

The background of the cover features a dramatic illustration. A vampire hunter, a man with pale skin and red eyes, wearing a wide-brimmed hat and a dark cloak with a blue gem pendant, is shown from the chest up. He holds a sword aloft in his right hand. His left hand is extended forward, revealing a grotesque, screaming vampire hand with blue eyes and sharp claws. The setting is a dark, gothic city with spires and a large, glowing orange orb in the sky.

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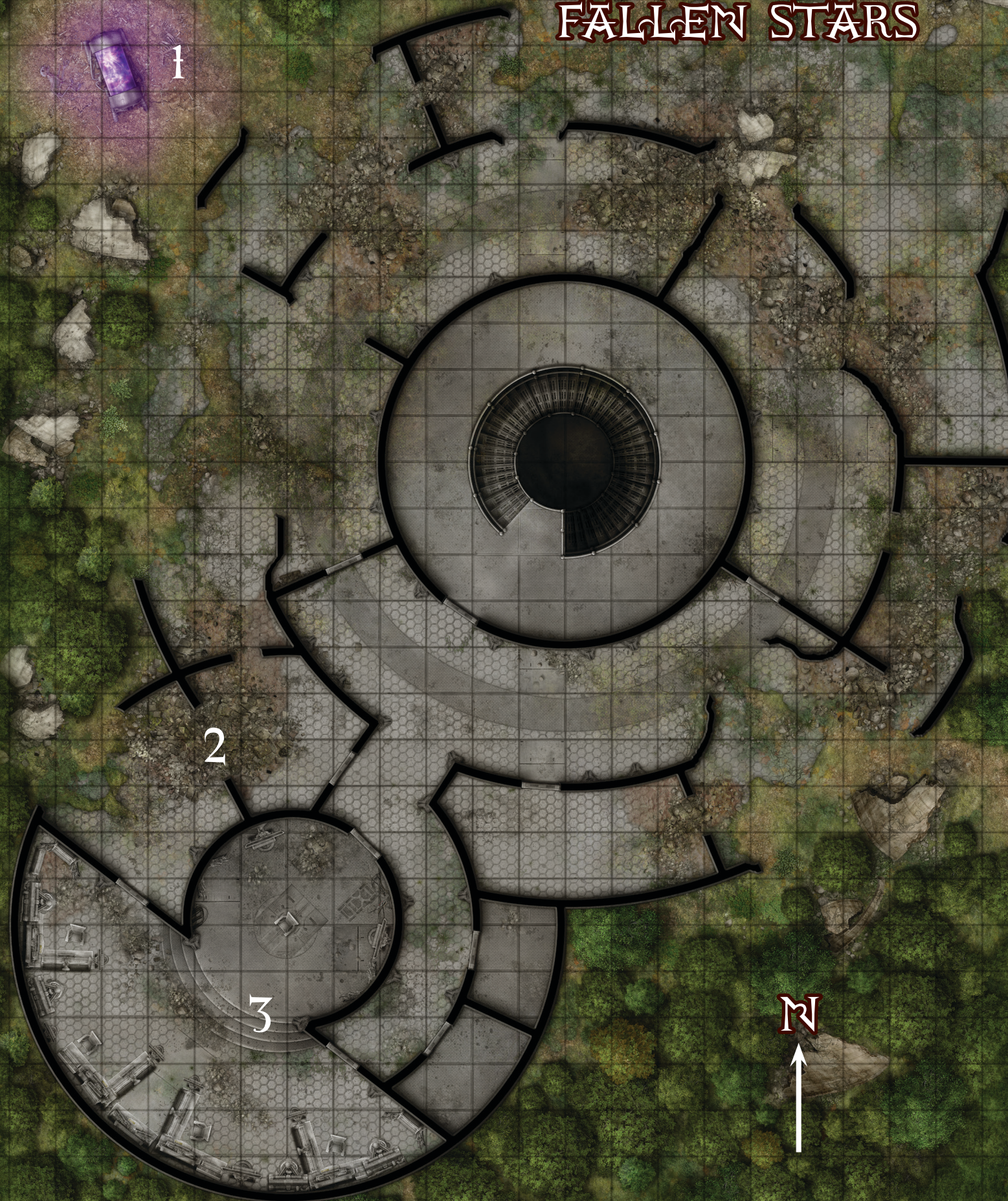
ROLEPLAYING GAME[™]

THE WORLD OF

VAMPIRE HUNTER

F. Wesley Schneider

REQUIEM FOR FALLEN STARS



1 SQUARE = 5 FEET

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REFERENCE

This book refers to several other Pathfinder Roleplaying Game products. These additional supplements are not required to make use of this book, though. Readers interested in references to Pathfinder RPG hardcovers and the *Pathfinder Campaign Setting: Technology Guide* can find the complete rules of these books available online for free at paizo.com/prd.

This product is compliant with the Open Game License (OGL) and is suitable for use with the Pathfinder Roleplaying Game or the 3.5 edition of the world's oldest fantasy roleplaying game.



