritage, but in practice they are individually less versatile than those with more mingled lineages. Joking comparisons are occasionally made to mortal incest by the lesser families, but they wisely keep this to whispers.



IN THE COMPANY OF VAMPIRES

Less than having some innate superiority created by their purity, the main families have actually just been around for so long they possess awe-inspiring influence and sweeping resources. It is essentially a given that the main families rule (at least in appearances) in any major city older than a few centuries, barring extreme circumstances.

I have included with each their proper honorific (but also the somewhat offensive term the other families or lower ranking members of our society sometimes use).

Inspired (Fanatic)

This family is all touched by some sort of divine power, though the specifics vary from city to city or even individual to individual. I've heard all manner of questionable superstitious nonsense from the mouths of the inspired... including one that truly believed himself to be a god. I think a deep irrational madness infects this family, and they are the group I least empathize with. They all believe strongly, which can make them quite dangerous when unified behind a common purpose.

The inspired do not claim any single origin. I think it likely that they were spawned from sovereigns who encountered the divine. They certainly seem like the result of some silly god meddling in our affairs before promptly wandering off.

The inspired hold many roles within our society, such as creating a stronger sense of community around local traditions, acting as neutral counselors, and maintaining control over local mortal religious orders. They also provide some manner of defense against the divinely inspired hunters. For that last benefit alone, I am more than content to occasionally sit through a sermon.

A city controlled by the inspired tends to function as a theocratic dictatorship falling in line behind a central religious figure. Such places are terribly boorish; often having much more regulation based on whatever idiotic notions the family's elder believes to be fact.

Nightcaller (Beast)

Our people tend to congregate in cities (the larger the better) for the same reason that a predator follows the herd. However, this must not have *always* been the case. At some point, in the distant past, we must have somehow survived in the wilds. The nightcallers claim to be the first ancient family from which the rest of us spawned. They say they used to feed solely on animals, and it was the power contained in humanoid blood that began driving our evolution. I do not know the truth of this assertion, but given their gifts, there is a certain sort of logic to the claim. I do know of some who can subsist on animals alone.

The nightcallers tend to dwell around a city, rather than within it. They can hold many important roles, such as acting as guides or escorts, messengers, scouts, and spies. The family tends to hold sway on the wide domain beyond city walls. The other families have little interest in great empty farms and forests, so are generally content to allow the nightcallers their expansive territories.

Nightcaller families tend to be closer to one another than most, and comparisons are usually made to pack animals. Thus, cities ruled over by the nightcallers tend toward a sort of ruling council made up of the family, though there is usually some elder who settles disputes and makes final decisions. Cities ruled over by the nightcallers tend to be rather free and unregulated, with the leadership only stepping in to put out fires or swiftly exact justice.

Nosferatu (Ghoul)

Not all of our curses are created equal, and so there are the unfortunate nosferatu. They wear their monstrous nature openly, and so, in my humble opinion, are a family I often prefer to my own. Within our society it can often appear as if we are nothing but liars cloaked in layer after layer of deception. Not so with the nosferatu. They are honest, straightforward, and pragmatic. I count many of my dearest loves among them, and likely would have found my blood mingled with theirs... had my mother not essentially imprisoned me to prevent it.

The nosferatu's blood is the most varied, leading me to believe they must have spawned directly from the shapeshifting nightcallers. Given their considerable handicap, perhaps their progenitor angered some powerful force, demigod, or witch queen. I've experimented with relieving their curse, and even the most powerful magic can merely offer a brief reprieve.

Nosferatu must dwell in dark and hidden places. It is an unfortunate reality that their unsettling natures make them targets, and puts the rest of us at risk by extension. Most of the nosferatu are the first to admit this, and long-since put aside any depressed notions regarding the cruel nature of reality. Since the nosferatu dwell where many of us dare not, they tend to have a great deal of unseen and unappreciated control. One thinks little of sewers or graveyards until they must gain ingress to a well-fortified location, or quickly dispose of a body.

Cities ruled over by the nosferatu are relatively rare, but not unheard of. If you ever see a family of nosferatu openly ruling a locale, know that they are incredibly dangerous. My people still possess

mortal bigotries, and the nosferatu's curse makes them a target of disdain by other pure families. If the nosferatu maintain control over a city's worth of rivals, it is because they have some massive advantage, or rule through fear born of sure action. Essentially, crossing them must always result in a predictably terrible end.

Shade (Grifter)

I dislike the inspired, but *loathe* shades. The inspired at least are predictable in their eccentricities. The shades are, I suspect... purposefully erratic. They come off like the mad, but I believe most feign oddness to get a reaction. They think laterally and make moves like a poker player who switches randomly between bluffs and truth. I think they enjoy keeping observers constantly guessing. The elders claim the family has some roots in unseelie fey courts, and I can certainly see the similarities.

Shades tend to fill whatever opportunities are required or left open for too long. Some warlock alchemical blood preserver leaves for a few years on sabbatical, and the next night some smiling shade is selling a "close enough" knock-off. Beyond that, they are information merchants, which alone makes them a constant source of frustration, and a necessary evil. Though they are more likely to respond to insult with bemusement or belittling pranks, truly angering a shade means you might as well leave town. They seldom kill you, but damned if they don't ruin everything that makes the world pleasant.

Cities are seldom ruled over by shades, if only because most lack the drive or desire for leadership. In the unpleasant case that one does take power, their "courts" are often mockeries, as if the jester was suddenly made king. These poor-excuses for cultural centers are more akin to some bizarre form of performance art. Unfortunately, shades wield sufficient power through their tricks and secrets that usually the only way to dislodge them can be making the whole experience unenjoyable. A bored elder shade eventually wanders off in search of fun.

Sovereign (Tyrant)

I am a sovereign, and so have a love-hate relationship with my own family. They are simultaneously the group I most relate to, and also the one I find most frustrating. We are the most traditionally noble of the moroi families, with many of our kind even drawn from mortal aristocracy. This leads to a great deal of pompous arrogance, unnecessary ritual, and silly drama. Eternity would be needlessly dull without playing games to pass the time, so we often go out of our way to cultivate interesting problems.





IN THE COMPANY OF VAMPIRES



Our stories say that we were the first of the vampires, but as noted previously, that doesn't make much sense when put into the context of history. I suspect the more realistic scenario is that the savage primordial vampires became self-domesticated over time, resulting in a moroi line evolved to deal with humanoids, like the nightcallers master animals.

Sovereigns are natural leaders. We are always found in positions of influence, control, and management, especially over the mortal populace. My family often spends a gross amount of time, money, and power playing chess with mortal lives. We spend years grooming some potential tool we never end up actually using. However, when sovereigns are focused on a goal, we can be incredibly formidable. More than most families, we also present a united front. I think this is rooted in our ignorant assumption that we are better than the rest, and born to rule over them.

It is fair to say that most cities are ruled over by the sovereigns, though I've found that at least half the time my family acts as mere puppets for someone wiser. We enjoy the show of control, and the respect that comes with it. Many of us do not take as well to the ruthless necessities or tedious work required to maintain true power. A family of nosferatu, inspired, or warlocks can rule in all but name, simply by paying the sovereigns lip-service.

Vanguard (Pawn)

The vanguard are a family built on proud warrior traditions. They function more as a military than guild or family, with each undergoing constant training. Thus, they can be a bunch of stoic bores with only war stories to share, but in a tight spot they are always dependable.

They prefer to only accept the most elite warriors within their ranks, but are just as prone to mass-recruit with lower standards in times of need. Training can be accelerated because the vanguard claim their blood carries the memories of each generation prior. I've seen enough to believe this has merit, which makes me suspect they were some experiment or weapon created by an ancient warlock, but that is merely a guess.

This family fulfills any role naturally held by individuals who are good at killing things. They routinely act as law enforcement, bodyguards, or our first line of defense against threats. All vanguard families function within a strict hierarchy, and it is rare to see one not following some elder's orders. However, a few have confided that being eternally trapped on one rung of a never-changing ladder can be quite frustrating. This causes some to strike out on their own. When they break away from their family's stifling control, they often work as mercenaries or bounty hunters.

The vanguard almost never rule, though they are commonly the number two family backing whichever other group claims control. I think at the heart of it, they prefer having a "civilian" leader so they can focus on what they do best. In the rare circumstances that the vanguard do rule, it is usually a temporary measure to maintain order while the other families decide which is going to take over. The vanguard then peacefully abdicate power. Thought, I am sure individual exceptions exist. I can easily imagine some crisis without ending justifying an individual vanguard's eternal leadership.

Warlock (Leech)

The warlocks are a strange and mysterious lot. This is in no small part because they actively cultivate secrets like whoever dies with the most, wins. However, they hold true arcane power, and often wield a diverse array of abilities. I've found that painting broad generalizations with the warlocks largely fails. More than other families, each is an individual, and driven by personal obsessions. Some wish to spend eternity reading dusty books, while others ascend to the heights of power.

My understanding is the warlocks were created in the distant past when our blood mingled with sorcerers. I have no reason to doubt this, and have even seen signs that they continue to seek out interesting arcane bloodlines to bring into their fold. One notable thing regarding the warlocks is their magic demands a greater investment of blood than other families, meaning they tend to gorge a bit more (earning them their negative slur of "leech").

The family tends to be scholarly, and jealously controlling of any mortal arcane power within a city. I think more than any other family, warlocks directly and openly associate with mortal spellcasters in the pursuit of the art. Sometimes this is simply a direct friendship between two individuals, but can be patronage to an entire university. I've heard whispers that they often offer aging arcanists an alternative to trapping their soul within an expensive bauble.

Warlocks usually have better things to do than rule over a city or play the politics of court. If the warlocks control a city, it is usually through some puppet or intermediary to see to all the trivial day to day problems. Their curse robs them of valuable time, and the last thing they want to do is spend half of eternity playing the games most of us find delightful. When the warlocks do take direct and open control, they only suffer the bare minimum of drama, and young moroi would be wise not test their patience.

IN THE COMPANY OF VAMPIRES

Middle Class

The main families only represent the first and oldest lineages. They are also the minority, perhaps accounting for a quarter of the overall population. The majority of moroi have experienced some mingling of blood between the houses. This can happen for all manner of reasons... perhaps a romance between two elders, a long-term alliance within a single city, or even the complete destruction of a local family by a rival. Any of these events could have happened long ago, with the only remaining sign some mingled bloodline.

Like the pure families, each mixed lineage has a unique culture and identity. They tend to be somewhat more relaxed regarding the purity of their lines, but pragmatically aware that the more a child's blood is diluted, the greater bigotry levied against them by the pure families.

It is relatively rare for one of the mingled lines to openly rule over a city of any significant size. However, they can wield a monopolized sort of power within their area of expertise. Perhaps if the pure lines are the aristocracy, the mingled lineages can be compared to wealthy merchant families who can occasionally purchase or leverage themselves an actual title.

The following is a brief description of some of the various lineages of which I am aware, but it is by no means an exhaustive list. I have included with each their proper honorific... as well as the more insulting name sometimes snidely applied to them by the pure families.

Ascetic (Dirtpriest): A blending of the inspired and nosferatu, the ascetics council a return to a more simple lifestyle, free from the hedonism most of us take for granted. After centuries of overly lavish parties, I can see a certain appeal in scaling back. However, they take the idea to an extreme, often forgoing boots, and associating primarily with the lowest realms of mortal society. This does give them influence over an important food supply for many families.

Bloodstained (Psychopath): A blending of the vanguard and shade, the bloodstained are assassins who, in my opinion, enjoy their job far too much. They combine the vanguard's love of combat with the shade's manic thrills, resulting in a family that just loves to kill things. It is a useful skill, to be sure, but it doesn't keep them from being extremely unsettling.

Cleaner (Sewer Rat): A blending of the nosferatu and nightcaller, the cleaners are problem solvers within our society, and usually contacted first when there is a mess that requires quiet removal. Most often this is the victim of some unfortunately excessive feeding, but might also include hunters whose death needs to be expertly staged. The rumors claim bodies end up fed to monstrous vermin within the sewer's dark confines.

Druid (High-Born Bastard): A blending of the inspired and nightcallers, the druids are nature-worshipers who believe that our infesting of mortal civilization is a betrayal of our true calling



and heritage. They either end up loners, or set up waypoints between cities where we can find sanctuary... if we are willing to listen to them preach for a night.

Father/Mother (Weighted Scale): A blending of the sovereign and inspired, the fathers (male) or mothers (female) attempt to insert themselves into the traditional role held by the inspired as neutral counselors, judges, and ambassadors. However, unlike the inspired, the fathers and mothers have a deserved reputation for being biased and open to bribery. They are generally used only when the local leadership wishes to have an easily controlled puppet-court providing a thin veneer of fair justice.

Hunter (Head-Hunter): A blending of the nightcaller and sovereign, the hunters remind me most of mortal aristocrats who train dogs to run down foxes for fun. They really get into the sport of hunting mortals (and fellow moroi), particularly those who are capable of putting up a real fight. They tend to function as bounty-hunters for hire, though they work cheap for an exciting quarry.

Knight (Dandy): A blending of the vanguard and sovereign, the knights combine the sovereign's love of stupid drama with the vanguard's iron-shod traditions to create a bunch of pompous, armor-covered pains. While considered something of an embarrassment to the vanguard, sovereigns find them absolutely delightful. The knights are all about honor, duels over honor, and angst-filled soliloquies that can make me yearn for the vanguard's stoic silence.

Librarian (Bookleech): A blending of the warlock and sovereign, the librarians have taken on the unenviable task of attempting to chronicle our true history. Given the age of many moroi and our tendency to... let's say, "exaggerate", I imagine it is an extremely difficult job. The librarians do appear to enjoy traveling the world to hunt down scraps of esoteric lore, or braving the most tumultuous cities to cross-reference thousand-year old elder interviews.

Madame/Mister (Flesh Peddlers): A blending of the nosferatu and shade, the madams (female) or misters (male) always run houses of ill repute, which serve an extremely lucrative and necessary function within our society. I have never personally been to one of their establishments, but I understand that many families must rely on willing mortal prostitution in order to satiate their thirst.

Magi (Sellsword): A blending of the vanguard and warlocks, the magi are looked down on by both as mercenaries selling family secrets to

anyone with the coin or blood to pay. While their progenitor families do their best to quietly remove any who cross certain lines, my understanding is the magi have sufficient power to usually thwart them. I imagine either cannot handle the problem subtly when the sellswords are willing to defend themselves by any means necessary.

Merchant (Gremlin): A blending of the warlock and shade, the merchants claim to be able to grant anything for the right price. Considering their rather odd experimentations with blood magic and questionable dealings with dark fey, I take such claims pretty seriously. For example, I've heard fanciful rumors of sovereigns regaining their shadows (or perhaps, someone else's) in exchange for no longer seeing in color.

Scout (Vulture): A blending of the nightcaller and vanguard, the scouts tend to serve either ancestor family as more disposable long-range sources of information on enemy forces, other cities, or holy organizations. The vultures often lack time to subtly hunt, and are known for attacking mortal travelers. I'm sure a body buried in the woods seldom raises suspicion.

Stalker (Creep): A blending of the shade and sovereign, the stalkers weaponize the information most shades collect for fun. Blackmail and confidence artists, the stalkers, in my personal opinion, combine the worst traits of both ancestor families. They always are exuding this sort of... smarmy overconfidence, like they know something important you do not. The worst part is, they probably do.

Templar (Fallen): A blending of the vanguard and inspired, the templars are the hunters of the hunters, acting constantly on the offensive to subvert, corrupt, or kill the organizations and individuals that feel we deserve to be wiped out. The templars are almost exclusively chosen from the ranks of those they fight, either as a final sort of revenge or perhaps merely a pragmatic means of recruitment. I've heard rumors of the methods used to corrupt a righteous paladin, and I'd prefer to not know if they are true or not.

Lower Class

At not-quite the lowest rung of our social ladder are those with blood too mixed to make a strong claim to any particular family. They often bear traits (and curses) of three or more pure lines, causing them a great many difficulties in simply existing from night to night.

IN THE COMPANY OF VAMPIRES

This unfortunate condition can happen for many reasons. Sometimes a new fledgling flees their family before the blood sets, or is abandoned by an irresponsible parent. One of the families of mingled lineage might become further diluted over time, though I imagine they do their best to conceal it from the pure lines. Occasionally, there is no clear reason for it, and an individual with abnormally weak blood is spawned despite the purest ancestry and every precaution.

They are commonly referred to as “bastards of the blood” or the “weak-blooded”, and we have no regularly used polite term for the conditions. It is usually kind to not mention it at all. These sorry souls can find a place within our society, but must work twice as hard as any born into privilege. Many of the pure bloods look down upon these individuals, as if the poor bastard were somehow responsible for their state. I have helped or counseled many, for it is only by fate’s fickle choosing that I wasn’t as they are.

This category might also include social, but abnormal creatures (such as fey or monstrous folk) who become moroi. While such a practice is highly frowned on by the families (and often illegal), it does occasionally occur. Unfortunately, for these individuals, such is so rare in practice that they are given little standing within our culture. Robbed of much of their former power, they are either forced to beg for scraps from the families, or abandon our society altogether, becoming outsiders.

Rarer still, it can also potentially include dhampirs whom the vampiric parent wishes to raise. However, such individuals are often hidden away from court until they can be transformed into true vampires.

Outsiders

Some of us choose seclusion. This can either be a temporary sabbatical or a full renouncement of claims, and is most common amongst the nightcallers, nosferatu, or bastards of the blood. Exile is also a common punishment for crimes not quite warranting a second death. To the families these moroi are considered distant cousins from the countryside. They are still family, but we know them not, and they tend to lack a certain... refinement. We associate with each other politely, but it is generally a bit awkward. Our presence in each other’s territory can be strained, and it is best to not overstay a welcome, or venture uninvited.

Outsiders lack both rights and responsibilities. They are still moroi, but until they return to the fold, the word of the weakest blood bastard carries greater weight.

Servants

A special point must be made regarding spawn. A moroi is only made when a mortal willingly embraces our condition. However, some among us can force a farce of vampirism onto the unwilling. These cursed creatures are slaves to the will of their maker. When they become freed from this potentially eternal bond, only the strongest become true moroi. Even then, they usually hate their maker (and our society) acutely, leading to them almost always become outsiders. Those that are freed (through accident or design) are expected to be disposed of by their maker or the maker’s family. A free-willed spawn running amuck is certain to draw too much attention.

I find the whole process of making and keeping spawn to be the gravest crime of my kind, and consider any who make it a practice to be an enemy. However, it is commonly done, and considered a necessary evil by most families.