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THE YEAR IS 12,090 AD

The world has been ruined, reborn, and ruined again. It ended in 2090, when radioactive hell scoured the Earth. The world smoldered; few were spared the infernos, and fewer still survived the nightmares that followed. Some escaped underground, scraping out the most meager, desperate existences. When survivors dared to emerge, their hopes turned to ashes. Nothing had survived. The old ways were gone, their conveniences and technologies beyond repair.

None knew where the vampires came from. In the shadows of the old world, they'd clawed out hidden sanctuaries. In secret they honed their strange sciences and cryptesthesia, predicting the humans' inevitable fall and preparing for their own ascension. By their design, order and civilization returned to the world, with humanity subjugated by the new, deathless Nobility.

For millennia the Nobility reigned. The world was reshaped under their mastery. Through sorcery and science that verged upon the miraculous, the vampires shaped sentient cities and impossible palaces. Their servant-machines mastered the weather, reformed continents, and gave rise to untold species. They even ventured beyond the world, into the frozen dark of space.

Yet what the Nobility boasted in immortality, they lacked in a fundamental tenacity for life. After an age of mastery, the vampires began to lose their interest in, and thus their grip on, the world. An age of dark wonders began to fade. Seeing its opportunity, long-subjugated humanity burst its chains. Some vampires fought back as others merely slipped away. Armistices and concessions chronicled the waning of the Nobility and the reascendancy of humanity.

The year is 12,090 AD. In this age of ruin and monsters, some humans have found a tenuous sort of peace. Once the demesne of vampires, the Frontier is now a vast and wild land, scarred by terrible beasts, faded power, and fear. Human townships dot these territories, where sturdy peoples fight against the remnants of vampirekind and their own societal trauma, daring to embrace hope as they plod toward a tenuous future. The Nobility might have lost much of its power, but individual vampires still linger, as do their unfettered slaves and terrifying mutants. Lawlessness and violence sweep the Frontier, but there are those who seek to stop it—those who would slay the monsters and guard civilization's fragile resurrection. They are the hunters, and among those heroes and scoundrels, the rarest and deadliest are vampire hunters.

A DEAD WORLD, A RESURRECTED WORLD

Mystery and terror once again shroud the world. To most of the superstitious occupants of Frontier villages, the shape of the continents and the details of the past are more legend than fact. But some things are known, whether they be truths of the land or cause for constant dread.

The Frontier: In some places a wasteland, in others a recovering wasteland, the Frontier sprawls in vast reaches between the densest holdings of the Nobility and truly wild lands. Humans, beasts, mutants, and true monsters inhabit sweeping territories, or “sectors,” all seeking to establish some sort of order or vicious dominance. In some places, blessed by fertility or secrecy, rise small human settlements where ranchers, miners, tradespeople, and the like eke out hardscrabble lives. Peace is fragile, and the people’s fears countless. As a result, most Frontier folk prove superstitious and suspicious. But when faced with threats beyond rifle shots or mob justice, fear spawns desperate pragmatism, and the opportunity for hunters to earn their wage.

The Nobility: Vampires. None can truly say for how long they’ve manipulated humanity, their bloodlines stretching back to a mythic era and a single progenitor: the Sacred Ancestor. For millennia vampires have ruled the world. In the modern age, though, most have withdrawn to somber sanctuary-palaces, struggling to distract themselves from immortal ennui. Of these beings, the purebloods are the most powerful, vampires born of two vampire parents. Humans transformed into vampires prove deadly as well, though they lack many of the powers of true Nobles. Rarest of Noble blood are the dhampirs, children born of vampire and human. In all these forms, the Nobility are in decline, but still their power proves so great that even a mention sows rightful terror.

Magic: Science and magic merge in the year 12,090 AD. The difference between occultism and unfathomable technology blurs to the point of meaningless semantics. Plasma cannons and cyborg horses stand alongside telepathic powers and monstrous transformations, their origins just as often in the distant past as in the modern laboratories of the Nobility. Such wonders almost always come with a price, and few who hope to master the playthings of Nobles, ancients, or gods remain unchanged—if they survive at all.

The Hunters: When unnatural threats rear their heads, most humans know they stand little chance against such terrors. Rare are those few who refuse to tremble in the face of monsters. Employing clever weaponry and time-tested fighting arts, hunters—or bounty hunters—specialize in avenging humanity against the horrors of the Frontier. Behemoth hunters, werewolf hunters, and myriad others earn their wages stalking supernatural beasts in the employ of desperate communities. Those who survive might make names for themselves, becoming fearful legends in their own rights, but most don’t survive. Yet even among hunters, there are some who pursue quarries so deadly that no others would accept such suicidal contracts. These are the vampire hunters.



THE PATHFINDER RPG IN 12,090 AD

Pathfinder RPG The World of Vampire Hunter D presents a host of character options and a miniature campaign world, together providing players and Game Masters what they need to run Pathfinder RPG adventures in the dark science-fantasy future of 12,090 AD.

For players, the heart of this experience is the new vampire hunter class, starting on page 6. Even for non-hunters, though, new races, character options, and equipment allow any character to steep themselves in the desperate power and stark menace of a world struggling to be reborn.