Spawn and mortal thralls occupy the rank within our society beneath the most distant or alien outsider. Usually, neither is a full person in the eyes of the law. They are best likened to pets or possessions. Their actions are not even considered to be their own, and instead only reflect upon whomever they call master. It is generally not even a terrible crime to kill another moroi’s servants, especially if it is justified by some insult.

Alignment and Religion

To ask someone to judge their own morality is a hard thing. I certainly do not find my actions evil, but am certain others would argue. I am sure the farmer who takes the hammer to the bull thinks himself a noble man doing dirty work. With this in mind, I do admit moroi tend to stray from righteous paths, especially as we age. Though by the same token, with the inevitable march of time, we tend to grow bored with the worst hedonistic excesses many mortals might call evil. Thus, I’d say the majority of us tend to walk a fine line or weave our way between both extremes from one century to the next.

Those of us who dwell in cities and in proper societies have a tendency toward order. I suppose this is simply finer sand falling through the sieve’s holes while most collects. Those who cannot stomach rules, etiquette, and leadership, have no taste for our games. An exception to this is the shades, who I suspect enjoy being around ordered systems, because they enjoy tearing away at them.

As far as religion... we do not like to be controlled. Half of our nightly efforts are spent wasting exorbitant resources for some minor count of coup against a rival. Each of us, in the deepest darkest corners of our hearts, wants to rule. Our shows of subservience are all simply that... some momentary ploy for that eventual victory some century hence. To have some unseen, omnipotent master we can never begin to challenge... well, it is not a thought that appeals to many. This even applies to the inspired, who are more likely to worship some force, ethos, or even themselves than a vampire god.

I'd say the biggest exception is those who spent lives in worship to a god of death or undeath. They carry that faith past their last breath, and maybe even owe their master for becoming moroi. These strange fellows tend to either be amongst the outsiders, or else rule their city's court. I suppose they either have more important quests and missions than dealing with politics, or else have sufficient divine backing to establish a theocratic dictatorship.

Adventurers

While we might journey and fight for wealth, knowledge, or some personal goal, I'd say there is one primary driving force behind venturing out from our comfortable bubbles.

Boredom.

Imagine you were the middle-child in an ancient, wealthy, and noble house. Your entire family dwells under one roof, and basically lives to be annoying to one another. You get tired of seeing the same dozen people doing the same two-dozen tedious plots. The idea of taking a holiday for a decade or two begins to sound quite appealing. It can even be exciting to return to find territory lost, as centuries of stalemates collapsed in your absence.

Plus, there is no truer pleasure than the look on a rival's face when you relate exciting stories of grand adventure while showing off your tastefully extravagant treasure.

Names

We almost always keep the names we had in life, unless there is some vital reason not to. Perhaps if we publicly died or had some nefarious reputation we prefer casting off. Beyond that, a name is simply too useful a thing to toss away like trash.

It is almost always painfully obvious which ones did change their names after death. They often take on some ominous sounding moniker they think paints them as dire and intimidating. It can be quite

amusing some century or two afterward when they are still stuck with such a gauche label, while the rest of us continue to snicker behind their backs.

One important thing to note about the moroi is our family names are always used as honorifics, and do not replace our actual names. They are titles, more akin to doctor or princess. Elder is also a common respectful honorific, added before the family name. So Elder Sovereign or Elder Nightcaller. The exact requirements for being an elder is never clear, as it typically is used by anyone younger and less powerful to refer to anyone older and more powerful. I always recommend assuming everyone is an elder. In the worst case, you merely flatter some undeserving individual, while avoiding insulting moroi who can kill you with a word.



IN THE COMPANY OF VAMPIRES

Vampire (Moroi) Racial Traits

ABILITY SCORES

Because undead lack a Constitution score, when creating a vampire character from scratch, follow the rules set in the *Pathfinder Roleplaying Game: Advanced Race Guide* detailed below. Generating ability scores for vampires uses the standard methods with slight changes to the ability score generation methods. The changes are as follows, corresponding to the five standard methods.

Standard: Roll 4d6, discarding the lowest result as normal, and sum the results, but only do this five times, and assign them as you see fit, skipping Constitution.

Classic: Roll 3d6 and sum the results five times, and assign them as you see fit, skipping Constitution.

Heroic: Roll 2d6 and add 6 to the sum of each. Do this five times and assign them as you see fit, skipping Constitution.

Dice Pool: Instead of a pool of 24d6, races without Constitution get a pool of 20d6 to assign to the ability scores, except for Constitution. These characters still must assign a minimum of 3d6 in each of the other ability scores. Increase the number for high-powered games.

Purchase: When using the purchase method for ability scores, assume members of races without Constitution have a Constitution score of 10 and buy the rest of the abilities normally using the points allocated for the campaign's power level.

+2 Charisma, -2 Wisdom: Vampires are tough and confident, but often driven by base, hedonistic impulses.

Undead: Vampires are undead with the augmented subtype. Select one humanoid subtype, representing the vampire's former race. The vampire does not receive any racial traits from its former race unless otherwise specified, but retains the humanoid subtype's size and speed. Vampires do not gain all of an undead creature's normal traits and immunities (see sidebar).

Small or Medium: Vampires are Small or Medium creatures, with appropriate bonuses or penalties, dependent on the size of their selected humanoid subtype.

Slow or Normal Speed: Vampires have a base speed and movement types of their selected humanoid subtype. Vampires do not gain any abilities directly related to speed (such as a dwarf's slow and steady ability).

Darkvision: Vampires can see in the dark up to 60 feet.

Natural Attack: Vampires gain a bite attack as a primary natural attack. The bite attack deals appropriate damage based on the vampire's size (1d4 for Small-sized or 1d6 for Medium-sized vampires). The vampire can deal 1 point of Constitution damage with their bite attack against either a helpless, willing, or grappled creature. If a creature is grappled, the vampire deals the Constitution damage as part of establishing or maintaining a pin. The vampire does not heal or gain temporary hit points from dealing Constitution damage in this manner. A vampire can choose deal Constitution damage but not hit point damage when drinking the blood of a helpless or willing creature.

Families: A vampire's maker and environment shape the expression of her blood, resulting in distinct abilities and curses common to family lines. Most vampires inherit the abilities of the vampire who created and trained them, but many families are mixes of two or more of the main lines (see the mingled lineage alternate racial trait for details). A vampire's selected family grants the following racial traits.

Inspired: An inspired gains channel resistance +2.

Nightcaller: A nightcaller gains the scent universal monster ability.

Nosferatu: A nosferatu who is not disguised to hide their horrifying appearance (see curse) can demoralize (per the Intimidate skill) an adjacent creature as a move action.

Shade: A shade's darkvision extends to a range of 120 feet.

Sovereign: A sovereign gains a +2 racial bonus to Bluff and Diplomacy skill checks.

Vanguard: A vanguard vampire gains weapon proficiency in any one weapon of their choice.

Warlock: A warlock with a Charisma of 11 or higher can cast *bleed* and *stabilize* as 1/day spell-like abilities using their character level as their caster level. The save DC is 10 + 1/2 her character level + her Charisma modifier.

Thirst: A vampire must drink the blood of living humanoids, and becomes increasingly weaker and more monstrous if they fail to feed. A vampire must consume an amount of blood equating to at least 2 point of Constitution damage from a living humanoid for every 8 hours of activity a day (to a maximum of 6 points of Constitution damage per day for 24 hours of activity). Hours of activity do not need to be consecutive. A vampire at rest

does not require blood to sustain them, and can remain at rest indefinitely. While at rest, a vampire is helpless and unconscious, but can be awakened as a sleeping mortal. A vampire has the staggered condition for 1d4 rounds after being awakened from rest.

A vampire that remains active for more than 8 hours without consuming blood gains the fatigued condition. If a vampire with the fatigued condition remains active for an additional 8 hours without consuming blood, they gain the exhausted condition. If a vampire with the exhausted condition remains active for an additional 24 hours without consuming blood, they become helpless and unconscious until they are fed blood equating to at least 2 points of Constitution damage from a living humanoid. When a vampire is fatigued or exhausted, consuming at least 2 points of Constitution damage from a living humanoid removes the fatigued or exhausted condition. Resting does not remove these conditions.

A vampire with the fatigued condition due to thirst becomes extremely pale, like a bloodless corpse. They take a -2 circumstance penalty to all Charisma-based skill checks (except Intimidation) when dealing with living creatures. A vampire with the exhausted condition begins looking more overtly monstrous and corpse-like, with red eyes, distended nails, or bared fangs. They take a -4 circumstance penalty to all Charisma-based skill checks (except Intimidation) when dealing with living creatures. A vampire rendered unconscious and helpless due to thirst appears like a dry, well-preserved corpse.

A vampire cannot naturally store extra blood within their body, and so must feed continually as they are active. A vampire with a cruor pool (see Cruor Pool feat) spends points from their cruor pool as if it was blood (equating to 1 point of Constitution damage per point spent), allowing the vampire to store blood for longer continual periods of activity between feeding.

Curse: Each family line carries with it a curse, and it is only vampires with heavily mingled lineages who exhibit many unpleasant side-effects of the condition.

Inspired: The inspired are innately superstitious, with a single belief becoming so ingrained it is tied to their blood. The inspired selects one superstition that can prevent them from entering an area. Common choices are holy ground, smelling of garlic, or a private residence without a willing invitation. Other options are available subject to GM discretion. To enter an area warded by the superstition, the inspired must succeed

DRAINING BLOOD

Vampires require blood to survive, and are not always capable of feeding themselves or drinking directly from victims. The following guidelines can be used when collecting blood by other means at GM discretion.

- Any creature can intentionally deal 1 point of Constitution damage to itself with a piercing or slashing weapon as a full-round action with a DC 15 Heal check. If the creature fails the check, they still deal 1 point of Constitution damage, but begin taking 1 hit point of bleed damage each round. If the creature fails the check by 5 or more, this is instead 1 point of Constitution bleed each round. This bleeding can be stopped with a DC 15 Heal check or any amount of magical healing.
- Any creature suffering bleed damage can contribute fresh blood from its wounds. A bleeding creature donates enough blood to equate to 1 point of Constitution damage when they take hit point damage from bleed equal to their Hit Dice. However, bleeding in this manner for this purpose causes hit point damage to be converted to an equivalent amount of Constitution damage (1 point of Constitution damage equals the creature's Hit Dice in hit points, which reduces the creature's maximum hit points).
- Blood can be collected in any sort of storage container. Blood preserved in this fashion remains nourishing, but tastes foul and unpleasant. A pint of alchemically preserved blood equates to 1 point of Constitution damage. Collected blood can be preserved with an alchemist's lab, 20 gp worth of preserving reagents (per pint), and a successful DC 20 Craft (alchemy) check. Blood can also be preserved with the *gentle repose* spell (as a severed limb). A pint of blood weighs 1 pound.
- Unpreserved blood only remains nourishing for a vampire to consume for 10 minutes.

on a Will save (DC 10 + the inspired's character level). They must continue to succeed on Will saves each round to remain within the area. On a successful save, the inspired overcomes the effect for 1 round. On a failed save, they gain an equivalent of the frightened condition until they escape from the area. This is not a fear effect and cannot be suppressed or resisted by any means.

IN THE COMPANY OF VAMPIRES

Nightcaller: A nightcaller can only rest while touching the earth of their homeland. If the nightcaller does not physically touch her native soil (at least 1 cubic foot is required), she cannot gain the benefits of rest (avoiding fatigue and exhaustion due to thirst, preparing spells, etc.).

Nosferatu: The vampire becomes horrifying in some manner, whether it is an ugly outward appearance, unpleasant smell, or extremely disturbing demeanor. The specifics tend to vary, but could include huge fangs, the smell of death, or making people around her sure she is plotting their doom. Living creatures meeting the vampire for the first time typically have a starting attitude (per the Diplomacy skill) of one step worse than normal (to a maximum of hostile). This affects the

starting attitude for the vampire's companions as well. The vampire can disguise or conceal an unpleasant appearance, smell, or demeanor, but it requires a Disguise skill check with a -5 modifier.

Shade: A shade gains the light blindness weakness. Abrupt exposure to bright light causes a shade to become blind for 1 round; on subsequent rounds, they are dazzled as long as they remain in the affected area.

Sovereign: A sovereign casts neither a shadow nor a reflection in any surface. They must remain at least 5 feet away from a mirror, and cannot look upon reflective objects. After 1 round, the sovereign can attempt to overcome this with a Will save each round (DC 10 + the sovereign's character level). On a successful save, the sovereign overcomes the effect for 1 round.

Vanguard: If a vanguard is successfully damaged with a confirmed critical hit from a magical wooden piercing weapon, the vanguard immediately becomes paralyzed and prone (no save). Ending the paralyzed condition requires removing the wooden object as a standard action.

Warlock: Warlocks struggle to remain energetic during daylight hours. During daytime, the warlock is unable to act during the surprise round and functions as flat-footed during the first round of any combat (even if they have acted). This affects the warlock even if they are not in sunlight, or even deep underground.

Languages: Vampires begin play speaking Common. A vampire that belonged to a humanoid subtype with a language (such as dwarven or elven), gains that subtype's language as a bonus language. A vampire with a high Intelligence score can choose any language it wants (except secret languages, such as Druidic).

Age, Height, and Weight

Vampires are immortal and unaging, remaining forever the same as they were at the moment of their death. The size and weight of a vampire's body is dependent on their chosen humanoid subtype.

A vampire who does not have the fatigued or exhausted condition due to thirst looks paler than normal, but not abnormally or strangely so. A vampire with fatigue due to thirst tends to look extremely pale (similar to a bloodless corpse or extremely sick person). A vampire with exhaustion due to thirst looks even worse, taking on corpse-like traits. Exhausted vampires sometimes display



MODIFIED UNDEAD

Vampires are undead, but the process of becoming a true undead creature is a gradual one for most. Over varying periods time (sometimes years and sometimes centuries), a vampire undergoes a transition from fully alive, to a corpse animated by solely by blood. However, this blood pumping through veins makes them more akin to living creatures than many dead kept moving by magic.

- No Constitution score. Vampires use their Charisma score in place of their Constitution score when calculating hit points, Fortitude saves, and any special ability that relies on Constitution. Any class feature, spell, or ability that normally modifies Constitution instead affects the vampire's Charisma.
- Vampires have no immunity or resistance to mind-affecting effects.
- Vampires are not immune to bleed, disease, or poison. They are subject to ability damage and drain. Constitution ability damage or drain instead affects the vampire's Charisma.
- Vampires are immune to death effects.
- Vampires take no penalties from energy-draining effects, though they can still be killed if they accrue more negative levels than they have Hit Dice. After 24 hours, any negative levels they've gained are removed without any additional saving throws.
- Vampires are harmed by positive energy and healed by negative energy.

- Vampires heal hit point damage and ability point damage naturally, provided the vampire is not fatigued or exhausted due to thirst. This rate of natural healing can be accelerated (as a living creature) when the vampire rests (see the thirst racial ability for details on resting), but the vampire cannot benefit from long-term care (per the Heal skill). However, a vampire naturally heals 1 point of ability score drain per 24 hours of full rest.
- Vampires are not immune to fatigue or exhaustion caused by the thirst racial ability, spells cast by the vampire, or class features used by the vampire. They are otherwise immune to fatigue and exhaustion.
- Vampires are not immune to any effect that requires a Fortitude save, and use their Charisma modifier in place of their Constitution modifier when determining their Fortitude save.
- Vampires are not at risk of death from massive damage, and are not destroyed until their negative hit points equal or exceed their Charisma score. A vampire at 0 hit points or negative hit points is helpless and unconscious. The vampire is automatically stabilized when at negative hit points.
- Vampires do not breathe, but require blood for sustenance. A vampire with sufficient blood does not need to sleep, but can choose to rest in order to lower their blood consumption requirements.

other small disturbing signs, such as foul odors, dead eyes, or a thinner physique. The specific appearance sometimes follow family lines. A vampire that is helpless and unconscious due to the thirst looks like a desiccated or naturally mummified corpse.

Vampires cannot die of old age.

Becoming a Vampire

A humanoid PC should only become a vampire at GM discretion. This can only occur under special circumstances, typically involving being turned into one by an elder vampire. This requires the mortal to be killed (usually by draining their blood), and then fed the vampire's blood. This must be a voluntary process, and a mortal cannot be forced to become a vampire against their will

through domination. Intimidation or other social tactics can be used. A humanoid that is forced to become a vampire against their will is instead changed into a vampire spawn (see create spawn blood talent for details).

If a player character becomes vampire, take the following steps.

- If the PC's Charisma ability score is higher than or equal to the PC's Constitution score, do not adjust the PC's ability scores. If the PC's Charisma ability score is less than the PC's Constitution score, the PC's Charisma ability score becomes equal to their Constitution ability score.
- The PC then loses their Constitution ability score. The PC's ability scores should not otherwise be altered (the PC does not gain the vampire's racial ability score adjustment).

IN THE COMPANY OF VAMPIRES

- Any racial traits the PC possesses are removed. A PC wishing to retain existing racial traits, for example a human depending on a bonus feat for prerequisites, should take the humanoid racial trait alternate racial trait. The PC does not lose their racial ability score adjustment.
- The PC gains all vampire racial traits. The PC gains the family and curse of the vampire who transformed them. If the vampire transforming the PC has the mingled lineage alternative racial trait, the PC can choose any one of the families belonging to the vampire. At GM discretion, the fledgling vampire PC might gain additional family and curse traits over time.

Alternate Racial Traits

The following racial traits may be selected instead of existing vampire racial traits. Consult your GM before selecting any of these new options.

Humanoid Racial Trait: Most vampires are chosen from among the humanoid cattle to be uplifted to (arguably monstrous) immortality. While for most this wipes away many of the traces of their life, some cling more tightly to what they were before. Elders tend to regard such as a character flaw or passing phase. The vampire gains either a primary or secondary racial trait from their selected humanoid subtype per the following table. Other humanoid subtypes or racial traits may be available at GM discretion.

Humanoid Subtype	Primary Racial Trait	Secondary Racial Trait
Dwarf	Slow and steady	Defensive training, hatred, or stonecunning
Elves	Keen senses	Low-light vision, elven immunities, or elven magic
Gnome	Obsessive	Defensive training, gnome magic, or hatred
Half-elf	Keen senses	Adaptability, elven immunities, or multitalented
Half-orc	Intimidating	Orc ferocity or weapon familiarity
Halfling	Sure-footed	Fearless, halfling luck, or weapon familiarity
Humans	Skilled	Bonus feat

This racial trait may be selected up to twice. The first time it is selected, the vampire gains the primary racial trait and becomes susceptible to any source of fatigue or exhaustion (not just due to the thirst). However, ordinary fatigue or exhaustion does not cause the vampire's appearance to worsen and they still do not require sleep. The second time it is selected, the vampire gains one of the abilities listed under secondary racial traits and the vampire loses their racial immunity to death effects.