For Game Masters, a primer on the ravaged world of 12,090 AD, new vampiric threats, and suggestions on how to reinterpret existing Pathfinder RPG rules provide the groundwork for grim adventures or a whole campaign set in the vampire-scarred Frontier. The short adventure “Requiem for Fallen Stars,” on page 24, also provides GMs with challenges to confound their new vampire stalking heroes and might serve as a springboard to all manner of future adventures and nightmares.

The future has become a mysterious, deadly place. As a result, Game Masters should feel free to weave their own locations, characters, and plots into the world, populating the Frontier as they please. For more inspiration and guidance, look no further than Hideyuki Kikuchi’s *Vampire Hunter D* novels, the anime classics *Vampire Hunter D* and *Vampire Hunter D Bloodlust*, or, most recently, Stranger Comics and Unified Pictures’s *Vampire Hunter D: Message from Mars* comic.



RACES OF THE FRONTIER

Humanity's ruin left a cavity in the world. From that void, vampires emerged once more, but they were not alone. Whether from laboratories of occult science or pits of prehistory, other beings rose and spread across the world. Some of these are monstrous beings that prey upon weaker races. Others merely seek some measure of peace in the violent world. Still others pursue a grim destiny, acting without choice but as blood and honor demand.

Genetics and sorcery have warped the world, and as a result, nearly any race from the Pathfinder RPG could find a place within. An elf or dwarf might hail from a secret community where a vampire overlord sought to genetically engineer a new strain of humanity. A half-orc, halfling, or gnome could merely be some form of mutant. With the abundance of ancient magic, abandoned technology, and radioactive energies in the Frontier come equally abundant explanations for how such beings came to exist in the world.

Many of the most noteworthy and outlandish races inhabiting the world of 12,090 AD can easily be recreated using Pathfinder RPG rules, as described here.

Bio-Men and Mutants: Beings genetically enhanced by the Nobility or the results of radiation-saturated evolution, bio-men and mutants take a variety of forms. Some might appear human but have incredible abilities or lifespans, while others are more akin to monsters. In any case, a wide swath of Pathfinder races could be recast as mutants. Players who

want to create their own bizarre characters should work with their GM to see if they should play a character built using the mutant rules on page 180 of *Pathfinder RPG Bestiary 5* or the race builder rules in Chapter 4 of the *Pathfinder RPG Advanced Race Guide*.

Cyborgs: Part machine and part biological creature, cyborgs are just one of the Nobility's countless scientific marvels. To play humanoid cyborgs, use the android race presented on page 19 of *Pathfinder RPG Bestiary 5*.

Demons: The denizens of terrifying realms beyond, demons range from monstrous beings to the inheritors of fiendish blood. While true demons are too powerful and horrifying to make appropriate characters, those who have diluted their otherworldly essences with mortal blood make fine choices. Tieflings, presented and detailed on pages 168–173 of the *Pathfinder RPG Advanced Race Guide*, provide a perfect option for playing beings of fiendish origins.

Dhampirs: The accursed spawn of humans and vampires, dhampirs have many of the powers and vulnerabilities of vampirekind. Dhampirs are presented and detailed on pages 96–101 of the *Pathfinder RPG Advanced Race Guide*.

Humans: Although they lack supernatural powers, humans have great tenacity and resilience, which other races typically underestimate. Humans are detailed in the *Pathfinder RPG Core Rulebook* and expanded upon on pages 70–76 of the *Pathfinder RPG Advanced Race Guide*.

DHAMPIRS: SACRED ANCESTRY

The half-living children of vampires and humans, dhampirs are the descendants of terror. The circumstances of a dhampir's conception are mysterious and often tragic, as few mortals survive birthing such a child. Regardless, the resulting individuals appear as cold but comely beings with the passion and beating hearts of the living, but the savage hunger of the dead. Dhampirs live and die just like any other mortal creatures, despite having a supernatural longevity akin to that of the Pathfinder RPG's elves. Many dhampirs align themselves with their Noble parents, embracing the heritage of domination they view as their birthright. Not all dhampirs are born of the same stock, though. Some hold claim to a legacy of bloodshed and power that makes them legendary even among the dead.

A player can choose the sacred ancestry heritage described below for his dhampir character. This heritage presents alternate skill modifiers from those described in the dhampir's manipulative racial trait, an alternate spell-like ability, and an alternate weakness from that described in the dhampir's light sensitivity racial trait.

Additional dhampir heritages are presented on pages 240–241 of *Pathfinder Campaign Setting: Inner Sea Races* and may also be appropriate for characters in 12,090 AD.

SACRED ANCESTRY

Dhampirs descended from the Vampire King are rare in the extreme. Incredibly beautiful but strikingly grim shades that straddle the line between humanity and vampirekind, sacred ancestry dhampirs are often single-minded loners intent on a specific goal. This ancestry should be considered exceptionally rare, and players and GMs should work together to explain why a character possesses such a remarkable legacy. How the dhampir came into being, his relationship to the Vampire King, and which secrets of the past he does or doesn't remember should all be considered during character creation.