Elder: Vampires are immortal, and some can be quite old, even if they have done little in the way of adventuring. Those that persist for centuries instead dabble in all manner of pastimes and pick up many scraps of useful knowledge, but find their ancient corpses require more blood to motivate. The vampire gains a +2 racial bonus on all Knowledge and Profession skill checks, and can make checks with those skills untrained. A vampire with this racial trait must consume at least 3 points of Constitution damage worth of living humanoid blood per 8 hours of activity.

Mingled Lineage: It is quite common for moroi families to mix the traits of two or more heritages, or for a pure-born moroi to secretly be touched by another family's influence. However, there is a certain social stigma tied with being of mingled blood, and multiple ties are equated to being low-status within vampiric society. This alternate racial trait can be selected multiple times (up to six times, though this is subject to GM discretion). A GM should carefully consider allowing it to be taken more than twice. Each time it is selected, the vampire gains a new family benefit and the corresponding curse. Additionally, each time this alternate racial trait is selected, the vampire takes a cumulative -2 penalty to all Charisma-based skill checks when dealing with other vampires with fewer families who are aware of their mixed ancestry (to a maximum of -12 with all families selected). A vampire with this alternate racial trait cannot select the weak blood alternate racial trait (and vice versa).

Survivalist: Some nightcallers can survive on the blood of animals, making it easier to avoid difficulties associated with consuming humanoids. They claim this is a throwback to their origins as the first vampiric family before humanoids congregated in sufficient numbers for regular feeding. The vampire can stave off the thirst's fatigue and exhaustion by consuming the blood of living animals. The vampire must feed from the creature directly with their bite attack, and the feeding must result in the animal's death. The animal must have Hit Dice equal to or greater than half the vampire's character level (minimum 1 HD).

This equates to 2 points of Constitution damage dealt to a living humanoid, allowing the vampire remain active while staving off or removing the fatigue, exhausted, or helpless conditions. However, animal blood can never be converted into points of cruor (see Cruor Pool feat for details) and cannot be preserved for later use. A vampire must have the nightcaller family ability benefit to select this alternate trait. A vampire with the mingled lineage (nightcaller) alternate racial trait can also select this alternate racial trait. This replaces the vampire's nightcaller family racial ability benefit.

Taste: Many vampires develop a refined palate when it comes to blood, and can learn much from taste alone. The blood must be relatively fresh (less than 24 hours since being spilled). As a standard action, the vampire can taste the blood and attempt an appropriate Knowledge skill check for the creature type (DC equals 10 + creature's CR). On a successful check, the vampire can determine the creature's type, gender, age, and emotional state when the blood was spilled. At GM discretion, the vampire might also gain more information, such as being able to tell if two blood samples came from relatives, whether the individual is a sorcerer (and clues regarding their bloodline), or a vampire's family line(s). This replaces the vampire's family racial ability benefit, or one of their family benefits if they have more than one.

Weak Blood: A rare few vampires show little connection to their lineage despite the best efforts of their family. This is almost always superstitiously considered to be some fault of the weak-blooded vampire, though no one is exactly certain how the condition occurs. These unfortunate children are considered embarrassments, and are often encouraged to remain distant or leave altogether. The vampire gains no family benefit or curse, and can never gain levels in the blood noble paragon class or take the blood bastard or cambion archetypes. However, the vampire only requires 1 Constitution damage worth of blood for every 8 hours of activity. A vampire with this alternate racial trait cannot select the mingled lineage alternate racial trait (or vice versa) and cannot select the Cruor Pool feat.

Favored Class Options

The following options are available to all vampires who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward. At GM discretion, the vampire can select a favored class option available to their humanoid subtype.

VAMPIRE CAMPAIGNS

In the Company of Vampires seeks to provide diverse options for unique vampire player characters. However, an entire party of bloodthirsty vampires faces unique challenges.

Locations: Vampire campaigns should be city-based by their nature. This is not only due to the vampire's innate need to stay close to their food source, but also because vampire culture is primarily focused on cities. GMs running vampire campaigns should strongly consider employing the optional hunting rules featured later in this book, and furthermore have a low-level vampire party be based in a city or metropolis until they have sufficient resources to carefully venture outward.

Traveling: A party of vampires faces unique challenges when traveling more than a day or two away from major settlements. Smaller outlying villages or random passers-by can provide nourishment, but only at increased risk. More likely than not, traveling vampires have the majority of the party rest in a vehicle to preserve blood while a volunteer, spawn, or mortal thrall moves them from place to place. However, vampires are slow to rise from sleep, and so random encounters on the road can be more dangerous for a group of slumbering moroi.

Dungeons: Extensive dungeon crawls likewise provide a unique challenge. Unlike ordinary adventurers, vampires (and blood nobles especially) cannot simply rest to recover all expended resources. While a vampire within a party containing humanoids can likely find a way to persevere (through collected blood or convincing allies to sacrifice), an entire party of vampires might find themselves starving after a day's worth of encounters. GMs are encouraged to keep this fact in mind when designing or planning adventures, and to consider adding means of sustenance.

Alchemist: Add +10 minutes to the duration of the alchemist's mutagens. An alchemist with a cruor pool can expend 1 point of cruor when consuming a mutagen to double this bonus.

Barbarian: Add +1 to the barbarian's base speed. In combat this option has no effect unless the barbarian has selected it five times (or another increment of five). This bonus stacks with the barbarian's fast movement feature and applies under the same

IN THE COMPANY OF VAMPIRES

conditions as that feature. A barbarian with a cruor pool can expend 1 point of cruor as a free action to double this bonus for 1 round per class level.

Bard: Add +1/4 to the save DC of any mind-affecting bardic performance.

Cavalier: Add +1/3 bonus to the cavalier's order skills. A cavalier with a cruor pool can expend 1 point of cruor as a standard action to double this bonus for 1 minute per class level.

Cleric: Add +1 to the caster level of any channeling feat used to affect undead. A cleric with a cruor pool can expend 1 point of cruor when using any channeling feat to add an additional +1/2 to the caster level of any channeling feat used to affect undead.

Druid: The druid gains energy resistance 1 against cold or electricity. Each time the druid selects this reward, increase her resistance to one of these energy types by +1 (maximum 10 for any one type).

Fighter: Add +1 to the fighter's effective Charisma ability score when determine their maximum negative hit points.

Gunslinger: Add +1/3 on critical hit confirmation rolls made with firearms (maximum bonus of +5). This bonus does not stack with Critical Focus.

Inquisitor: Add a +1/2 bonus on Intimidate checks to demoralize humanoids and undead susceptible to mind-affecting effects. An inquisitor with a cruor pool can expend 1 point of cruor when performing the demoralize action to double this bonus.

Monk: Add +1 to the monk's CMD when resisting a grapple combat maneuver. A monk with a cruor pool can expend 1 point of cruor to add +1/3 to his CMB for grapple combat maneuvers.

Oracle: Add +1/2 point of negative energy to spells that deal negative energy damage. An oracle with a cruor pool can expend 1 point of cruor when casting a spell that deals negative energy damage to double this bonus.

Paladin: Add +1 to the number of hours the paladin can remain active without gaining the fatigued condition due to the thirst racial ability (to a maximum of 24 hours).

Ranger: Add +1/2 bonus on wild empathy checks to influence nocturnal animals and predators.

Rogue: Add a +1/2 bonus on any skill check used to hunt (see hunting optional rules). The hunting optional rules must be used to allow this favored class option.

Sorcerer: Select one spell from the sorcerer spell list. This spell must be from a school determined by the vampire's family racial trait: abjuration (vanguard), conjuration (warlock), divination (inspired), enchantment (sovereign), illusion (shade), necromancy

(nosferatu), transmutation (nightcaller). this spell must be one level below the highest level spell the sorcerer can cast. The sorcerer can expend 1 point of cruor from their cruor pool to add this spell to their list of known spells for 1 minute per class level. A sorcerer must have a cruor pool to select this favored class option.

Summoner: Add +1/5 to the eidolon's evolution pool. A summoner with a cruor pool can expend 1 point of cruor when summoning their eidolon to double this bonus.

Witch: Add a +1 bonus to the witch's familiar's saving throws against one of the following: death effects, disease, mind-affecting effects, or poison. When this total bonus becomes +5 for one of the selected effects or conditions, the familiar instead gains immunity against the effect or condition. If the witch ever replaces her familiar, the new familiar gains these benefits.

Wizard: Add +1/4 to the wizard's caster level when casting spells of the necromancy school. A wizard with a cruor pool can expend 1 point of cruor when casting a necromancy spell to double this bonus.

Racial Archetypes

The following racial archetypes are available to vampires. At GM discretion the dhampir racial archetypes featured in the *Pathfinder Roleplaying Game: Advanced Races Guide* (Cruoromancer [Wizard] and Kinslayer [Inquisitor]) could also make appropriate archetypes for some vampires. Likewise, many racial archetypes could be appropriate for vampires previously of the various humanoid subtypes, particularly those with the humanoid racial trait.

Blood Bastard (Any)

Bastards of the blood usually occur when a vampire is not properly trained after creation, but sometimes there is no simple explanation. They are frequently ostracized and thought of as second-class citizens within the family-centric moroi culture. Only with great effort can a blood bastard rise to any true prominence or standing.

Class: A blood bastard can belong to any class. They can even possess other archetypes, including the cambion sorcerer archetype (see below). The abilities they gain are balanced by a worsening curse that occurs as they access a few hidden secrets of their blood through trial and error. A blood bastard may never multiclass into the blood noble paragon class. Likewise, a vampire with the blood noble paragon class cannot ever multiclass into a class with this archetype applied.

Family: At 1st level, a blood bastard selects her primary family (if she has the mingled lineage alternate racial trait). She may never know the truth of her heritage, but some uncertain amount of a vampire's nature is beyond their upbringing or control.

Curse: At 6th level and every six levels thereafter (12th and 18th), the blood bastard can choose to gain a blood talent in exchange for a worsening of her family's curse. This functions as the blood noble class feature of the same name.

Blood Talents: A blood bastard can only gain a weaker version of the normal blood talents in exchange for a worsening of her family's curse. Blood talents must be selected from either her family's blood talents or the list of general blood talents. The blood bastard cannot choose blood talents that do not belong to her primary family, even if she has the mingled lineage alternate racial trait.

A blood bastard functions as a blood noble of half their class level for the purposes of blood talent class level prerequisites. A blood bastard can never expend cruor on any blood talent she gains through this archetype, even if they possess a cruor pool. Thus, most blood talents are weaker for the blood bastard and some blood talents may not be appropriate. A blood bastard who does not possess the Cruor Pool feat functions as if they had at least 1 point of cruor in their cruor pool as long as they do not have the fatigued or exhausted condition due to thirst.

A blood bastard (fighter) cannot select the armor training or weapon training vanguard blood talents.

Cambion (Sorcerer)

It is believed that the warlock family began with experimentation into transforming different sorcerer bloodlines into moroi, and the practice continues among many of the families. While these vampires are referred to as cambions regardless of bloodline, fiendish heritage is not the only (or even the most common) possibility.

Bloodline: A cambion selects a bloodline as normal. The cambion may gain access to the skills, feats, and powers of either her vampiric family or the selected bloodline she is descended from, but at the cost of a special vulnerability (see below).

Class Skill: A cambion sorcerer receives the bonus skill from her bloodline or can select Knowledge (religion). If these are the same skill, this does not grant any additional benefit.



Bonus Spells: A cambion sorcerer develops a natural ability with blood magic by exploring the hidden mysteries of her ancestry. She may select her bonus spells from either her bloodline or the list below. The sorcerer also has the choice to learn a lower-level bonus spell she did not choose in place of the higher-level bonus spell she would normally gain. Lower-level bonus spells learned this way always use the spell level that they would be if the sorcerer had learned them with the appropriate bonus spell.

Cambion Bonus Spells: *repair undead*^{ACG} (3rd), *blood transcription*^{UM} (5th), *blood biography*^{APG} (7th), *blood supply*^{*} (9th), *suppress curse*^{*} (11th), *greater vampiric touch*^{*} (13th), *temporary resurrection*^{UM} (15th), *greater possession*^{OA} (17th), *transmute blood to acid*^{UM} (19th).

^{*}=see vampire racial spells

Bonus Feat: A cambion sorcerer can select any vampire racial feat as a bonus feat in addition to the list of bonus feats for her bloodline.

IN THE COMPANY OF VAMPIRES

Bloodline Arcana: A cambion sorcerer gains the bloodline arcana of her selected bloodline, and the following ability.

Cruor: A cambion sorcerer gains the benefits of the Cruor Pool feat. Additionally, the cambion sorcerer can expend 1 point of cruor as a standard action to add one bonus spell from the cambion bonus spell list or her bloodline spell list to her list of sorcerer known spells for 1 minute per class level.

Bloodline Powers: At 1st, 3rd, 9th, 15th, and 20th levels, a cambion sorcerer either gains one of the new bloodline powers available to her at that level or a blood talent (see blood noble paragon class for details). The cambion sorcerer must meet all prerequisites for a selected blood talent, including having the associated family as a racial trait. She can only select general blood talents or blood talents belonging to her family. She uses her class level as her blood noble class level for this purpose. She may instead select a lower-level bloodline power or blood talent she did not choose in place of one of these higher-level powers.

Vulnerability (Su): The process of becoming a vampire accentuates the natural powers within the cambion's blood, but also causes the hidden weaknesses to be expressed. The cambion must select one special material (adamantine, cold iron, or silver) or one energy type (acid, cold, electricity, fire, or positive energy). If the cambion selects a special material, she takes half again as much damage (+50%) whenever harmed by a weapon crafted of this material. This additional damage is increased with a critical hit and bypasses any damage reduction she gains from a class feature or spell she casts. If the cambion selects an energy type, she takes half again as much damage (+50%) from this specific energy type and it bypasses any resistance or immunity she gains from a class feature or spell she casts.

Racial Feats

Vampires have access to the following feats.

Cruor Pool

You've learned to store and use the vital life energy within the blood you consume.

Prerequisite: Vampire.

Benefit: You gain a cruor pool equal to 1/2 your character level + your Charisma modifier (minimum 1). You can expend cruor to remain active (per the thirst racial ability) or activate other abilities. However, you do not regain points of cruor naturally and can only regain expended

points from your cruor pool by drinking blood from living humanoids. A point of cruor equates to 1 point of Constitution damage dealt to a humanoid. Regardless of how much blood you drink, you cannot expend more points of cruor in one day than your maximum pool total on feats, class features, or other abilities. Points of cruor expended toward remaining active do not count toward this limit.

For example, a 10th level blood noble with an 18 Charisma has a cruor pool of 9. Her pool is full, and she expends 7 points on blood talents and the remaining 2 on being active for 8 hours. She can then refill her pool by drinking more blood, but can only spend 2 more points on blood talents that day, though she can spend an additional 4 points to remain active the entire day if she so chooses.

Extra Cruor

Your vampiric blood reserves are deeper than normal.

Prerequisites: Cruor Pool, vampire.

Benefit: Your cruor pool increases by 2.

Special: You can gain this feat multiple times. Its effects stack, granting you an increase to your cruor pool each time you take this feat.

Fast Drinker

You drain a victim more quickly.

Prerequisites: Base attack bonus +6, vampire.

Benefit: When you drain a helpless, willing, or grappled creature's blood with your bite attack, you can choose to deal 1d4 Constitution damage.

Merciful Drinker

You can satiate yourself while hurting your victims less and drawing smaller amounts of blood.

Prerequisite: Vampire.

Benefit: Your bite attack does not need to cause pain when you drink blood. Additionally, you require less blood to remain active. This equates to 1 less point of Constitution damage per 8 hours of activity (to a minimum of 1 point of Constitution damage). If you have the weak blood alternate racial trait you gain no benefit from this feat. If you have the elder alternate racial trait, you only require 2 points of Constitution per 8 hours of activity.

Recovery

You specialize in healing techniques that allow the living to recover from blood loss.

Prerequisites: Heal 3+ ranks, vampire.

Benefit: When using long-term care to a living patient, the wounded person recovers twice the normal Constitution ability damage (4 Constitution ability score points for a full 8 hours of rest in a day, or 8 ability score points for each full day of complete rest).

Stolen Life

You can both heal your wounds with blood, and also improve your health beyond normal limits.

Prerequisites: Cruor Pool, Toughness, vampire.

Benefit: You can expend 1 point from your cruor pool to either heal 5 hit points of damage or gain 5 temporary hit points for 1 hour. The maximum number of temporary hit points you can gain is equal to your full normal hit points.

Undead Mind

Your vampiric nature evolves, allowing you to shrug off mind-affecting effects using stored blood.

Prerequisites: Cruor Pool, Improved Iron Will, Iron Will, vampire.

Benefit: Whenever you fail a Will saving throw against a mind-affecting effect (charm, compulsion, morale effects, patterns, and phantasms), you can expend 1 point of cruor as an immediate action to function as if you had succeeded on the saving throw. If you are immune to mind-affecting effects, you can instead use this feat to automatically succeed on any failed Will save by expending 1 point of cruor as an immediate action.

Undead Resilience

Your vampiric nature evolves, allowing you to ignore physical effects using stored blood.

Prerequisites: Cruor Pool, Great Fortitude, Improved Great Fortitude, vampire.

Benefit: Whenever you fail a Fortitude saving throw against a disease, poison, or energy-draining effect, you can expend 1 point of cruor as an immediate action to function as if you had succeeded on the saving throw. If you are immune to all of these effects, you can instead use this feat to automatically succeed on any failed Fortitude save by expending 1 point of cruor as an immediate action.

Racial Spells

Vampires have access to the following spells.

Blood Supply

School necromancy

Level alchemist 3, antipaladin 3, arcanist 4, bloodrager 3, cleric 4, occultist 3, psychic 4, shaman 4, sorcerer/wizard 4, witch 4

Casting Time 1 minute

Components V, S, M (a vial of blood)

Range personal

Target you

Duration 1 hour/level (D)

Saving Throw see text; **Spell Resistance** yes

You deepen your personal reserves of cruor. Your maximum cruor pool is increased by 1/2 your caster level. This does not grant you additional points of

cruor, simply increases the maximum size of your pool. If you have more cruor in your pool than your normal maximum when this spell expires it is gruesomely expelled from your body when the spell ends.