Alternate Skill Modifiers: Diplomacy, Knowledge (nobility).

Alternate Spell-Like Ability: *true strike*.

Alternate Weakness: Sacred ancestry dhampirs take a –1 penalty on saving throws against spells of the illusion school.

HUMANS: SURVIVING 12,090 AD

To endure ages of predation and slavery, humanity has had to evolve. While most remain of similar stock to their ancestors, some—by fate or design—are pushed beyond natural limits. Alchemy, mutation, vampire eugenics, and worse have left their mark, but humans have learned how to turn such ordeals to their benefit. Those who wish to play such a remarkable human can select one or more options from the following alternate racial traits instead of existing human racial traits.

Additional alternate racial traits for humans can be found on page 72 of *Pathfinder RPG Advanced Race Guide*.

Alchemically Enhanced: Some humans use alchemical or scientific enhancements to push their bodies beyond

VAMPIRE HUNTER ORIGINS

Few souls pursue the path of the vampire hunter without some significant, and often tragic, motivation. The following traits provide minor benefits for characters who embrace such haunted backgrounds.

More information about character traits can be found on page 326 of the *Pathfinder RPG Advanced Player's Guide*. Keep in mind that a player cannot select more than one trait from the same list for a single PC.

Dark Honor (Combat): You don't get a choice. You were born into this world to end vampires. This destiny shackles you even as it drives you to pursue your next quarry. You can use this trait's benefit once per day when you take damage that would reduce you to negative hit points. If you would be reduced to a total of negative hit points that is less than or equal to your total Hit Dice, you are instead reduced to 0 hit points.

Vampire Victim (Social): You personally bear the scars of an attack by vampires or their minions. The marks of your tragedies drive you on toward a lethal rematch. You gain a +2 trait bonus on Diplomacy and Intimidate checks when using these skills to learn about a vampire from another living creature. The creature you're dealing with must be able to see your physical scars for this bonus to apply.

Vengeance Seeker (Combat): Your family, home, town, or the like was destroyed by the acts of vampires. Now you hunt them for revenge. Once per day, when you are damaged by an adjacent undead creature, you can immediately make an attack of opportunity against the creature that damaged you with a +4 trait bonus on the attack roll.

the limits of nature. However, doing so comes at a significant price. A human with this trait gains a +3 racial bonus to Constitution, Dexterity, or Strength. However, the character's biology is now more susceptible to chemicals, causing her to take a –2 penalty on Fortitude saving throws against poison. This racial trait replaces the +2 bonus to any one ability score and the bonus feat racial trait.

Frontier Survivor: Many humans raised on the Frontier live in the shadow of fallen wonders and steel ruins. While few can hope to recreate the marvels of ages past, many have become adept at salvaging what they can and repurposing it in basic, life-prolonging ways. Humans with this trait gain the Technologist feat, which grants them understanding of technological subjects (*Pathfinder Campaign Setting: Technology Guide* 7). Additionally, they gain a +2 racial bonus on Survival checks in the ruins of cities. This racial trait replaces skilled.

History of Terrors: Some humans break when faced with relentless horror, while others grow to accept it and inure themselves against the nightmares of their world. Humans with this trait gain a +2 racial bonus on saving throws to resist mind-affecting effects. The bonus increases to +4 if the effect is also a fear effect. This racial trait replaces the skilled trait.

VAMPIRE HUNTER



Not all beings who stalk the night hunt mortal prey. Out of honor, desperation, or tragic need, a vampire hunter pits his abilities not just against the creatures of the night, but also their terrifying undead overlords: vampires. Most vampire hunters do not survive their first encounters with vampirekind, as no amount of study or training can truly prepare one to face the Nobles of the night. Those few who survive and force themselves to carry on grow more and more like their terrible quarry, becoming dark-garbed bringers of death, feared by the dead and the living alike. Vampire hunters approach their duties with a grim but ironclad resolve so strong it resembles ecclesiastical faith, and it is from this mysterious, selfless dedication that their divine power wells.

Role: Vampire hunters obsessively stalk their quarry—not just vampirekind, but all those supernatural beasts and undead terrors that serve the Nobility. These champions of the living track their blasphemous prey, learn their weaknesses, and bring them low. Doing so requires more than training and guile, though. To stand against the darkness, vampire hunters adopt a measure of their foes' unnatural power, turning vampirekind's sinister might back against them. Vampire hunters are the vanguard in the battle against evil, but know to value the perspective, support, and magic of other expert adventurers.

Alignment: Any.

Hit Die: d8.

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

CLASS SKILLS

The vampire hunter's class skills are Bluff (Cha), Climb (Str), Craft (Int), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (geography) (Int), Knowledge (local) (Int), Knowledge (religion) (Int), Perception (Wis), Profession (Wis), Ride (Dex), Sense Motive (Wis), Spellcraft (Int), Stealth (Dex), Survival (Wis), and Swim (Str).

Skill Ranks per Level: 6 + Int modifier.