Rain of Blood

School necromancy [fear, mind-affecting]

Level antipaladin 4, arcanist 6, bloodrager 4, cleric 6, inquisitor 5, occultist 5, psychic 6, shaman 5, skald 5, sorcerer/wizard 6, witch 5

Casting Time 1 round

Components V, S, M (a pinch of powdered blood)

Range long (400 feet + 40 ft./level)

Area cylinder (40-ft.-radius, 40 ft.-high)

Duration 1 minute/level

Saving Throw Fortitude partial (see below); **Spell**

Resistance No

You cause a torrent of warm blood to rain down from the sky. Creatures in the affected area have concealment from other creatures within the rain. Living creatures must succeed on a Fortitude save every round they begin their turn in the rain. Creatures who fail this saving throw are nauseated until they begin their turn outside the spell's area.

The unnatural rain perplexes and terrifies those caught in its downpour. A living creature touched by the rain gains the shaken condition until the spell ends or they are able to remove the blood. Removing the blood without magic typically requires at least 1 minute of washing with water. The blood created from this spell does not provide sustenance to vampires or allow the recovery of cruor if consumed.

Suppress Curse

School abjuration

Level alchemist 4, arcanist 5, bard 4, bloodrager 4, cleric 5, inquisitor 4, occultist 4, psychic 5, shaman 5, skald 4, sorcerer/wizard 5, witch 4

Casting Time 1 minute

Components V, S, M (a drop of vampiric blood mixed with holy water)

Range touch

Target 1 vampire

Duration 1 hour/level

Saving Throw none (harmless); **Spell Resistance** no

Your target has the negative effects of their family curse suppressed for the spell's duration. If the target has a more severe family curse due to the blood bastard archetype or the blood noble paragon class, this only downgrades the severity of the curse by one step for the duration. If the target has multiple curse effects, you can only select one of the curse effects to suppress. Multiple uses of this spell on the same target do not stack. You cannot target yourself with this spell.

IN THE COMPANY OF VAMPIRES

Vampiric Touch, Greater

School necromancy

Level antipaladin 4, arcanist 6, bloodrager 4, magus 6, psychic 6, sorcerer/wizard 6, witch 6

Duration instantaneous/4 hours

This spell functions like *vampiric touch*, except as follows. Your touch deals 1d8 points of damage per two caster levels (maximum 10d8). If you have a cruor pool, you can choose to forgo the temporary hit points and instead gain 1 point of cruor for every 10 hit points of damage dealt (round down).

Villains' Feast

School necromancy [evil]

Level bard 6, skald 6, cleric 6, inquisitor 6, shaman 6, witch 6

This spell functions as *heroes' feast*, except as follows.

The spell conjures food in the form of warm blood and fresh flesh. Creatures with the undead type spending 1 hour eating the feast meet any sustenance requirements they might have for the next 1 day. For example, a vampire consuming the feast could remain active for 24 continual hours

afterward without needing to consume any further blood. However, the feast does not allow a vampire with a cruor pool to recover points of cruor.

Every undead creature partaking of the feat gains channel resistance +2 or adds +2 to their existing channel resistance. Additionally, they gain 1d8 temporary hit points +1 per two caster levels.

The unholy food grants each creature that partakes a +1 morale bonus on attack rolls and Will saves, and a +2 morale bonus on saving throws against good spells and effects for 12 hours.

Racial Paragon Class

In most campaigns, the ideas of class and race are separate concepts. But, with racial paragon the line between the two becomes blurred. Racial paragons are, as the name suggests, nearly ideal examples of the strengths and abilities of the character's race. Unlike members of other classes, however, racial paragons are more than merely powerful individuals. They are strong in all the ways that their race is strong, while still vulnerable in the

Table 1: Blood Noble

Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+2	+2	Cruor Pool, family, undead evolution (+2)
2	+1	+3	+3	+3	Blood talent
3	+2	+3	+3	+3	Bonus feat
4	+3	+4	+4	+4	Undead evolution (+4)
5	+3	+4	+4	+4	Blood talent
6	+4	+5	+5	+5	Bonus feat, curse
7	+5	+5	+5	+5	Undead evolution (+6)
8	+6/+1	+6	+6	+6	Blood talent
9	+6/+1	+6	+6	+6	Bonus feat
10	+7/+2	+7	+7	+7	Undead evolution (immunity)
11	+8/+3	+7	+7	+7	Blood talent
12	+9/+4	+8	+8	+8	Bonus feat, curse
13	+9/+4	+8	+8	+8	Undead evolution (energy drain)
14	+10/+5	+9	+9	+9	Blood talent
15	+11/+6/+1	+9	+9	+9	Bonus feat
16	+12/+7/+2	+10	+10	+10	Undead evolution (ability damage)
17	+12/+7/+2	+10	+10	+10	Blood talent
18	+13/+8/+3	+11	+11	+11	Bonus feat, curse
19	+14/+9/+4	+11	+11	+11	Undead evolution (ability drain)
20	+15/+10/+5	+12	+12	+12	Blood talent, legendary vampire

ways that their race is vulnerable. Beyond that, they possess powers and capabilities that supersede those of normal members of their race. Racial paragons rarely undergo the rigorous training or study that members of other classes commonly undertake between levels. Their experience, wisdom, and heroic abilities simply manifest in the form of superior innate racial abilities.

Despite this strong association with race, racial paragons need not have specific views or special dedication to their race's beliefs or typical attitudes (although many do). Obviously, a character can only take levels in the racial paragon class associated with his race. Like the fighter, wizard, and other standard character classes, racial paragon classes have no prerequisites (other than being a member of the appropriate race). A paragon vampire can multiclass freely between standard character classes, prestige classes for which he qualifies, and the paragon class unless the other class has restrictions that prevent multiclassing. Levels in racial paragon classes are always considered to be advancing in a favored class.

Blood Noble

A vampire's blood evolves over time, shaped by their parent, environment, and experiences. This combination of nature and nurture is intrinsic to the moroi condition, though few understand this fact as well as the blood noble. These vampires actively seize control over their personal evolution, forcing themselves to become the monster they are meant to be.

Role: A blood noble's role can vary widely based on her selected family and blood talents. They are usually hardy and skilled, but can make capable combat characters with the right selection of feats and blood talents. They often have a wide array of skills and abilities useful outside of direct conflicts.

Alignment: Any non-good. The nature of the blood noble leads to the frequent consumption of more humanoid blood than necessary for survival, and it is difficult for righteous individuals to rationalize such actions.

Hit Die: d8.

Class Skills

The vampire's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Knowledge (geography) (Int), Knowledge (history) (Int), Linguistics (Int), Perception (Wis), Profession (Wis),

FAVORED RACE

Even blood nobles of the same family might be widely differentiated by the type of humanoid they were in life. Thus, each of the following favored class options for the blood noble paragon class are available (at GM discretion) for vampires who were previously the noted humanoid subtype.

Dhampir: Add 1/6 of a blood talent. This can only be used to purchase general blood talents.

Elf or Half-Elf: Select a family that is not the blood noble's primary family. Add 1/3 to the blood noble's effective class level for the purposes of that family's blood talents (prerequisites and abilities). The blood noble must have the mingled lineage alternate racial trait to select this favored race option.

Dwarf: Add +1/2 to the number of hours the blood noble can be active without consuming blood before becoming fatigued.

Gnome: Add 1/6 of a shade family blood talent. The gnome functions as having the mingled lineage (shade) alternate racial trait for the purpose of purchasing shade family blood talents in this manner.

Half-Orc: Add +1/4 to the blood noble's cruor pool.

Halfling: Add +1/3 luck bonus to all any saving throws to resist blood talents, vampire racial spells, or family curse effects.

Human: Add 1/6 of a blood noble bonus feat.

Sense Motive (Wis), and Swim (Str). In addition, a blood noble gains additional class skills based on her primary family.

Skill Ranks per Level: 4 + Int modifier.

Starting Wealth: 5d6 × 10 gp (175 gp on average).

Weapon and Armor Proficiency: A blood noble is proficient with all simple weapons, as well as with light armor, but not with shields.

Cruor Pool (Su): A blood noble gains the Cruor Pool vampire racial feat as a bonus feat at 1st level.

Family: A blood noble's heritage and upbringing influence the expression of her blood's power. This grants her a mastery of her vampiric birthright beyond most. The blood noble's family is the same as the family selected for the vampire racial trait of the same name. A vampire with the mingled lineage alternate racial trait must select a primary family when the blood noble class is first taken.



IN THE COMPANY OF VAMPIRES



This decision cannot be changed. However, a blood noble with the mingled lineage alternate racial trait can select any number of secondary families (up to a maximum of six). They must have the mingled lineage alternate racial trait for each family selected. This alters the blood noble's available blood talents, her effective class level for blood talent prerequisites, and her curse. A blood noble with the mingled lineage alternate racial trait does not have to select any or all of her secondary families if she does not wish to.

Each blood noble gains additional class skills based on her primary family as shown below. A blood noble does not gain any additional class skills based on her secondary families (if any).

Inspired: A blood noble with the inspired family adds Diplomacy, Knowledge (religion), and Spellcraft to her list of class skills.

Nightcaller: A blood noble with the nightcaller family adds Handle Animal, Knowledge (nature), and Survival to her list of class skills.

Nosferatu: A blood noble with the nosferatu family adds Disguise, Intimidate, and Knowledge (dungeoneering), to her list of class skills.

Shade: A blood noble with the shade family adds Bluff, Knowledge (nature), and Stealth to her list of class skills.

Sovereign: A blood noble with the sovereign family adds Bluff, Diplomacy, and Knowledge (nobility) to her list of class skills.

Vanguard: A blood noble with the vanguard family adds Acrobatics, Knowledge (local), and Ride to her list of class skills.

Warlock: A blood noble with the warlock family adds Knowledge (arcana), Spellcraft, and Use Magic Device to her list of class skills.

Undead Evolution (Su): Over time, a blood noble undergoes a transition into full undeath. At 1st level, the blood noble gains a +2 racial bonus on all saving throws against disease (including supernatural diseases), poison, and mind-affecting effects. This bonus increases to +4 at 4th level and +6 at 7th level. At 10th level, the blood noble becomes immune to disease, poison, and mind-affecting effects. At 13th level, the blood noble becomes immune to energy-draining effects. At 16th level, the blood noble becomes immune to ability score damage. At 19th level, the blood noble becomes immune to ability score drain. Immunity does not protect the blood noble from self-inflicted effects (such as the nosferatu visayan blood talent).

Blood Talent: While a blood noble's abilities are largely determined by her lineage, each family line provides a wide variety of options. At 2nd level, and every three levels thereafter (5th, 8th, 11th, 14th, 17th, and 20th), a blood noble selects a blood talent from either the list of her family's blood talents or the list of general talents. A blood noble who has selected secondary families (and has the mingled lineage alternate racial trait) can select blood talents from her secondary families as well. However, she gains a cumulative -3 penalty per additional family to her effective class level (minimum 1st level) for the purposes of all family blood talent class level prerequisites. This penalty applies even to her primary family blood talents, but not to general blood talents.

For example, a blood noble with only the nightcaller family can only select general and nightcaller blood talents, but functions as a blood noble of her class level for the purposes of meeting all blood talent class level prerequisites. However, if she also has the shade and sovereign families as a secondary families, she can select any blood talent from the nightcaller, shade, or sovereign blood talents, but her class level is treated as 6 lower than normal (minimum 1) for the purposes of meeting any class level prerequisites for selected talents.

Unless otherwise indicated, each blood talent can be selected only once.

Bonus Feat: At 3rd level, and every three levels thereafter (6th, 9th, 12th, 15th, and 18th levels), a blood noble gains a bonus feat. These bonus feats must be chosen from the list of vampire racial feats or the following list: Alertness, Combat Reflexes, Dodge, Great Fortitude, Greater Grapple, Improved Grapple, Improved Great Fortitude, Improved Initiative, Improved Iron Will, Improved Lightning Reflexes, Improved Natural Attack (bite), Iron Will, Lightning Reflexes, Persuasive, or Toughness. The blood noble must meet all prerequisites for this bonus feat.

Curse (Su): A blood noble can speed the development of her natural abilities at the cost of worsening her family curse. At 6th, level and every six levels thereafter (12th and 18th level), the blood noble can elect to gain an additional blood talent. However, if the blood noble chooses to gain an additional blood talent in this manner, they heighten the effects of her family's curse by a step on the following progressions. If a blood noble has secondary families then the curses of each secondary family also worsen by a step whenever this option is selected.

IN THE COMPANY OF VAMPIRES

Inspired: After the first bonus talent, the inspired must select a second superstition that can ward them from a location. After the second bonus talent, the inspired's Will saving throw DC to enter or remain within a warded area increases to 15 + the inspired's character level. After the third bonus talent, if the inspired fails a Will saving throw and is prevented from entering a warded area, she can never again attempt a Will saving throw to enter that area until the warding superstition is removed or somehow mitigated.

Nightcaller: After the first bonus talent, the nightcaller's must rest while touching soil taken only from a single, discrete location. This is usually soil she was buried in when first becoming a vampire. Soil simply taken from her homeland no longer suffices. After the second bonus talent, the nightcaller must be in contact with at least 10 cubic feet of soil to rest. This is generally transported in a coffin, sarcophagus, or a simple box large enough for her to rest in. After the third bonus talent, the nightcaller can no longer travel with any amount of soil to rest, and can only rest when completely buried at the single, discrete location in her native land.

Nosferatu: After the first bonus talent, the nosferatu's hideousness becomes far more overt and difficult to hide, causing a -10 modifier to Disguise checks to conceal. After the second bonus talent, the nosferatu's terrifying appearance causes starting attitudes to be two steps worse than normal. After the third bonus talent, the nosferatu's monstrous appearance can no longer be concealed with the Disguise skill, and even magic used to hide or alter the nosferatu's appearance fails to mitigate her curse.

Shade: After the first bonus talent, the shade takes 1 point of Charisma damage each hour they are exposed to natural sunlight. This damage is taken when the shade is first exposed to natural sunlight, and occurs even if the shade has gained immunity to ability score damage. After the second bonus talent, the shade gains the staggered condition and is unable to attack while exposed to natural sunlight (but not in the area of *daylight* or similar spells). After the third bonus talent, the shade takes Charisma damage each round instead of each hour if she is exposed to natural sunlight. The Charisma damage is taken at the beginning of her turn.

Sovereign: After the first bonus talent, the sovereign must remain at least 10 feet away from mirrors, and gains the equivalent of the shaken condition if she a mirror is within her line of sight. This is not a fear effect and cannot be suppressed or removed by any means except no longer being within sight of a mirror. After the second bonus talent, the Will save DC for the sovereign to overcome her aversion for mirrors becomes 15 + the sovereign's character level. After the third bonus talent, the sovereign can no longer save each round against a presented mirror to overcome her aversion. She instead gains the equivalent of the frightened condition on a failed save. This is not a fear effect and cannot be suppressed or removed by any means except no longer being within sight of a mirror. This condition persists until she can no longer see the mirror that caused the Will saving throw. Once the frightened condition is removed, she can attempt an additional Will saving throw if confronted with the same mirror.

Vanguard: After the first bonus talent, the vanguard can be paralyzed when damaged by any wooden piercing weapon on a confirmed critical hit (the weapon need not be magical). After the second bonus talent, the vanguard is also paralyzed if damaged by an attack roll with a wooden piercing weapon resulting in a natural 20, even if the critical hit is not confirmed. After the third bonus talent, if the vanguard is successfully damaged with a confirmed critical hit from a magical wooden piercing weapon with the *holy* magical weapon special ability, the vanguard is instantly destroyed if she fails a Fortitude save (DC 10 + damage dealt). This is the only method of permanently destroying a 20th level vanguard. On a successful save, the vanguard is only paralyzed.

Warlock: After the first bonus talent, the warlock gains the sickened condition during daylight hours. After the second bonus talent, the warlock gains the staggered condition during daylight hours. After the third bonus talent, the warlock gains the helpless condition during daylight hours, but functions as resting during this time. Conditions gained from this weakness cannot be removed or suppressed by any means except the day time ending.

Legendary Vampire (Su): At 20th level, the blood noble ascends to the heights of vampiric power. She cannot be permanently destroyed by normal circumstances, and instead must be killed by a

special set of circumstances unique to her primary family. When the vampire would normally be destroyed, she is instead reduced to negative hit points equal to her Charisma score. Her hit points cannot be reduced further, and she functions as if helpless and unconscious, but resting. She is permanently destroyed if a coup de grace action is then performed on her in accordance with the following methods based on her primary family. The vampire receives a Fortitude saving throw as normal to avoid destruction when a coup de grace is performed (DC 10 + damage dealt).

Inspired: The inspired can only be permanently destroyed by a coup de grace while she is within an area warded by her superstition.

Nightcaller: The nightcaller becomes gaseous (as the *gaseous form* spell) when she would otherwise be destroyed and immediately begins flying directly toward her closest native soil. If she cannot reach it within 2 hours (she can normally travel up to 9 miles in 2 hours), she is permanently destroyed. While gaseous, she cannot be destroyed. Once she reaches her soil, she becomes solid, unconscious, and helpless at negative hit points equal to her Charisma, and can then be permanently destroyed by a coup de grace.

Nosferatu: The nosferatu can only be permanently destroyed by living creatures who at any time in the past have had an attitude of helpful (per the Diplomacy skill) toward the nosferatu performing a coup de grace. The creature's current attitude can potentially be worse than friendly or helpful.

Shade: The shade can only be permanently destroyed by a coup de grace while exposed to natural sunlight (but not in the area of *daylight* or similar spells). Damaging spells that function as natural sunlight can destroy the shade if cast on her while she is helpless or willing (essentially when the spell is used to perform a coup de grace).

Sovereign: The sovereign can only be permanently destroyed by a vampire or dhampir (see *Pathfinder Roleplaying Game: Advanced Races Guide* for details) performing a coup de grace.

Vanguard: The vanguard can only be permanently destroyed when damaged with a confirmed critical hit or a coup de grace attack performed with a magical wooden piercing weapon possessing the *holy* special weapon enhancement.

RESTORATION

The vampiric condition is a difficult one at lower levels, usually demanding careful resource planning, and some hard conversations with mortal allies. A wise vampire among mortals might invest in the Heal skill, allowing them to speed their ally's recover of ability damage. Likewise, the survivalist and weak blood alternate racial traits, and Merciful Drinker and Recovery feat all make it a bit easier for a vampire to get by without slowly killing their friends. Eventually, a *wand of lesser restoration* or a lot of diamond dust (for *restoration*) make for smart investments, especially for vampires with a growing cruor pool.

At higher levels there is often the opposite problem, with resources being so easy to come by that managing the thirst and refilling a cruor pool becomes a simple matter. A GM and player wishing to renew the vampiric thirst being a true weakness can employ the following optional curse. This curse can be taken in place of any family curse (or one curse for vampires with multiple families), granting the bonus blood talent as normal when it worsens.

Elder's Thirst: After the first bonus talent, the amount of blood the vampire must consume to remain active for 8 hours increases by the equivalent of 1 point of Constitution. Living humanoid NPCs who are consistently used for blood become likely to develop the repeatedly drained template (see *Pathfinder Roleplaying Game: Monster Codex* for details). After the second bonus talent, when the vampire drains blood from a willing creature, she deals Constitution drain instead of damage. She still only deals Constitution damage to unwilling or helpless creatures. After the third bonus talent, when the vampire drains blood from a willing creature, the Constitution drain dealt by the vampire cannot be healed by divine magic unless the caster succeeds on a caster level check (DC 10 + the vampire's class level). On a failed check, the spell is wasted and the healing has no effect. This limit on divine healing ends 24 hours after the Constitution drain is dealt. Creatures cannot be artificially and temporarily rendered unwilling through magic or trickery.

Warlock: The warlock can only be permanently destroyed by a coup de grace performed when the sun is at its daily apex for the region. The warlock must be killed by a coup de grace action within 5 minutes of this time. If the warlock is on a plane of existence without a sun, use the Material Plane from the region the warlock last occupied.

IN THE COMPANY OF VAMPIRES

Blood Talents

The following descriptions detail general blood talents and each family's blood talents, with its corresponding powers. Unless specified otherwise, activating a blood talent is a standard action that does not draw an attack of opportunity and each blood talent can be selected only once. The save DC for blood talents is equal to $10 + \frac{1}{2}$ the blood noble's class level + blood noble's Charisma modifier.

General Talents

The following talents can be selected by a blood noble of any family.

Blood Empowerment (Su): As a standard action once per day, the blood noble can gain a +2 enhancement

bonus to any single ability score for 1 minute per class level. The blood noble must have at least 1 point in her cruor pool to use this ability. The blood noble can expend 1 point of cruor from her pool as a standard action to use this ability an additional time per day. At 8th level, uses of this ability to grant an enhancement bonus to a single ability score stack, up to a +4 enhancement bonus. At 16th level, uses of this ability to grant an enhancement bonus to a single ability score stack, up to a +6 enhancement bonus.

Channel Resistance (Su): The blood noble gains channel resistance (as the universal monster rule) of +2, or improve any existing channel resistance by +2. At 8th level, the blood noble can expend 1 point of cruor as a standard action to increase her channel resistance to +4 for 1 minute per class level. At 16th level, the blood noble can expend 1 point of cruor as a standard action to increase her channel resistance to +6 for 10 minutes per class level.

Create Spawn (Su): A humanoid slain by the blood noble through blood drain (or the energy drain blood talent) can be transformed into a subservient vampire spawn. The blood noble must expend 1 point of cruor as a standard action within 1 minute of the humanoid dying by feeding the blood to the corpse. An unwilling humanoid with Hit Dice greater than or equal to the blood noble's is immune to this effect. A vampire spawn arises after 1d4 days and has the statistics of a wight (see *Pathfinder Roleplaying Game: Bestiary* for details). Spawn so created are less powerful than typical wights, and suffer a -2 penalty to attack rolls, saves, ability checks, and skill checks, as well as -2 hp per HD. Additionally, the spawn created by a vampire do not possess the create spawn or energy drain abilities, and do not gain the wight's +8 racial modifier to Stealth checks. Spawn created in this manner gain any family weaknesses the blood noble possesses (including worsened weaknesses due to the curse class feature), but no family benefits. Additionally, they gain the vampire's bite primary natural attack and ability to drain blood, but do not require blood to survive.

Spawn created in this manner are under the command of the blood noble who created them and remain enslaved until their death or the blood noble willingly frees them (as a free action). A blood noble can only control 2 Hit Dice worth of spawn per class level (typically one spawn per two class levels). Any spawn created in excess of this number automatically become free-willed. A spawn that becomes free-willed begins with an



attitude of hostile (per the Diplomacy skill) toward the blood noble and usually attacks them. At GM discretion, spawn created might become true free-willed vampires if they submit willingly to the transformation.

Energy Drain (Su): The blood noble deals 1 negative level with her slam attack per the energy drain universal monster ability (see *Pathfinder Roleplaying Game: Bestiary* for details). The blood noble does not gain temporary hit points from bestowing negative levels. The Fortitude save to remove the negative level is DC 10 + 1/2 the blood noble's class level + blood noble's Charisma modifier. A blood noble must have the slam blood talent and be at least 8th level to select this blood talent.

Energy Drain, Improved (Su): The blood noble now deals 2 negative levels with her slam attack. A blood noble must have the slam and energy drain blood talents and be at least 14th level to select this blood talent.

Fast Healing (Su): As a swift action, the blood noble can expend 1 point of cruor to gain fast healing 5 for a number of rounds equal to her Charisma modifier. She cannot heal more damage per day than her Charisma modifier x her class level in this manner. At 8th level, the blood noble can expend 2 points of cruor to increase the fast healing to 10 for the duration. At 16th level, the blood noble can expend 3 points of cruor to increase the fast healing to 15 for the duration. A blood noble must be at least 5th level to select this blood talent.

Damage Reduction (Su): As long as the blood noble has at least 1 point of cruor in her pool she gains DR 2/magic or silver. At 8th level, she can expend 1 point of cruor to increase her damage reduction to DR 5/magic or silver for 1 minute per class level. At 16th level, she can expend 2 points of cruor to increase her damage reduction to DR 10/magic and silver for 1 minute per class level.

Greater Spawn (Su): Spawn the blood noble creates gain a +2 bonus to attack rolls, damage rolls, saves, ability checks, and skill checks, as well as +2 hit points per Hit Dice. If the blood noble has any of the following blood talents: channel resistance, movement, natural armor, slam, supernatural skill, or undead resistance, the spawn gain the same abilities as if they always had at least 1 point of cruor in their cruor pool. The spawn cannot spend additional points of cruor to improve these blood talents. Spawn the vampire creates cannot have a higher total skill check bonus in any skill than the blood noble. If the blood noble releases her spawn

or they otherwise become free-willed, they lose these bonuses. This blood talent can be selected multiple times. A blood noble must have the create spawn blood talent to select this blood talent.

Movement (Su): As long as the blood noble has at least 1 point of cruor in her pool, she gains a supernatural form of movement. This form of movement is based on the blood noble's family. A blood noble with more than one family can select any of the options available to her families. This blood talent can be selected multiple times by blood nobles who have more than one family if the families possess different movement types, each time granting a different movement type.

Family	Movement Type
Inspired	Fly
Nightcaller	Burrow
Nosferatu	Climb
Shade	Burrow
Sovereign	Fly
Vanguard	Climb
Warlock	Fly

The blood noble gains a burrow, climb, or fly speed equal to half her normal movement speed. At 8th level, she can expend 1 point of cruor as a standard action to increase her burrow, climb, or fly speed to her movement speed for 1 minute per class level. At 16th level, she can expend an additional 1 point of cruor to have the increased speed last for 10 minutes per class level. A blood noble with a fly speed gains a maneuverability of average, which increases to perfect whenever she expends cruor to increase her fly speed. A blood noble must be at least 5th level to select this blood talent.

Natural Armor (Su): As long as the blood noble has at least 1 point of cruor in her pool, she gains a +1 enhancement bonus to her natural armor. At 8th level, she can expend 1 point of cruor as a standard action to increase her enhancement bonus to natural armor to +3 for 1 minute per class level. At 16th level, she can expend 2 points of cruor as a standard action to increase her enhancement bonus to natural armor to +5 for 1 minute per class level.

Slam (Ex): The blood noble gains a slam attack as a primary natural attack as long as she has at least 1 point of cruor in her pool. This attack deals damage appropriate for the blood noble's size (1d3 for Small-sized, 1d4 for Medium-sized, or 1d6 for Large-sized).

IN THE COMPANY OF VAMPIRES

Spawn Master (Su and Sp): As long as the blood noble has at least 1 point of cruor in her pool, she can control up to 4 Hit Dice of spawn per class level. At 8th level, she can expend 1 additional point of cruor when creating a spawn to have them arise 1d4 rounds later (instead of 1d4 days). At 16th level, she can expend 1 point of cruor as a free action to communicate with any number of her spawn as the *sending* spell cast as a spell-like ability using the blood noble's class level as her caster level. A blood noble must be at least 5th level and have the create spawn blood talent to select this blood talent.

Supernatural Skill (Su): The blood noble selects one of the following skills: Bluff, Diplomacy, Perception, Sense Motive, or Stealth. As long as she has at least 1 point of cruor in her pool, she gains a +4 racial bonus to the chosen skill. At 8th level, she can expend 1 point of cruor as standard action to increase this racial bonus to +8 for 1 minute per class level. At 16th level, she can expend 1 additional point of cruor to increase the duration of the bonus to 10 minutes per class level. This blood talent can be selected multiple times, each time applying to a different skill.

Undead Resistance (Ex): As long as the blood noble has at least 1 point of cruor in her pool, she gains resistance to cold 5 and electricity 5. At 8th level, she can expend 1 point of cruor as an immediate action to increase her resistance to cold 10 and electricity 10 for 1 minute per class level. At 16th level, she can expend 1 point of cruor as an immediate action to increase her resistance to cold 15 and electricity 15 for 1 minute per class level.

Inspired Talents

The following talents can be selected by a blood noble of the inspired family.

Blood Oath (Su): The inspired can sanctify blood oaths between two or more adjacent, willing creatures. Each creature taking part in the agreement must fully understand all aspects of the oath, and the punishment for breaking their word. The inspired expends 1 cruor per participant as a standard action. Thereafter, the inspired is aware of any party breaking their word, and the vague circumstances involved. As an immediate action, the inspired can expend 1 point of cruor to curse the breaker of the agreement (as the *bestow curse* spell, caster level equals the inspired's class level), but this aspect of the ability and the specific effects of the curse must be agreed upon when the oath was made. The inspired can remove this curse at any time as a free action. An inspired must be at least 11th level to select this blood talent.

Blood Sacrifice (Su): The inspired can expend cruor to fulfil another vampire's thirst requirements. This requires the inspired to expend at least 2 points of cruor as a standard action, granting the touched, willing vampire an additional 8 hours of activity or removing the fatigued, exhausted, or helpless and unconscious conditions. If the touched vampire has a cruor pool, the inspired can instead grant them points of cruor on a one-for-one basis. If used on creatures that aren't vampires, this heals the target of 5 hit points of damage per point of cruor spent. At 8th level, an inspired can bestow blood to any willing target she can see within 100 feet. At 16th level, an inspired can bestow blood to any willing target within 1 mile who she has a familiar connection with (knows the subject well).

Channel (Su): The inspired can expend 1 point of cruor as a standard action to channel negative energy as a cleric of her class level. She does not need to present a holy or unholy symbol, but she must bleed in some manner (from a wound, stigmata, weeping, etc.). This functions as the channel energy class feature for the purposes of all feat prerequisites.

Communion (Su): The inspired can expend 1 additional point of cruor as a standard action when targeting a creature with the blood sacrifice talent. This grants the target the benefits of the inspired's faith blood talent for 1 minute per class level. This functions as the inspired's current spell resistance, and alters if the inspired's spell resistance from the faith talent is improved. The target's spell resistance does not apply against the spells or spell-like abilities of the inspired. At 16th level, the inspired can instead expend 1 point of cruor as a standard action to grant all creatures she has targeted with the blood sacrifice talent in the last 24 hours the benefits of her faith blood talent for 1 minute per class level. This effect functions over any range, but not planar boundaries. An inspired must be at least 11th level and have the blood sacrifice and faith blood talents to select this talent.

Cultists (Su and Sp): The inspired gains a cohort and followers (per the Leadership feat). If the inspired also has the Leadership feat, she gains a +2 bonus to her leadership score. Each individual cohort and follower must willingly drink of the inspired's blood, though gaining the benefits of the blood sacrifice talent suffices for this purpose. As long as the inspired has at least 1 point of cruor in her pool, she has an empathic link with her cohort and followers to a 1 mile distance. The inspired can communicate empathically with the cohort

and follower, but cannot see through their eyes. The inspired has the same connection to an item or place that her cohort and followers do. This also applies to any spawn the inspired creates with the create spawn blood talent. At 16th level, as long as the inspired has at least 1 point of cruor in her pool, she can scry (as the *scrying* spell cast as a spell-like ability using her class level as her caster level) on her cohort, followers, or spawn once per day. The inspired can expend 1 point of cruor to use this ability an additional time per day for each point of cruor spent. An inspired must be at least 8th level to select this blood talent.

Domain (Su and Sp): The inspired selects any one cleric domain. She may additionally select a sub-domain associated with this domain. This does not have to be a domain belonging to a deity the inspired worships, and the inspired does not need to worship a deity to select a domain. As long as the inspired has at least 1 point of cruor in her pool, she can use the associated domain power available to 1st level clerics as a cleric of her class level. At 8th level, she can expend 1 point of cruor to cast any domain spell of 4th-level or lower associated with her selected domain as a spell-like ability 1/day using her class level as her caster level. She cannot expend additional cruor to use the same spell-like ability more than once. Any domain spell's casting time and material components are unchanged when casting the spell as a spell-like ability. At 16th level, as long as the inspired has at least 1 point of cruor in her pool, she can also use the second domain power associated with her selected domain as a cleric of her class level. An inspired can select this blood talent up to twice, but must be at least 11th level to select it a second time.

Elder Inspired (Su and Sp): As long as the inspired has at least 1 point of cruor in her pool, she becomes immune to positive energy damage (such as channel positive energy or *cure* spells), and she is not affected by either the Command Undead or Turn Undead feats. She can still be healed by negative energy (such as *inflict* spells) or channeled negative energy. Once per day the inspired can expend 2 points of cruor to speak in invective decrying the faithless and heretics. This functions as the *blasphemy* spell cast as a spell-like ability using the inspired's class level as her caster level, however the spell affects creatures of any alignment with an attitude of unfriendly or hostile toward the inspired (subject to Hit Dice restrictions as normal). This includes anyone with aggressive intention toward her. An inspired must be 20th level to select this blood talent.



Faith (Su): As long as the inspired has at least 1 point of cruor in her pool, she gains spell resistance equal to 11 + her class level. This spell resistance only functions against divine spells or the spell-like abilities of outsiders and undead. At 8th level, the inspired can expend 1 point of cruor to increase her spell resistance by +5 for 1 minute per class level. At 16th level, the inspired can expend 1 point of cruor to gain immunity to any single 6th-level or lower spell on the cleric spell list for 1 minute per class level. This otherwise functions as the *spell immunity* spell. An inspired must be at least 5th level to select this blood talent.

Proselytize (Sp): As long as the inspired has at least 1 point of cruor in her pool, she can cast *enthrall* 1/day as a spell-like ability using her class level as her caster level. She can expend 1 point of cruor to use

IN THE COMPANY OF VAMPIRES

this ability an additional time per day for each point of cruor spent. At 8th level, she can expend 1 point of cruor as an immediate action while speaking to automatically succeed on an opposed Charisma check against unfriendly or hostile creatures who are not enthralled. At 16th level, if the inspired speaks for the entire hour, she can expend 1 additional point of cruor as an immediate action at the end of the *enthrall* spell to target everyone who failed the Will saving throw against *enthrall* with the same *triggered suggestion*^{ACG} (no save) using her class level as her caster level. The suggested outcome must pertain to her speech during the *enthrall* spell. An inspired must be at least 5th level to select this blood talent.

Temple (Sp): The inspired can establish a temple by spending at least 8 hours resting within a location containing an appropriate altar, shrine, or permanent fixture dedicated to her or her religion. As long as the inspired has at least 1 point of cruor in her pool and remains within 1 mile of the location, it functions as if affected by a permanent version of the *desecrate* spell cast as a spell-like ability using her class level as her caster level. This effect is permanent until the inspired establishes a new temple, but the inspired can only have a single temple at any one time. If she attempts to create a new temple, any previous temple effect is dispelled. At 8th level, the inspired can expend 1 point of cruor as a standard action to remove the benefits of any *consecrate* or *desecrate* spells affecting an area. At 16th level, the inspired's temple is also automatically affected by an *unhallow* spell cast as a spell-like ability using her class level as her caster level. The inspired can fix an equivalent of one of the spells listed under *unhallow* to the temple (as the *unhallow* spell, though she cannot normally cast the spell), but must expend a number of points of cruor equal to the spell's level in a 24 hour long ritual that costs 1,000 gp per spell level.

An inspired must be at least 5th level to select this blood talent.

Nightcaller Talents

The following talents can be selected by a blood noble of the nightcaller family.

Call (Sp): As long as the nightcaller has at least 1 point of cruor in her pool, she can summon dark creatures once per day to do her bidding. This functions as the *summon nature's ally I* spell cast as a spell-like ability using her class level as her caster level, except the creature(s) are drawn to the vampire from nearby and not summoned, arrive in 2d6 rounds, and serve the vampire for 1 hour. The nightcaller can only summon nocturnal or predatory animals or magical beasts native to the environment she is in. The creatures called might have different appearances,

but operate with the statistics of creatures listed for the spell. For example, a vulture might have the statistics of an eagle. The nightcaller can expend 1 point of cruor to use this ability an additional time per day for each point of cruor spent. At 4th level, and every four levels thereafter, the spell level of the *summon nature's ally* spell-like ability increases by one (to a maximum of *summon nature's ally VI* at 20th level). At 8th level, the nightcaller can expend 1 additional point of cruor to have the called creatures arrive after 1d4 rounds. At 16th level, the nightcaller can expend 1 additional point of cruor to have the called creatures arrive after 1 round.

Control Beast (Sp): As long as the nightcaller has at least 1 point of cruor in her pool, she can cast *charm animal* 1/day as a spell-like ability using her class level as her caster level. She can expend 1 point of cruor to use this ability an additional time per day for each point of cruor spent. At 8th level, the nightcaller instead casts *dominate animal* instead of *charm animal*. At 16th level, the nightcaller can expend 1 additional point of cruor to increase the range of the *dominate animal* effect to 1 mile for 1 minute per class level.