CLASS FEATURES

The following are the class features of the vampire hunter.

Weapon and Armor Proficiency: A vampire hunter is proficient with all simple and martial weapons, as well as light armor, medium armor, and shields (except tower shields).

Detect Undead (Sp): At will, a vampire hunter can use *detect undead*, as the spell. A vampire hunter can, as a move action, concentrate on a single item or individual within 60 feet and determine if it is undead, learning the strength of its aura as if he had studied it for 3 rounds. While focusing on one individual or object, the vampire hunter does not detect undead in any other object or individual within range.

Technique Feat: Due to the inherent deadliness of hunting vampires, the methods and traditions of vampire

TABLE 1-1: VAMPIRE HUNTER

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells per Day			
	Bonus					1st	2nd	3rd	4th
1st	+1	+0	+2	+2	Detect undead, technique feat, track, vampiric focus	—	—	—	—
2nd	+2	+0	+3	+3	Relentless	—	—	—	—
3rd	+3	+1	+3	+3	Technique feat	—	—	—	—
4th	+4	+1	+4	+4	Stake	0	—	—	—
5th	+5	+1	+4	+4	Relentless band	1	—	—	—
6th	+6/+1	+2	+5	+5	Technique feat	1	—	—	—
7th	+7/+2	+2	+5	+5	Vampire tracker	1	0	—	—
8th	+8/+3	+2	+6	+6	Second vampiric focus	1	1	—	—
9th	+9/+4	+3	+6	+6	Technique feat	2	1	—	—
10th	+10/+5	+3	+7	+7	Swift tracker	2	1	0	—
11th	+11/+6/+1	+3	+7	+7	Vampire bane	2	1	1	—
12th	+12/+7/+2	+4	+8	+8	Technique feat	2	2	1	—
13th	+13/+8/+3	+4	+8	+8	Remove vampirism	3	2	1	0
14th	+14/+9/+4	+4	+9	+9	Quarry	3	2	1	1
15th	+15/+10/+5	+5	+9	+9	Technique feat	3	2	2	1
16th	+16/+11/+6/+1	+5	+10	+10	Third vampiric focus	3	3	2	1
17th	+17/+12/+7/+2	+5	+10	+10	Critical reflexes	4	3	2	1
18th	+18/+13/+8/+3	+6	+11	+11	Technique feat	4	3	2	2
19th	+19/+14/+9/+4	+6	+11	+11	Improved quarry	4	3	3	2
20th	+20/+15/+10/+5	+6	+12	+12	Master vampire hunter	4	4	3	3

hunters are rare and little understood. This often makes vampire hunters just as feared as the undead they hunt. As vampire hunters study and train, they develop their skills, mastering ancient fighting techniques and drawing upon mystical arts feared by both the living and the dead.

At 1st level, a vampire hunter gains a bonus feat. This new feat can be selected from either those listed as combat feats or as vampire hunting technique feats (see page 14). A vampire hunter must meet the prerequisites for these feats to select them. The vampire hunter gains an additional bonus feat at 3rd level and every three levels thereafter.

Upon reaching 6th level, and every six levels thereafter (12th and 18th), a vampire hunter can choose to learn a new combat or technique feat in place of a combat or technique feat he has already learned. In effect, the vampire hunter loses the old feat in exchange for the new one. The old feat cannot be one that was used as a prerequisite for another feat, prestige class, or another ability the vampire hunter knows. A vampire hunter can exchange only one feat at any given level and must choose whether or not to swap the feat at the time he gains a new bonus feat for the level.

Track (Ex): A vampire hunter adds half his level to Survival skill checks to follow tracks.

Vampiric Focus (Su): A vampire hunter knows the sinister power of the undead. Through discipline and precision, he can temporarily turn the unholy powers of the undead against them.

At 1st level, the vampire hunter must select one common vampiric power to mimic from the vampiric foci listed

below. Each vampiric focus grants the vampire hunter a bonus or special ability. Once this decision is made, the vampire hunter cannot change which vampiric focus he knows. At 8th and 16th level, the vampire hunter learns an additional vampiric focus.

As a swift action, the vampire hunter can activate his vampiric focus. Ending the vampiric focus is a free action. He can use each vampiric focus for a number of minutes per day equal to his level. This duration does not need to be consecutive, but it must be spent in 1-minute increments. Once the vampire hunter ends a focus, it cannot be reactivated for 1 minute. The vampire hunter can have only one vampiric focus active at a time. Benefits from different vampiric foci do not stack with one another, including temporary hit points from multiple foci.

Vampiric Agility: All of the vampire hunter's movement speeds are increased by 5 feet. At 8th level, his movement speeds are increased by 10 feet and he gains evasion, as the rogue class feature. At 16th level, the vampire hunter gains improved evasion, as the rogue advanced talent.

Vampiric Call: The vampire hunter summons base creatures of the night—bats, rats, insects, and the like—to swarm around him. These creatures provide a measure of defense against damage, granting the vampire hunter a number of temporary hit points equal to his level. At 8th level, he also gains a +2 deflection bonus to AC. At 16th level, the deflection bonus increases to +4.