Elder Nightcaller (Su): The nightcaller's acute senses are without equal. As long as the nightcaller has at least 1 point of cruor in her pool, she gains blindsense 60 feet. She can expend 1 point of cruor to gain blindsight 60 feet for 1 round per class level. A nightcaller must be 20th level to select this blood talent.

Feed (Sp): The nightcaller can give a charmed or dominated animal (per the control beast blood talent) some of her blood to briefly make it far more powerful. As long as the nightcaller has at least 1 point of cruor in her pool, she can cast *animal growth* 1/day as a spell-like ability using her class level as her caster level. The range of the effect is touch. She can expend 1 point of cruor to use this ability an additional time per day for each point of cruor spent. At 16th level, the nightcaller can expend 1 additional point of cruor to grant the animal the benefits of the *greater false life*^{UM} spell (caster level equals her class level). This effect ends when the *animal growth* ends. A nightcaller must be at least 11th level and have the control beast blood talent to select this talent.

Gaseous Form (Sp): As long as the nightcaller has at least 1 point of cruor in her pool, she can cast *gaseous form* 1/day as a spell-like ability using her class level as her caster level. She can expend 1 point of cruor to use this ability an additional time per day for each point of cruor spent. At 8th level, a nightcaller can expend 1 point of cruor to dismiss this effect as a free action. At 16th level, a nightcaller who is about to be reduced to negative hit points or killed can activate

this ability as an immediate action. She might still be reduced to negative hit points or killed if the attack or effect is capable of harming her in *gaseous form*. If she is unconscious, she begins flying immediately toward her last resting place, but otherwise takes no actions. When she reaches her resting place, the *gaseous form* effect ends. A nightcaller must be at least 5th level to select this blood talent.

Interment (Su): As long as the nightcaller has at least 1 point of cruor in her pool, she can bury herself within soil once per day. This functions as the *meld into stone* spell, except the duration is 1 hour per class level, and it only works on soil or dirt and not stone. She can expend 1 point of cruor to use this ability an additional time per day for each point of cruor spent. If her grave soil is part of her equipment when she merges, she functions as touching the soil for the purposes of her curse. The nightcaller can rest while melded in this manner. At 8th level, the nightcaller can also meld into worked or unworked stone. This functions as the *meld with stone* spell, except the stone need not be a single block. At 16th level, the nightcaller can expend 1 point of cruor as a standard action to perceive her surroundings while melded with earth or stone for 1 minute per class level. A nightcaller must be at least 5th level to select this blood talent.

Natural Attack (Su): The nightcaller selects any single natural attack (other than bite). As long as the nightcaller has at least 1 point of cruor in her pool, she can use this natural attack as a primary natural attack that deals appropriate damage for a creature of her size. The nightcaller can gain or lose this natural attack as a free action. At 8th level, if the nightcaller expends 1 point of cruor, her natural attack deals damage as a creature two size categories larger (to a maximum of Colossal) for 1 minute per class level. The nightcaller can also improve any natural attack she possesses in this manner. At 16th level, if the nightcaller expends 2 points of cruor, her natural attack deals damage as a creature four size categories larger for 1 minute per class level (to a maximum of Colossal). This does not alter the size and appearance of the natural attack. This blood talent functions as the slam blood talent for the purposes of blood talent prerequisites.

Predator's Mark (Sp): As long as the blood noble has at least 1 point of cruor in her pool, she can cast *locate creature* 1/day as a spell-like ability using her class level as her caster level. The nightcaller can only target living creatures she has drank the blood of previously (dealing at least 1 point of Constitution damage). She can expend 1 point



IN THE COMPANY OF VAMPIRES

of cruor to use this ability an additional time per day for each point of cruor spent. At 16th level, the blood noble can expend 1 additional point of cruor to increase the range of *locate creature* to 1 mile per class level. A nightcaller must be at least 8th level to select this blood talent.

Shapeshift (Sp): As long as the nightcaller has at least 1 point of cruor in her pool, once per day she can assume the form of an animal as the *beast shape I* spell cast as a spell-like ability using the nightcaller's class level as her caster level. The nightcaller can only use this ability to assume the form of nocturnal or predatory animals. The nightcaller can expend 1 point of cruor to use this ability an additional time per day per point of cruor spent. At 8th level, the nightcaller can transform as either *beast shape I* or *beast shape II*. At 16th level, the nightcaller can transform as *beast shape I*, *beast shape II*, or *beast shape III*. A nightcaller must be at least 5th level to select this blood talent.

Swarm Form (Su): As long as the nightcaller has at least 1 point of cruor in her pool, once per day as a standard action, the nightcaller can assume the form of a swarm of Tiny-sized animals for 1 minute per class level. This otherwise functions as *beast shape I*. The nightcaller can only use this ability to assume the form of nocturnal or predatory animal or vermin swarms. The nightcaller can expend 1

point of cruor to use this ability an additional time per day per point of cruor spent. The nightcaller can alternately transform into a swarm of Diminutive animals or vermin, but must spend 1 additional point of cruor when activating the ability. This otherwise functions as *beast shape II*. At 16th level, the nightcaller can alternately transform into a swarm of Fine animals or vermin, but must spend 1 additional point of cruor when activating the ability. This otherwise functions as *beast shape III*. A nightcaller must be at least 8th level and have the shapeshift blood talent to select this blood talent.

Nosferatu Talents

The following talents can be selected by a blood noble of the nosferatu family.

Draugur (Su): The nosferatu can establish a lair by spending at least 8 hours resting within a location. As long as the nosferatu has at least 1 point of cruor in her pool and remains within 1 mile of the location, she can sense any creature entering within 10 feet per class level of her resting place. This otherwise functions as the mental version of the *alarm* spell. This effect is permanent until the nosferatu establishes a new lair, but the nosferatu can only have a single lair at any one time. At 8th level, the nosferatu can expend 1 point of cruor to establish a lair at her location as a standard action without needing to rest. At 16th level, the nosferatu can sense creatures entering her lair at any range, but not across planar boundaries.

Ghoulish (Su): As long as the nosferatu has at least 1 point of cruor in her pool, she can gain blood or cruor from consuming the flesh and blood of humanoid corpses.

This requires that the corpse be reasonably intact, and the process of consumption is necessarily gruesome. A corpse functions as if it had one quarter (25%) of the Constitution ability score it had when still alive (or assume 3 points of Constitution for a random corpse), and cannot have been dead for more than 1 hour. A corpse preserved by the *gentle repose* spell within 1 hour of dying can be consumed for this purpose as long as the spell persists. At 8th level or higher, the nosferatu can feed on reasonably intact corpses that have been dead for no longer than 24 hours. At 16th level, the nosferatu can feed on severed limbs (each limb is equivalent to 1 point of Constitution) or any corpse that has yet to completely rot.



Loogaroo (Sp): The nosferatu is a carrier of all manner of pestilent diseases. As long as the nosferatu has at least 1 point of cruor in her pool, she can cast *contagion* 1/day as a spell-like ability using her class level as her caster level. The nosferatu can expend 1 point of cruor to use this ability an additional time per day for each point of cruor spent. At 16th level, the nosferatu can expend 1 additional point of cruor to inflict two diseases at once. The target must save against each disease separately. A nosferatu must be at least 8th level to select this blood talent.

Elder Nosferatu (Su): As long as the nosferatu has at least 1 point of cruor in her pool and she is not disguised or altered to conceal her curse, she always functions as one size category larger for the purposes of the Intimidate skill and can perform a demoralize action (per the Intimidate skill) as a swift action to a range of 30 feet. She can expend 1 point of cruor to either demoralize as an immediate action, or extend the duration of the shaken condition to 1 minute plus 1 minute for every 5 by which she beats the DC. A nosferatu must be at least 20th level to select this blood talent.

Sayona (Su): The nosferatu can temporarily suppress the unsettling aspects of her curse by expending 1 point of cruor as a standard action. Any nosferatu curse effects she possesses are suppressed for 1 hour. Each time the nosferatu uses the curse class feature to gain a bonus blood talent, the points of cruor she must spend when activating this blood talent increase by a cumulative 1 point (to a maximum of 4 points of cruor). This does not suppress the curse class feature for any other family. A nosferatu must be at least 8th level to select this blood talent.

Stench (Su): As long as the nosferatu has at least 1 point of cruor in her pool, she exudes an unnaturally noxious stench. She can suppress or resume this stench as a free action. Living creatures within 30 feet must succeed on a Fortitude save (DC 10 + $\frac{1}{2}$ the nosferatu's class level + nosferatu's Charisma modifier) or gain the sickened condition for 1 minute. On a successful save, the creature is immune to the nosferatu's stench for 24 hours. This is a poison effect. At 8th level, a nosferatu can expend 1 point of cruor to increase the potency of her stench for 1 minute per class level. On a failed save, creatures are nauseated for 1 round and then sickened for 1 minute. At 16th level, the nosferatu can instead expend 2 points of cruor to make creatures who fail a save against her stench nauseated for 1d4 rounds and then sickened for 10 minutes.

Strigoi (Su): The nosferatu's mouth, jaw, and neck look abnormal, capable of distending or opening down the middle. The nosferatu gains the ability to exude a long tentacle-like, fanged tongue, allowing

them to make bite attacks at range. As long as the nosferatu has at least 1 cruor in her pool, she can increase the reach of her natural bite attack by 5 feet as a free action until the end of her turn by taking a -2 penalty to her AC until her next turn. The nosferatu must decide to use this ability before an attack is made. At 8th level, the nosferatu can expend 1 point of cruor to be able to make grapple checks with her bite attack as if she had the grab universal monster ability for 1 minute per class level. At 16th level, the nosferatu can expend 1 additional point of cruor (in addition to the 1 point required gain grab) to also gain constrict with her bite attack. The constrict damage is equal to the bite attack damage and deals Constitution damage as if the nosferatu were draining blood. A nosferatu must be at least 5th level to select this blood talent.

Unnatural Aura (Su): As long as the nosferatu has at least 1 point of cruor in her pool, she can exude an aura causing animals to fear her. She can suppress or resume this unnatural aura as a free action. Animals refuse to willingly approach within 30 feet of the nosferatu unless the animal's master succeeds on a Handle Animal, Ride, or wild empathy check with a DC equal to 15 + the nosferatu's class level. At 8th level, the nosferatu can expend 1 point of cruor as a standard action to give one animal within 60 feet the frightened condition for 1 minute. The animal only receives a saving throw (DC 10 + $\frac{1}{2}$ the nosferatu's class level + nosferatu's Charisma modifier) if it has Hit Dice greater than or equal to the nosferatu's class level, or it is an animal companion, familiar, or other class feature. At 16th level, the nosferatu can expend 1 point of cruor to make it impossible for an animal's master to convince the animal to approach closer than 30 feet to her for 1 minute per class level.

Vetala (Sp): The nosferatu can expend 1 point of cruor as a standard action to possess and animate a touched humanoid corpse for 1 hour. This functions as the *magic jar* spell cast as a spell-like ability, except the nosferatu does not require a gem and can only possess a touched humanoid corpse, which is animated as a zombie (as the *animate dead* spell). The nosferatu is helpless (and unaware of her surroundings) while possessing a corpse, but functions as if active and not resting. The corpse possessed has any curse class feature of the nosferatu but no blood talents. When the effect's duration ends, the nosferatu can expend 1 additional point of cruor as an immediate action to increase the duration by 1 hour. At 16th level, the when possessing a corpse, the nosferatu can possess a different touched humanoid corpse as a standard action. A nosferatu must be at least 11th level to select this blood talent.

IN THE COMPANY OF VAMPIRES

Visayan (Su): The nosferatu can detach her hands to operate separately from her body. While the nosferatu can technically separate her legs as well, this causes her to immediately become prone until the limb is reattached and has little utility. As long as the blood noble has at least 1 point of cruor in her pool, she can detach either or both of her hands. This inflicts 2 points of Charisma drain per hand. The detached hands have the statistics of a crawling hand (see *Pathfinder Roleplaying Game: Bestiary 2* for details). The hands are extensions of the nosferatu's will, and perfectly obey any orders they are given. If the nosferatu concentrates as a standard action, she can sense anything one of the hands can sense. This functions over any range, but not planar boundaries. If a hand is lost or destroyed, the nosferatu can regrow it by healing the Charisma drain. Otherwise, the nosferatu can reattach an adjacent hand as a standard action. At 8th level, the nosferatu can regrow a detached hand and regain Charisma drain lost due to the hand's removal by expending 1 point of cruor as a standard action. The corresponding crawling hand is immediately destroyed. At 16th level, the nosferatu can regrow her hand(s) without destroying the corresponding crawling hand. She can still only have two active crawling hands at any one time. A nosferatu must be at least 5th level to select this blood talent.

Shade Talents

The following talents can be selected by a blood noble of the shade family.

Craft Shadows (Sp): As long as the shade has at least 1 point of cruor in her pool, she can cast *silent image* 1/day as a spell-like ability using her class level as her caster level. The shade can expend 1 point of cruor to use this ability an additional time per day for each point of cruor spent. The illusion is suppressed if it is in an area of bright light for as long as the light persists. At 8th level, the shade can expend 1 additional point of cruor to add sound, smell, and thermal illusions (as the *major image* spell) when using this ability. At 16th level, the shade can expend 1 additional point of cruor to make an illusion permanent until dismissed (as the *permanent image* spell). However, she cannot regain the cruor spent by any means until the permanent illusion is dismissed.

Craft Shadows, Greater (Sp): As long as the shade has at least 1 point of cruor in her pool, she can cast *greater shadow conjuration* 1/day as a spell-like ability using her class level as her caster level. The shade can expend 1 point of cruor to use this ability

an additional time per day for each point of cruor spent. At 16th level, the shade can expend 1 point of cruor as a free action when casting *greater shadow conjuration* to make the illusions 10% more real per point of cruor spent (to a maximum of 100% for 4 points of cruor). A shade must be at least 14th level and have the improved craft shadows blood talent to select this blood talent.

Craft Shadows, Improved (Sp): As long as the shade has at least 1 point of cruor in her pool, she can cast *shadow conjuration* 1/day as a spell-like ability using her class level as her caster level. The shade can expend 1 point of cruor to use this ability an additional time per day for each point of cruor spent. At 16th level, the shade can expend 1 point of cruor as a free action when casting *shadow conjuration* to make the illusions 20% more real per point of cruor spent (to a maximum of 100% for 4 points of cruor). A shade must be at least 8th level and have the craft shadows blood talent to select this talent.

Elder Shade (Su): As long as the shade has at least 1 point of cruor in her pool, she is effectively invisible (as the *greater invisibility* spell) while in dim light or darkness. The shade can choose to be visible or invisible as a free action. She can expend 1 point of cruor to even foil abilities such as tremorsense, blindsense, or blindsight with this invisibility for 1 round per class level. The shade is instantly made visible if the illumination becomes normal light or bright light. A shade must be at least 20th level to select this blood talent.

Illusory Defenses (Sp): As long as the shade has at least 1 point of cruor in her pool, she can cast *phantom trap* 1/day as a spell-like ability using her class level as her caster level. The shade can expend 1 point of cruor to use this ability an additional time per day for each point of cruor spent. When using this ability, the shade can define the exact appearance and form the trap takes. At 8th level, the shade can expend 1 additional point of cruor to affect objects or features of up to Medium-size, such as doors, chests, or a 5-ft. by 5-ft. square. She can create larger traps or affect larger objects at the cost of 1 additional point of cruor per size category larger than Medium (to a maximum of Colossal or 25-ft. by 25-ft., for 5 points of cruor). At 16th level, the shade can expend 1 additional point of cruor to cast *phantom trap* while within 50 feet of another active *phantom trap*.

Pierce Illusion (Sp): As long as the shade has at least 1 point of cruor in her pool, she can cast *see invisibility*

1/day as a spell-like ability using her class level as her caster level. The shade can expend 1 point of cruor to use this ability an additional time per day for each point of cruor spent. At 8th level, the shade can expend 1 point of cruor as a swift action when observing an illusion (while *see invisibility* is active) to immediately gain a Will save to disbelieve the illusion without needing to interact with it. At 16th level, the shade can expend 1 additional point of cruor while *see invisibility* is active to gain the benefits of *true seeing* for 1 round per class level. This effect ends if the *see invisibility* ends. A shade must be at least 5th level to select this blood talent.

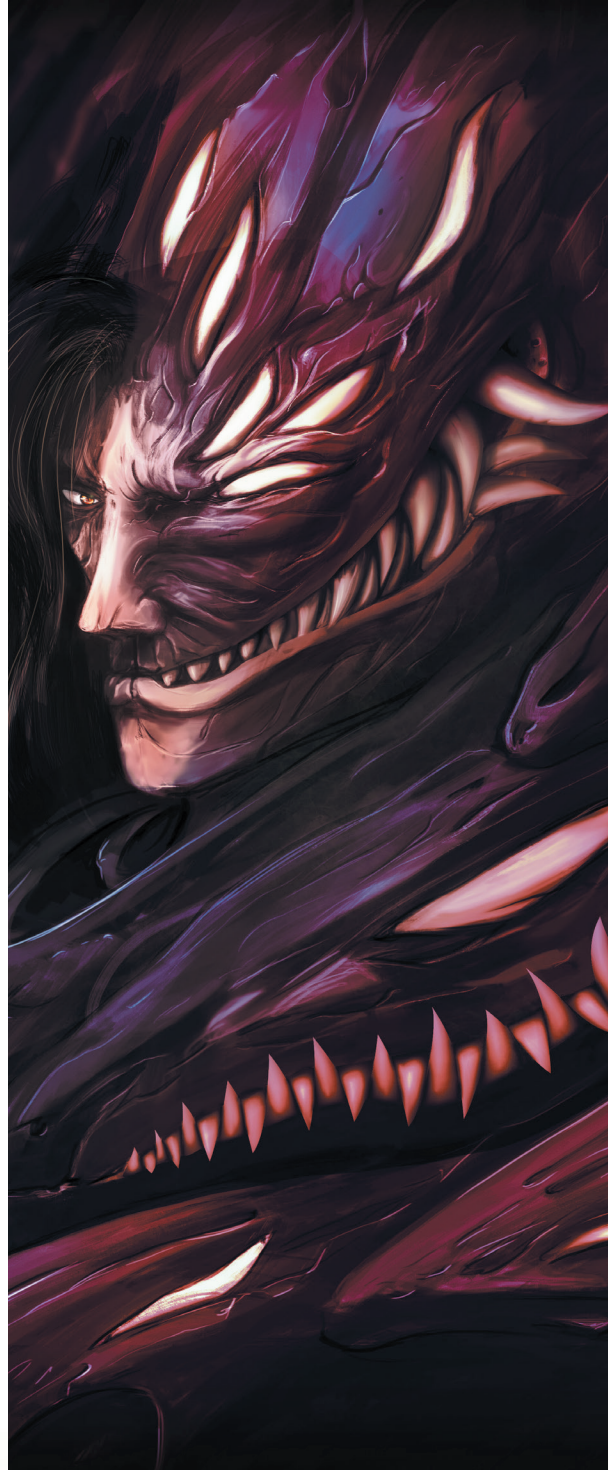
Poison Blood (Su and Sp): As long as the shade has at least 1 point of cruor in her pool, she gains the poison use ability, and cannot accidentally poison herself when applying poison to a weapon. At 8th level, the shade can expend 1 point of cruor to cast *poison* as a spell-like ability using her class level as her caster level. She can either cast it directly on a touched creature or on a weapon. If cast on a weapon, the spell affects the first creature damaged by the weapon. At 16th level, the shade's *poison* spell deals Charisma damage instead of Constitution damage to undead, and ignores any saving throw bonus or immunity to poison possessed by any creature with the undead type.

Shadow Sight (Su): As long as the shade has at least 1 point of cruor in her pool, she gains low-light vision and can see in color with her darkvision. At 8th level, she can expend 1 point of cruor to make the range of her darkvision effectively unlimited for 1 minute per class level. She is still subject to penalties to Perception checks based on distance. At 16th level, she can expend 1 point of cruor to see perfectly in any darkness (including magical darkness), up to the range of her darkvision, for 1 minute per class level.

Shadow Step (Su): As long as the shade has at least 1 point of cruor in her pool, she can teleport (as the *dimension door* spell) up to her movement speed between any two areas of darkness as a standard action. At 16th level, she can expend 1 point of cruor to increase the range of her teleportation to be equal to the *dimension door* spell, using her class level as her caster level. A shade must be at least 8th level to select this blood talent.

Veil: As long as the shade has at least 1 point of cruor in her pool, she is affected by a permanent *nondetection* spell using her class level as her caster level. If the effect is dispelled, she can automatically resume it as a free action. The shade automatically knows whenever she is the target of a divination

spell while *nondetection* is active. At 16th level, even if a divination spell manages to bypass the *nondetection*, the shade can expend 1 point of cruor as a standard action to attempt to dispel the spell (as the *dispel magic* spell) using her class level as her caster level. A shade must be at least 8th level to select this blood talent.



IN THE COMPANY OF VAMPIRES

Sovereign Talents

The following talents can be selected by a blood noble of the sovereign family.

Charm (Sp): As long as the sovereign has at least 1 point of cruor in her pool, she can cast *charm person* 1/day as a spell-like ability using her class level as her caster level. The sovereign can expend 1 point of cruor to use this ability an additional time per day for each point of cruor spent. At 8th level, she can expend 1 additional point of cruor to instead have this ability function as *charm monster*. At 16th level, the sovereign can expend 1 point of cruor as a free action to automatically win any opposed Charisma check to convince a charmed creature to follow orders.

Deathly Allure (Su): As long as the sovereign has at least 1 point of cruor in her pool, undead are affected by any mind-affecting spell-like ability or blood talent she uses as if they were susceptible to mind-affecting effects. This includes even mindless undead. The blood noble's saving throw bonus and immunity to mind-affecting effects also do not apply. Likewise, she can affect any undead creature with her blood talent spell-like abilities as if they were humanoids. At 16th level, she can expend 1 point of cruor when targeting a mindless undead creature with a mind-affecting spell like ability to deny the creature any saving throw to resist or negate the effect. This also functions on spawn created with the create spawn blood talent. A sovereign must be at least 8th level to select this blood talent.

Demeanor (Su): The sovereign unconsciously soothes and influences the minds of creatures around her. As long as the sovereign has at least 1 point of cruor in her pool, creatures meeting the sovereign for the first time have a starting attitude (per the Diplomacy skill) of one step better than normal. At 8th level, the sovereign can expend 1 point of cruor when making a Diplomacy skill check to improve the creature's attitude. Doing so causes the shift in attitude to become permanent until it is lowered by some action or event. At 16th level, the sovereign can expend 1 point of cruor to attempt to alter a humanoid's attitude (per the Diplomacy skill) as a full-round action. This is a mind-affecting effect. A sovereign with the nosferatu curse racial trait cannot select this blood talent.

Demeanor, Greater (Su): Even the sovereign's worst enemies cannot help but respect and admire her. As long as the sovereign has at least 1 point of cruor in her pool, no creature can ever have an attitude of hostile toward her. A creature that would normally be hostile instead has an attitude of unfriendly. This affects starting attitudes as well (per the demeanor

blood talent), causing a hostile creature meeting the sovereign for the first time to instead have a starting attitude of indifferent. This does not prevent creatures from being able to attack or harm the sovereign. The specific effects are subject to GM discretion. At 16th level, the sovereign can expend 1 point of cruor as a standard action to attempt to alter a creature's attitude (per the Diplomacy skill) more than once in a 24 hour period. Each attempt beyond the first imposes a +5 modifier to the DC of the Diplomacy check. This is a mind-affecting effect. A sovereign must be at least 11th level and have the improved demeanor blood talent to select this talent.

Demeanor, Improved (Su): The sovereign's demeanor strengthens, making it difficult for enemies to raise their hands against her. As long as the sovereign has at least 1 point of cruor in her pool, creatures take a -1 morale penalty to attack rolls against her until she takes any action perceived as aggressive toward the creature. The sovereign can expend 1 point of cruor as a standard action to increase this penalty by a cumulative -1 per point of cruor spent for 1 minute per class level. The maximum penalty the sovereign can have is a -1 per four class levels (to a maximum of -5 at 20th level for 4 points of cruor). This is a mind-affecting effect. A sovereign must be at least 5th level and have the demeanor blood talent to select this talent.

Dominate (Sp): As long as the sovereign has at least 1 point of cruor in her pool, she can cast *dominate person* 1/day as a spell-like ability using her class level as her caster level. The range of this effect is 30 feet. The sovereign can expend 1 point of cruor to use this ability an additional time per day for each point of cruor spent. At 16th level, the sovereign can expend 1 point of cruor to increase the range of the effect to be equal to the sovereign's telepathy range. A sovereign must be at least 11th level and have the charm and telepathy blood talent to select this blood talent.

Elder Sovereign (Su): The sovereign exudes grandeur that is difficult to challenge. The sovereign can expend 1 point of cruor as a standard action to make it difficult to attack her for 1 minute per class level. Creatures must succeed on a Will saving throw to attack her (DC 10 + ½ the sovereign's class level + sovereign's Charisma modifier). This includes both physical attacks, non-beneficial spell effects, and any sort of social form of attack, such as mocking, taunting, or demoralizing with the Intimidate skill. On a failed save, the creature can choose to act differently, including attacking allies of the sovereign. Once a creature successfully saves against this ability, it becomes immune to this blood talent for 24 hours. This is a mind-affecting effect. A sovereign must be 20th level to select this blood talent.

Read Minds (Sp): As long as the sovereign has at least 1 point of cruor in her pool, she can cast *detect thoughts* 1/day as a spell-like ability using her class level as her caster level. The sovereign can expend 1 point of cruor to use this ability an additional time per day for each point of cruor spent. At 8th level, this instead functions as the *seek thoughts*^{APG} spell. At 16th level, the range of the effect becomes equal to the sovereign's telepathy range (if greater). A sovereign must be at least 5th level and have the telepathy blood talent to select this talent.

Slumber (Sp): As long as the sovereign has at least 1 point of cruor in her pool, she can cast *sleep* 1/day as a spell-like ability using her class level as her caster level. This spell functions as normal except the sovereign can only target a single creature with Hit Dice equal to or less than her class level. The sovereign can expend 1 point of cruor to use this ability an additional time per day for each point of cruor spent. At 8th level, she can expend 1 additional point of cruor to make a creature who falls asleep staggered for 1d4 rounds after being awakened. At 16th level, she can expend 1 additional point of cruor to affect a creature of any Hit Dice.

Telepathy (Su): As long as the sovereign has at least 1 point of cruor in her pool, she gains telepathy with a range of 30 feet. At 8th level, she can expend 1 point of cruor as a standard action to increase the range of her telepathy to 100 feet for 1 minute per class level. At 16th level, she can instead expend 1 point of cruor to increase the range of her telepathy to 300 feet for 1 minute per class level.

Vanguard Talents

The following talents can be selected by a blood noble of the vanguard family.

Armor Training (Su): As long as the vanguard has at least 1 point of cruor in her pool, she gains heavy armor proficiency and functions as a fighter of her class level for the purposes of reducing armor check penalties and increasing the maximum Dexterity bonus of armor (per the armor training fighter class feature). Her class levels stack with fighter levels for the purposes of reducing armor check penalties and increasing the maximum Dexterity bonus of armor per the armor training class feature. At 8th level, a vanguard can expend 1 point of cruor to move at her normal speed while wearing any armor for 1 minute per class level. At 16th level, a vanguard can expend 1 point of cruor to gain DR 5/magic and silver as long as she is wearing armor or using a shield. If the vanguard has the damage reduction blood talent, she can instead expend 1 point of cruor to increase her damage reduction by 5 as long as she is wearing armor or using a shield. A vanguard must be at least 5th level and have the blood memory blood talent to select this blood talent.

Blood Bond (Su): The vanguard can fight as one with brothers and sisters by pooling their shared blood memories. As long as the vanguard has at least 1 point of cruor in her pool, she functions as if she had the teamwork feats of any other vanguard with this blood talent. At 8th level, the vanguard selects one teamwork feat. She gains this feat as a bonus feat as long as long as she has at least 1 point of cruor in her pool. However, she only gains the benefits of the teamwork feat with other vanguards with this blood talent. At 16th level, the vanguard selects a second teamwork feat, gaining the benefits of the feat only with other vanguards with this blood talent as long as she has at least 1 point of cruor in her pool. A vanguard must have the blood memory blood talent to select this blood talent.

Blood Memory (Su): The vanguard's blood carries within it muscle memory of every ancestor. As long as the vanguard has at least 1 point of cruor in her pool, she functions as if she had proficiency with all martial weapons, medium armor and shields (but not tower shields). At 8th level, she can expend 1 point of cruor as a standard action to gain proficiency in any exotic weapon or with tower shields for 1 minute per class level. At 16th level, she can expend 1 point of cruor as a standard action to gain proficiency in all exotic weapons and tower shields for 10 minutes per class level.

Blood Memory, Greater (Su): As long as the vanguard has at least 1 point of cruor in her pool, she uses her class level in place of her base attack bonus to determine her CMB and CMD. She can expend 1 point of cruor as a swift action when making any combat maneuver to not provoke an attack of opportunity. If she was not going to provoke an attack of opportunity with the combat maneuver, she instead gains a +4 bonus to CMB. At 16th level, she can expend points of cruor as a free action when making a combat maneuver to gain a +4 bonus to CMB per point of cruor spent. A vanguard must be at least 8th level and have the improved blood memory blood talent to select this blood talent.

Blood Memory, Improved (Su): As long as the vanguard has at least 1 point of cruor in her pool, her class levels function as fighter levels and stack with any fighter levels she possesses for the purposes of all feat prerequisites. If she has no remaining cruor, she cannot use any feats she has taken with fighter levels as a prerequisite, unless she also has sufficient levels in fighter to meet the prerequisite. Additionally, the vanguard can expend 1 point of cruor to gain the benefits of any combat feat for 1 minute per class level. The vanguard must meet all prerequisites for this feat and cannot gain the more than one feat in this manner.

IN THE COMPANY OF VAMPIRES

At 8th level, the vanguard can expend up to 2 points of cruor to gain two combat feats for 1 minute per level. She cannot gain more than two feats in this manner. At 16th level, the vanguard can expend up to 3 points of cruor to gain three combat feats for 1 minute per level. She cannot gain more than three feats in this manner. A vanguard must be at least 5th level and have the blood memory blood talent to select this blood talent.

Bloody Weapon (Su and Sp): As long as the vanguard has at least 1 point of cruor in her pool, her wielded weapons function as magical for the purposes of overcoming damage reduction. The vanguard can expend 1 point of cruor from her pool as a standard action to enchant a non-magical wielded weapon as the *magic weapon* spell cast as a spell-like ability for 1 minute per class level. She uses her class level as her caster level. At 8th level, she can instead expend 1 point of cruor to enchant any wielded weapon as the *greater magic weapon* spell for 1 minute per class level. She cannot enchant projectiles. At 16th level, she can expend additional points of cruor when enchanting a weapon to add any of the following weapon special abilities: *bane* (humanoid or undead only), *ghost touch*, *wounding*, or *vicious*. She must expend 1 point of cruor for each +1 of the special ability added (to a maximum of 5 additional points of cruor spent). The equivalent magical enhancement bonus in special abilities cannot exceed the weapon's magical enhancement bonus from *greater magic weapon*. This benefit lasts as long as the *greater magic weapon* benefit.

Elder Vanguard (Su): The vanguard selects one weapon she is proficient in. As long as the vanguard has at least

1 point of cruor in her pool, any attacks made with that weapon automatically confirm all critical threats. In addition, she cannot be disarmed while wielding a weapon of this type. The vanguard can expend 1 point of cruor as a swift action to apply this benefit to one additional selected weapon she is proficient in for 1 minute per class level. A vanguard must be at least 20th level to select this blood talent.

Swiftiness (Sp): As long as the vanguard has at least 1 point of cruor in her pool, she can cast *haste* 1/day as a spell-like ability using her class level as her caster level. She can only target herself with this ability. At 8th level, the vanguard can expend 1 point of cruor to use this ability an additional time per day for each point of cruor spent. At 16th level, the vanguard can expend 1 point of cruor to increase the duration of the effect to 1 minute per class level. A vanguard must be at least 5th level to select this blood talent.

Undying (Su): As long as the vanguard has at least 1 point of cruor in her pool, she is not helpless or unconscious when at negative hit points. She is staggered while at negative hit points, and takes 1 point of damage whenever she takes a standard action. At 8th level, she no longer takes damage when taking a standard action when at negative hit points. At 16th level, she can expend 1 point of cruor to ignore the staggered condition for 1 round when at negative hit points. If a 20th level vanguard has this ability and would have been destroyed due to hit point damage, she is rendered helpless and unconscious in spite of this ability until she is healed to at least 0 hit points.



Weapon Training (Su): The vanguard selects one group of weapons (as the fighter weapon training class feature). As long as the vanguard has at least 1 point of cruor in her pool, she gains a +1 bonus on attack and damage rolls with weapons of this type. The vanguard also gains this bonus to combat maneuver checks made with weapons from this group, or to CMD when defending against disarm and sunder attempts with weapons from this group. This bonus increases to +3 at 8th level and +5 at 16th level. At 16th level, the vanguard can expend 1 point of cruor to apply these bonuses to a different group of weapons for 1 minute per class level. A vanguard must be at least 5th level to select this blood talent.

Warlock Talents

The following talents can be selected by a blood noble of the warlock family.

Blood Magic I (Sp): The warlock selects a number of 0- or 1st-level spells from the wizard spell list equal to her Intelligence modifier (minimum 1). If the blood noble's Intelligence modifier permanently increases afterward, she may select additional spells for this purpose. The same spell may not be selected more than once. The warlock can cast any selected 1st-level spell 1/day as a spell-like ability using her class level as her caster level. If the spell is 0-level, she can cast it as an at will spell-like ability. A warlock with her family's racial trait benefit automatically gains *bleed* and *stabilize* as at will spell-like abilities for this purpose (despite *stabilize* not being a wizard spell). The spell's casting time, foci, and material components remain unchanged, and are not altered or eliminated due to it being a spell-like ability. At 8th level, the warlock can expend 1 point of cruor to use a selected 1st-level spell-like ability a second time in a day. At 16th level, the warlock can expend 1 point of cruor to use a selected 1st-level spell-like ability a third time in a day.

Blood Magic II (Sp): The warlock selects a number of 2nd-level spells from the wizard spell list equal to her Intelligence modifier (minimum 1). If the blood noble's Intelligence modifier permanently increases afterward, she may select additional spells for this purpose. The same spell may not be selected more than once. The warlock can expend 1 point of cruor to cast any selected spell 1/day as a spell-like ability using her class level as her caster level. The spell's casting time, foci, and material components remain unchanged, and are not altered or eliminated due to it being a spell-like ability. At 8th level, the warlock can expend 1 point of cruor to use a selected spell-like ability a second time in a day. At 16th level, the warlock can expend 2 points

of cruor to use a selected spell-like ability a third time in a day. A warlock must be at least 5th level and have the blood magic I blood talent to select this blood talent.

Blood Magic III (Sp): The warlock can select one 1st level spell she can cast as a spell-like ability due to the blood magic I blood talent. As long as the warlock has at least 1 point of cruor in her pool, she can cast this spell as a spell-like ability 1/day without expending cruor. Additionally, this functions as the blood magic II blood talent, except the warlock selects 3rd-level spells. At 16th level, the warlock can expend 2 points of cruor to use a selected spell-like ability a second time in a day. A warlock must be at least 8th level and have the blood magic II blood talent to select this blood talent.

Blood Magic IV (Sp): The warlock can select one 2nd level spell she can cast as a spell-like ability due to the blood magic II blood talent. As long as the warlock has at least 1 point of cruor in her pool, she can cast this spell as a spell-like ability 1/day without expending cruor. Additionally, this functions as the blood magic II blood talent, except the warlock selects 4th-level spells. At 16th level, the warlock can expend 2 points of cruor to use a selected spell-like ability a second time in a day. A warlock must be at least 11th level and have the blood magic III blood talent to select this blood talent.

Blood Magic V (Sp): The warlock can select one 3rd level spell she can cast as a spell-like ability due to the blood magic III blood talent. As long as the warlock has at least 1 point of cruor in her pool, she can cast this spell as a spell-like ability 1/day without expending cruor. Additionally, this functions as the blood magic II blood talent, except the warlock selects 5th-level spells. At 16th level, the warlock can expend 2 points of cruor to use a selected spell-like ability a second time in a day. A warlock must be at least 14th level and have the blood magic IV blood talent to select this blood talent.

Blood Magic VI (Sp): The warlock can select one 4th level spell she can cast as a spell-like ability due to the blood magic IV blood talent. As long as the warlock has at least 1 point of cruor in her pool, she can cast this spell as a spell-like ability 1/day without expending cruor. Additionally, this functions as the blood magic II blood talent, except the warlock selects 6th-level spells. The warlock cannot spend cruor to use the selected spell-like abilities additional times per day. A warlock must be at least 17th level and have the blood magic V blood talent to select this blood talent.