Vampiric Cunning: The vampire hunter gains a bonus on Perception and Stealth checks equal to half his level. At 8th



TABLE 1-2:
VAMPIRE HUNTER SPELLS KNOWN

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

level, he can move at his normal speed while using Stealth with no penalty. At 16th level, the vampire hunter can use Stealth while charging (but not while making any other attack); when charging (and only when charging), he can attempt a Stealth check even if he lacks cover relative to his target.

Vampiric Heart: The vampire hunter gains energy resistance equal to half his level against cold and electricity. Additionally, the vampire hunter's heartbeat is undetectable. Any ability that detects or identifies the living, such as the lifesense ability, does not perceive him. At 16th level, once per day when reduced to 0 or fewer hit points while this focus is activated, the vampire hunter immediately turns gaseous (as the spell *gaseous form*) for up to a number of rounds equal to half his level and he gains a number of temporary hit points equal to half his level. The vampire hunter can leave gaseous form at any time without losing these temporary hit points. This effect ends after these rounds have elapsed, after the vampire hunter loses the temporary hit points, or once this focus is no longer active, at which point the vampire hunter immediately becomes corporeal and loses these temporary hit points. If he has not received healing in the interim, this returns the vampire hunter to the number of hit points he had after the attack or effect that triggered this ability.

Vampiric Might: The vampire hunter gains a +2 enhancement bonus to Strength and his weapons are always treated as magical for the purpose of overcoming damage reduction. This bonus increases to +4 at 8th level and +6 at 16th level.

Vampiric Momentum: The vampire hunter is treated as being under the effects of the spell *feather fall*. At 8th level, he is also affected as if by the spell *spider climb* and can move normally through difficult terrain. At 16th level, he is treated as being under the effects of the spell *freedom of movement*, and can use up to two consecutive move actions in the same turn to cross areas of open air or calm water (or similar substances) as if they were solid ground, though the vampire hunter must begin and end this movement on solid ground. This allows the vampire hunter to cross water, open air, lava (though he takes fire damage as normal if not immune), and the like without falling or sinking.

Vampiric Presence: The vampire hunter gains a +2 enhancement bonus to Charisma. At 8th level, this bonus increases to +4, and he can cast *charm person* as a spell-like ability a number of times per day equal to his adjusted Charisma modifier. At 16th level, the enhancement bonus to Charisma increases to +6, and the vampire hunter can cast *dominate person* as a spell-like ability a number of times per day equal to his adjusted Charisma modifier. The vampire hunter treats his level as his caster level when using the spell-like abilities this ability grants.

Vampiric Resilience: The vampire hunter gains protection against energy drain. Each time this vampiric focus is activated, the first two times he would gain a negative level, he instead does not. At 8th level, the first four times he would gain a negative level while this focus is activated, he does not. At 16th level, the first six times he would gain a negative level while this focus is activated, he does not gain any negative levels.

Vampiric Resolve: The vampire hunter gains a +2 bonus on Will saving throws against mind-affecting effects. If he has already been affected by a mind-affecting effect when he activates this focus, he can immediately reroll his saving throw against that effect with a bonus equal to half his vampire hunter level. At 16th level, he is immune to mind-affecting effects.

Vampiric Sight: The vampire hunter gains darkvision to a range of 60 feet (if he already has darkvision, its range increases by 30 feet). At 8th level, the range of the vampire hunter's darkvision increases by 30 feet. At 16th level, the vampire hunter also gains blindsense to a range of 30 feet.

Relentless (Ex): At 2nd level, a vampire hunter can travel for an extended period of time without rest. The vampire hunter (and his mount, if he has one) can walk 16 hours in a day of travel without it being considered a forced march (see page 171 of the *Pathfinder RPG Core Rulebook*), but at the end of that day, he must attempt a DC 15 Fortitude saving throw. If he fails, he can travel for 8 hours the following day, and he (as well as his mount, if he has one) is fatigued for the following 24 hours. If he succeeds at the saving

ALTERNATE CLASSES

Although the vampire hunter is a standalone base class, it takes mechanical inspiration from several existing Pathfinder RPG base classes, including the hunter, inquisitor, paladin, and slayer. While a character can multiclass with these related classes, some (particularly hunter and slayer, and their ranger parent class) grant redundant abilities, and those abilities don't stack. All the information required to play a vampire hunter is presented here, with the exception of the inquisitor spell list, which can be found on page 42 of the *Pathfinder RPG Advanced Player's Guide* or online at paizo.com/pathfinderRPG/prd.

throw, he can use this ability again the following day. The DC of the Fortitude saving throw increases by 2 for every additional day the vampire hunter has been traveling for more than 8 hours. The vampire hunter does not need to attempt a separate saving throw for his mount. After the vampire hunter rests for 24 hours, the saving throw DC resets to 15.

Stake (Su): At 4th level, any piercing weapon or sharp tool (such as a pitor) a vampire hunter drives through a vampire's heart is treated as a wooden stake for purposes of creatures who are vulnerable to them. If this improvised stake is removed, the vampire returns to life as normal.

Spells: At 4th level, a vampire hunter gains the ability to cast a small number of divine spells drawn from the inquisitor spell list (see page 42 of the *Pathfinder RPG Advanced Player's Guide*). He can cast any spell he knows at any time without preparing it ahead of time, assuming he has not yet used up his allotment of spells per day for the spell's level. A vampire hunter cannot cast inquisitor orisons or inquisitor spells that are higher than 4th level using this class feature.

To learn or cast a spell, a vampire hunter must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a vampire hunter's spell is 10 + the spell level + the vampire hunter's Wisdom modifier.

A vampire hunter can cast a certain number of spells of each spell level each day. His base daily spell allotment is given on Table 1–1: Vampire Hunter. In addition, he receives bonus spells per day if he has a high Wisdom score (see Table 1–3: Ability Modifiers and Bonus Spells on page 17 of the *Pathfinder RPG Core Rulebook*). When Table 1–1: Vampire Hunter indicates that vampire hunter can cast 0 spells per day of a given spell level, he can cast the number of bonus spells per day he would be entitled to based on his Wisdom score for that spell level.

A vampire hunter's selection of spells is limited. At 4th level, a vampire hunter knows two 1st-level spells of the vampire hunter's choice. At each new vampire hunter level, he gains one or more new spells as indicated on Table 1–2: Vampire Hunter Spells Known. (Unlike spells per day, the



number of spells a vampire hunter knows is not affected by his Wisdom score. The numbers on Table 1–2 are fixed.)

Upon reaching 7th level, and at every third vampire hunter level thereafter (7th and 13th), a vampire hunter can choose to learn a new spell in place of one he already knows. In effect, the vampire hunter “loses” the old spell in exchange for the new one. The new spell’s level must be the same as that of the spell being exchanged, and it must be at least one level lower than the highest-level spell he can cast. The vampire hunter can swap out a single spell at any given level and must choose whether or not to swap the spell at the same time that he gains new spells known for the level.

Relentless Band (Ex): At 5th level, a vampire hunter’s resolve infects his traveling companions, increasing how many hours the group can spend traveling in a day. Every day the vampire hunter can allow a number of companions equal to half his level (plus their mounts) to also benefit from his relentless ability. The vampire hunter rolls saving throws to determine whether the group can carry on in its extended travels.

Vampire Tracker (Ex): At 7th level, the vampire hunter can track gaseous creatures—such as vampires flying or moving in gaseous form—as though they were leaving physical tracks. The base DC of Survival checks to track gaseous creatures is 20. The modifiers for surfaces don’t apply (as a gaseous creature leaves no impressions during its passage) but other conditions do (see page 107 of the *Pathfinder RPG Core Rulebook*).

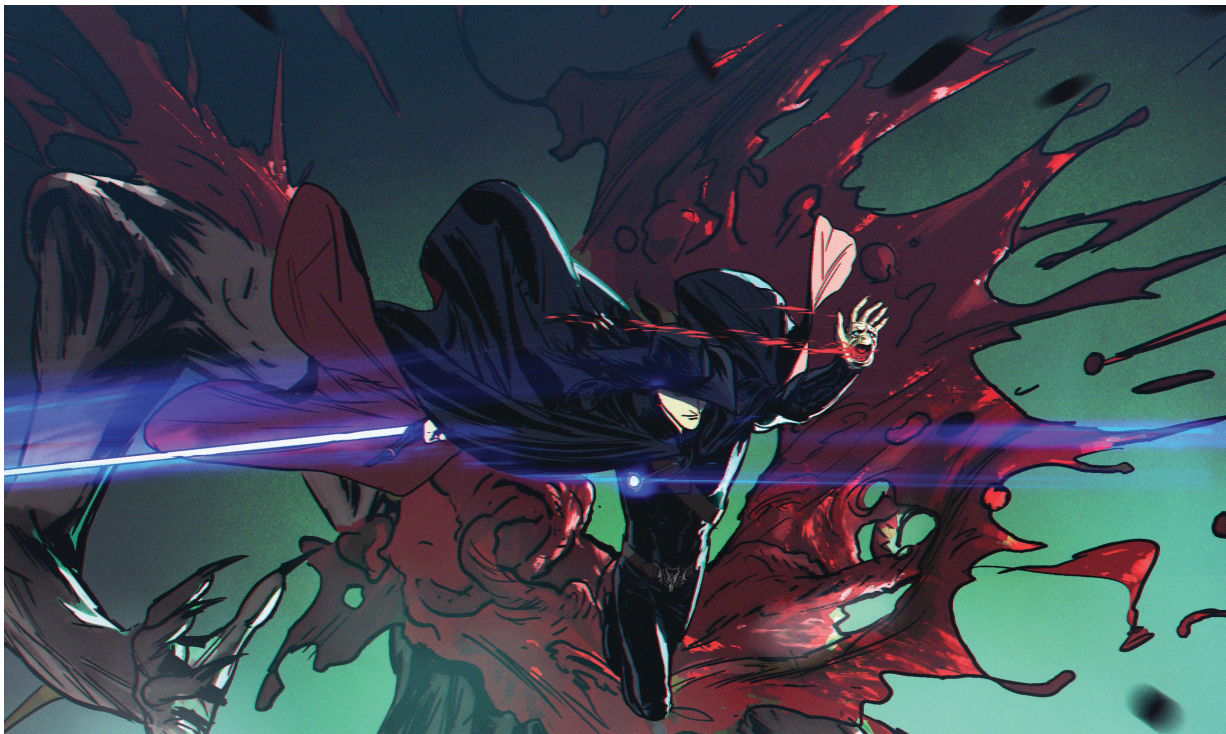
Swift Tracker (Ex): At 10th level, a vampire hunter can move at his normal speed while using Survival to follow tracks without taking the normal –5 penalty. He takes a –10 penalty (instead of the normal –20) when moving at up to twice normal speed while tracking.