IN THE COMPANY OF VAMPIRES

Elder Warlock (Su): The warlock can form a connection to creatures through her magic, allowing her to draw their blood to her. Whenever the warlock damages a living creature with a spell-like ability that allows a saving throw, the warlock can cause the target to begin taking bleed damage on a failed saving throw by expending 1 point of cruor as an immediate action. The amount of hit points of bleed is equal to twice the spell's level (so a 5th -level spell inflicts 10 points of bleed). This bleed can be stopped with a DC 15 Heal check or any amount of magical healing. The warlock then gains fast healing equal to the amount of bleed damage the target takes each round. The fast healing ends when the target dies or ceases bleeding. The fast healing from multiple uses of this ability do not stack and the warlock does not gain cruor from this blood. The warlock must be within 60 feet to gain fast healing in this manner, though the target continues to bleed even if further than 60 feet away. A warlock must be 20th level to select this blood talent.

Empowered Blood (Su): When casting a spell-like ability, the warlock can expend 1 additional point of cruor to empower the spell as the Empower Spell-Like Ability feat (see *Pathfinder Roleplaying Game: Bestiary* for details). This is subject to the same caster level restrictions as the feat. A warlock must be at least 5th level and have the blood magic I talent to select this talent.

Homunculus (Su): The warlock mixes her blood with clay in a ritual creating a permanent loyal servant. The warlock gains the services of a homunculus (see *Pathfinder Roleplaying Game: Bestiary* for details) who also functions as a familiar. This otherwise functions as the arcane bond class feature, with the warlock using her class level as her wizard level. The warlock can replace her homunculus in the same manner as a wizard replacing an ordinary familiar. At 16th level, the warlock can expend 1 point of cruor to replace a destroyed homunculus 1 day after its destruction without spending any gold, in a ritual requiring only 1 hour. A warlock must be at least 8th level to select this blood talent.

Quickened Blood (Su): When casting a spell-like ability, the warlock can expend 1 additional point of cruor to quicken the spell as the Quicken Spell-Like Ability feat (see *Pathfinder Roleplaying Game: Bestiary* for details). This is subject to the same caster level restrictions as the feat. A warlock must be at least 8th level and have the blood magic I talent to select this talent.

Optional Rule: Hunting

The thirst is intrinsic to the vampiric condition, but it might not always be desired to roleplay out the predator finding appropriate prey. This is especially true in larger settlements, where prey is plentiful, and a careful vampire can go undetected with relative ease. The following hunting rules are available for GMs wishing to provide vampire PCs with an option to quickly renew their cruor pool or satisfy their thirst.

SUBTLETY

Please note that the rules shown here for hunting presume the vampire is exercising even the barest amount of subtlety. Of course, most vampires can likely overpower a random commoner, and take as much blood as they like. However, a vampire who does so risks becoming a target of both mortal hunters and less brutish vampires who desire to keep a low profile. By successfully employing the hunting rules, the vampire is able to either gain blood in a surreptitious manner... or at least cover up the crime well enough to avoid all consequences.

Check: The exact means by which a vampire acquires blood can vary, and often fits whatever talents the vampire possesses. A social predator might convince or charm a victim, while a cult leader could have followers who willingly submit. Before attempting to hunt, the vampire must describe the method she wishes to employ, and the accompanying skill check she thinks is most appropriate. The following are examples of skills paired with actions, but other options might be available at GM discretion. For example, a vampire with Survival might make a hunt seem like a random animal attack, but doing so too often could render it no longer safe to employ as a strategy.

Bluff: The vampire seduces victims, or otherwise convinces them of some lie requiring the sacrifice of blood.

Diplomacy: The vampire negotiates for blood on the black market, or locates individuals willing to submit to feeding.

Heal: The vampire surreptitiously collects blood from those too sick or injured to notice.

Intimidate: The vampire frightens victims into sacrificing blood, and keeping silent about it afterward.

Stealth: The vampire feeds from sleeping victims without waking them.

The base DC of the check varies based on the size of the settlement the vampire is currently in per the following table. A vampire cannot hunt within an area that is not a settlement primarily populated by humanoids.

Settlement Type	Base Hunting DC
Thorp or hamlet	40
Village	30
Small or large town	20
Small or large city	15
Metropolis	10

This base DC is further modified as detailed in the following table. The vampire's Charisma penalties due to thirst apply to Charisma-based hunting skill checks.

Condition	Hunting DC Modifier
Vampire expends gold or valuables to somehow aid	-1 per 10 gp
Vampire casts a spell to aid in hunting (such as <i>charm person</i>)	-1 per spell level
Vampires are being actively hunted by an organization within the settlement	+2
Vampires are being actively hunted by multiple organizations within the settlement	+5
Vampires are being actively hunted by the settlement's primary authorities or most organizations	+10
Vampire has already attempted to hunt within 1 day	+2 per attempt

On a successful check, the vampire gains sufficient blood for 8 hours of activity. If the vampire beats the DC by 5 or more, she instead gains sufficient blood for 16 hours of activity. If the vampire beats the DC by 10 or more, she instead gains sufficient blood for 24 hours of activity. Note that a vampire who is active for more than 8 hours must spend time hunting to remain active, but this time is reflected in the hunting action and the vampire does not need to make more than one skill check to hunt. A vampire possessing a cruor pool simultaneously fills her pool to maximum and also gains sufficient blood for the indicated duration of activity.

On a failed check, the vampire does not successfully hunt. If a vampire fails by 5 or more, she fails to hunt, and there is also a negative consequence at GM discretion (see Random Consequence sidebar for examples).

One vampire can provide food for another vampire with a successful hunting skill check. Only a vampire with the survivalist alternate racial trait can attempt to make hunting skill checks outside of a settlement. These checks always use the Survival skill (base DC 15 or higher in more barren environments).

RANDOM CONSEQUENCE

When a vampire fails a hunting skill check by 5 or more, she likely fails in hunting in some manner that causes a negative consequence. The following random options are provided for GM use, or to help inspire the GM to concoct their own result.

d%	Consequence
01-10	The vampire's failed attempt to hunt attracts the attention of a clerical or paladin organization dedicated to seeking out and destroying undead.
11-20	The vampire's failed attempt to hunt attracts the attention of a lone vampire hunter. Use the statistics for the CR 6 holy warrior (see <i>Pathfinder Roleplaying Game: GameMastery Guide</i> for details) or the CR 15 undead slayer (see <i>Pathfinder Roleplaying Game: NPC Codex</i> for details) as examples.
21-30	The vampire's failed attempt to hunt causes an organization within the settlement to actively begin hunting all vampires (increasing all hunting checks by +2 DC). This may cause additional consequences with local vampires.
31-40	The vampire's failed attempt to hunt causes them specifically to be wanted for assault or murder. This increases all hunting checks within the settlement by +2 DC for 1d4 weeks, and may have other consequences.
41-50	The vampire's failed attempt to feed is interrupted or witnessed by a group of 2d6 local law enforcement. Use the statistics for the CR 1 guard (see <i>Pathfinder Roleplaying Game: GameMastery Guide</i> for details) or CR 3 guard officer (see <i>Pathfinder Roleplaying Game: GameMastery Guide</i> for details) as examples.
51-60	The vampire's failed attempt to feed is interrupted or witnessed by a single local law enforcement officer.
61-70	The vampire's failed attempt to feed is interrupted or witnessed by an important ally or NPC, resulting in at minimum a lower attitude (per the Diplomacy skill) and potentially additional consequences.

IN THE COMPANY OF VAMPIRES

71–80	The vampire successfully feeds (gaining sufficient blood for 8 hours of activity or regaining cruor), but drains too much, resulting in a dying or unconscious victim. This individual is of high standing or influence in the settlement, or connected to the community's leadership.
81–90	The vampire successfully feeds, but drains too much, resulting in a dying or unconscious victim. This individual is of moderate standing or influence in the settlement, or connected to someone of high standing or influence.
91–100	The vampire successfully feeds, but accidentally drains too much, resulting in an unconscious victim. This individual is of small standing or influence in the settlement, or connected to someone of moderate standing or influence.

Action: Attempting to hunt takes 1d4 hours of work.

Try Again: A vampire can attempt to hunt multiple times. Each attempt to hunt within the same settlement during the same day adds a cumulative +2 DC.

Special: If the vampire has the Leadership feat (or cultists blood talent), he adds a bonus to his hunting checks equal to his Leadership score –10 (minimum +0). If the vampire wishes to feed directly from a cohort, she can, but the cohort suffers Constitution damage as normal.

The vampire gains a cumulative +2 competence bonus to hunting checks for each of the following blood talents she possesses: charm, demeanor, dominate, ghoulish, proselytize, and slumber. This vampire can choose to gain this bonus or reduce the DC (based on a spell level expended), but not both. The vampire must expend a use of the blood talent to reduce the DC.

Hunting Feats

The following feats are available to PCs if using the optional hunting rules described above.

Blood Pack (Teamwork)

You work with one or more vampires to hunt more effectively.

Prerequisite: Vampire.

Benefit: You and one or more other vampires with this teamwork feat can hunt together within any settlement. Each individual contributing to the hunt can make a separate skill check. The group

gains the benefits of the highest skill check total of any individual contributing member (even if each is making a different type of skill check). The entire group also all gains the benefits of the Thralls or Territory feats if possessed by any contributing member and applicable. However, a consequence can still be experienced if any individual member of the pack fails the check by 5 or more.

Special: A blood noble can select this feat as a bonus feat.

Thralls

You have a stable of willing humanoids who give you their blood per some long-term arrangement.

Prerequisite: Vampire.

Benefit: Select one settlement. While hunting within the selected settlement for the first time within 1 day, you gain a +6 bonus on your skill check. While hunting within the selected settlement for the second time within 1 day, you gain a +3 bonus on your skill check. If you fail your first attempt at hunting within the last day, you can automatically choose to succeed. Whenever you increase in level, you can choose to change your selected settlement to a different settlement.

Special: This feat can be taken multiple times, each time applying to a new settlement. A blood noble can select this feat as a bonus feat.

Territory

You have staked out a territory, allowing you to hunt faster and safely.

Prerequisite: Vampire.

Benefit: Select one settlement, which must be at least a small or large town. Your hunting actions within this settlement only take 1d4 x 10 minutes per attempt. While hunting within the selected settlement, you do not experience encounters when failing a hunting check by 5 or more. Whenever you increase in level, you can choose to change your selected settlement to a different settlement.

Special: This feat can be taken multiple times, each time applying to a new settlement. A blood noble can select this feat as a bonus feat.

Vampire Template

A GM can use the rules in this book to create more versatile and nuanced NPC vampires. The following modification to the standard vampire template can represent a moroi while retaining the thematic elements presented within this book. If this option is chosen, the standard vampire template would then represent vampire outsiders

with highly mingled blood. Alternately, the GM could rule that the standard vampire race and blood noble paragon class represents relatively young vampires, with the following representing vampire elders of significantly greater power. This template can furthermore be used to represent the rare moroi that hail from non-humanoid creatures such as fey or monstrous humanoids.

Creating a Vampire (Moroi)

"Vampire" is an acquired template that can be added to any living creature (referred to hereafter as the base creature). Most vampires were once humanoids, fey, or monstrous humanoids. A vampire uses the base creature's stats and abilities except as noted here.

CR: Same as the base creature + 2.

Alignment: Any non-good.

Type: The creature's type changes to undead (augmented). Do not recalculate class Hit Dice, BAB, or saves.

Senses: A vampire gains darkvision 60 ft.

Armor Class: Natural armor improves by +1.

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

Family: Select the vampire's families (up to three).

Special Abilities: A vampire retains all of the special abilities of the base creature. In addition, a vampire gains one blood talent chosen from the list of blood noble general talents or blood talents belonging to the vampire's selected family or families. The vampire gains one additional blood talent for every 3 points of CR. The vampire must meet all prerequisites for the blood talent, and uses the base creature's Hit Dice as its blood noble class level for this purpose. The vampire does not need to select a primary family, and does not reduce its effective blood noble class level for the purposes of blood talents chosen from multiple families.

Blood Talent: A vampire with this template does not have a cruor pool. The vampire can use any blood talent at will, and always functions as if it had at least 1 point of cruor in its cruor pool.

Curse: A vampire starts with the curse or curses of all selected families. This functions exactly as the curse vampire racial trait. A vampire can worsen this selected curse (as the blood noble curse class

feature) in order to gain bonus blood talents. A vampire can gain up to three bonus blood talents in this manner, causing all of its corresponding family curses to worsen.

Speed: Same as the base creature. This may be modified if the movement blood talent is selected.

Melee: A vampire gains a bite attack if the base creature didn't have one. Damage for the bite depends on the vampire's size (1d4 for Small-size, 1d6 for Medium-size, or 1d8 for Large-size vampires). A vampire can suck blood from a grappled opponent; if the vampire establishes or maintains a pin, it drains blood, dealing 1d4 points of Constitution damage. The vampire heals 5 hit points or gains 5 temporary hit points for 1 hour (up to a maximum number of temporary hit points equal to its full normal hit points) each round it drains blood.

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

Feats: Vampires gain one bonus feat as the blood noble class feature for every 3 points of CR possessed by the base creature.

Post Script

Thus concludes my primer on the moroi.

You may note how I was often vague regarding specifics. I trust you understand. While I would put my unlife in your hands, there may come a day when this document finds its way into the possession of a rival. Even in its current form, they can use it to gain some advantage. At least if I avoid specifics, I can claim it does no true damage.

Oh, I am sure you believe something like that won't ever happen. However, if you are long-dead, you cannot ensure this book's safety. I suppose that goes for the rest of your work, as well.

It is not such a bad thing, you know. Only the fictional vampires always bemoan their terrible fate... watching the world change and loved ones pass on.

I've found it is much like existing as a mortal... you want to live one more day, each day, and so you do. You adjust to life's many changes, because they are incremental, and mourn your losses for a time. Eventually the pain dulls, becoming a distant memory. And... there is always the option of keeping those you love from ever dying.

If only you can convince them.

IN THE COMPANY OF VAMPIRES

OPEN GAME LICENSE

Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a, © 2000, Wizards of the Coast, Inc.

System Reference Document, © 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson

Pathfinder Roleplaying Game Core Rulebook, © 2011, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Advanced Player's Guide, © 2010, Paizo Publishing, LLC; Author: Jason Bulmahn.

Pathfinder RPG Bestiary, © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder RPG Core Rulebook, © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder RPG GameMastery Guide, © 2010, Paizo Publishing, LLC; Author: Cam Banks, Wolfgang Baur, Jason Bulmahn, Jim Butler, Eric Cagle, Graeme Davis, Adam Daigle, Joshua J. Frost, James Jacobs, Kenneth Hite, Steven Kenson, Robin Laws, Tito Leati, Rob McCreary, Hal MacLean, Colin McComb, Jason Nelson, David Noonan, Richard Pett, Rich Redman, Sean K Reynolds, F. Wesley Schneider, Amber Scott, Doug Seacat, Mike Selinker, Lisa Stevens, James L. Sutter, Russ Taylor, Penny Williams, Skip Williams, Teeuwynn Woodruff.

Pathfinder Roleplaying Game Advanced Class Guide, © 2014, Paizo Inc.; Authors: Dennis Baker, Ross Byers, Jesse Benner, Savannah Broadway, Jason Bulmahn, Jim Groves, Tim Hitchcock, Tracy Hurler, Jonathan H. Keith, Will McCardell, Dale C. McCoy, Jr., Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Sean K Reynolds, Tork Shaw, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Advanced Race Guide, © 2012, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Jason Bulmahn, Adam Daigle, Jim Groves, Tim Hitchcock, Hal MacLean, Jason Nelson, Stephen Radney-MacFarland, Owen K.C. Stephens, Todd Stewart, and Russ Taylor.

Pathfinder Roleplaying Game Bestiary 2, © 2010, Paizo Publishing, LLC; Authors: Wolfgang Baur, Jason Bulmahn, Adam Daigle, Graeme Davis, Crystal Frasier, Joshua J. Frost, Tim Hitchcock, Brandon Hodge, James Jacobs, Steve Kenson, Hal MacLean, Martin Mason, Rob McCreary, Erik Mona, Jason Nelson, Patrick Renie, Sean K Reynolds, F. Wesley Schneider, Owen K.C. Stephens, James L. Sutter, Russ Taylor, and Greg A. Vaughan, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary, © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Monster Codex, © 2014, Paizo Inc.; Authors: Dennis Baker, Jesse Benner, Logan Bonner, Jason Bulmahn, Ross Byers, John Compton, Robert N. Emerson, Jonathan H. Keith, Dale C. McCoy, Jr., Mark Moreland, Tom Phillips, Stephen Radney-MacFarland, Sean K Reynolds, Thomas M. Reid, Patrick Renie, Mark Seifter, Tork Shaw, Neil Spicer, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game NPC Codex, © 2012, Paizo Publishing, LLC; Authors: Jesse Benner, Jason Bulmahn, Adam Daigle, Alex Greenshields, Rob McCreary, Mark Moreland, Jason Nelson, Stephen Radney-MacFarland, Patrick Renie, Sean K Reynolds, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Combat, © 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Equipment, © 2012, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Ross Byers, Brian J. Cortijo, Ryan Costello, Mike Ferguson, Matt Goetz, Jim Groves, Tracy Hurler, Matt James, Jonathan H. Keith, Michael Kenway, Hal MacLean, Jason Nelson, Tork Shaw, Owen K.C. Stephens, and Russ Taylor.

In the Company of Vampires, © 2017, RitePublishing, LLC. Authors: Steven T. Helt and Stephen Rowe.

Rite Publishing Presents

IN THE COMPANY OF DOPPELGANGERS



by Joshua Hennington



THE BLOOD CHANGES EVERYTHING

In the Company of Vampires introduces moroi culture, providing a unique new undead race with versatile customization options representing vampiric families and curses. Do you choose the divine inspired, the bestial nightcallers, the disturbing nosferatu, the fey-touched shades, the masterful sovereigns, the stoic vanguards, the magic-wielding warlocks, or some combination?

This book also includes:

- * Alternate racial traits, including mingled lineages and humanoid racial trait options.
- * The blood noble paragon class, with more than 80 unique talents to drive your undead evolution.
- * Make any class vampiric with the blood bastard and cambion archetypes!
- * Favored classes, racial feats, and new spells.
- * Optional hunting rules, a revised vampire template, and advice for running games for vampires!