Vampire Bane (Su): At 11th level, a vampire hunter can intensify a vampire’s revulsion to strongly presented holy symbols. When a vampire hunter uses a standard action to confront a vampire with a presented holy symbol, the vampire must attempt a Will saving throw (DC = 15 + the

vampire hunter’s class level + the vampire hunter’s Charisma modifier). On a failed save, the vampire is repulsed and must stay a number of feet from the vampire hunter equal to 5 times the vampire hunter’s Charisma modifier. Additionally, a vampire repulsed in this way cannot touch or make melee attacks against the vampire hunter (although the vampire can still touch and make melee attacks against the vampire hunter’s allies as normal). A vampire continues to be repulsed for every round the vampire hunter spends presenting a holy symbol (a standard action), though it can attempt a new Will save every round to overcome its revulsion and act normally. The vampire hunter can use any holy symbol to repulse a vampire, but for the purposes of this ability, the vampire hunter treats his Charisma modifier as being 2 higher when he employs the symbol of the deity he worships.

Remove Vampirism (Su): At 13th level, the vampire hunter can prevent a creature killed by a vampire from returning to life as a vampire itself. By spending 10 minutes and dousing a body with a vial of holy water, the vampire hunter removes the infection of vampirism from a creature slain by a vampire’s blood drain or energy drain ability, preventing it from rising as a vampire spawn via a vampire’s create spawn ability. This effect cannot be undone with any magic weaker than a *miracle* or *wish*. If the corpse is returned to life and subsequently killed by a vampire again might it become a vampire spawn.

Quarry (Ex): At 14th level, as a standard action a vampire hunter can denote one target within his line of sight that he knows is undead as his quarry. Whenever he is following the tracks of his quarry, a vampire hunter can take 10 on his Survival skill checks while moving at normal speed, without penalty. In addition, he gains a +2 insight bonus on attack rolls against his quarry, and all critical threats against his quarry are automatically confirmed. A vampire hunter can have no more than one quarry at a time. He can dismiss this effect at any time as a free action, but he cannot select a new quarry for 24 hours. If the vampire hunter sees proof that his quarry is dead or (somehow) was not actually undead, he can select a new quarry after 1 hour.



Critical Reflexes (Su): At 17th level, upon confirming a critical hit against an undead creature, the vampire hunter can attempt a special combat maneuver check to produce an item and immediately use it upon that foe. The vampire hunter decides whether or not to use this ability after dealing additional damage for his critical hit. At that point, he can attempt a combat maneuver check against the target's CMD (the target is denied its Dexterity modifier to resist this attack). If the vampire hunter succeeds, he produces a piece of equipment he has on his person and immediately uses that item upon the target creature. This ability does not provoke an attack of opportunity.

Items used in this manner are typically alchemical items, such as acid or holy water. Items that require attacks against the target automatically hit and deal damage as normal (potentially to the vampire hunter, as well, if the item affects an area). Items that would have no direct effect against the target (such as a fishing hook or a lantern) or that require another combat maneuver to use (such as a rope or manacles) cannot be used as part of this ability. Other melee and ranged weapons cannot be used with this ability (with the exception of using a stake against a vampire; see below). This ability can be used against incorporeal creatures.

If the target creature is a vampire and the vampire hunter has a wooden stake in his possession (or a similar item affected by his stake ability), he can drive the stake through the vampire's heart as though it were helpless, slaying it immediately (see pages 270–271 of the *Pathfinder RPG Bestiary*). If the creature is not a vampire, this attempt fails at the last moment; the vampire hunter realizes that the target is not a vampire. A vampire hunter cannot drive a stake through the heart of a non-vampire using this ability.

Improved Quarry (Ex): At 19th level, the vampire hunter's ability to hunt his undead quarry improves. He can now select a quarry as a free action, and can now take 20 while using Survival to track his quarry while moving at normal speed, without penalty. His insight bonus to attack his quarry increases to +4. If his quarry is killed or dismissed, he can select a new one after 10 minutes have passed.

Master Vampire Hunter (Ex): At 20th level, the vampire hunter becomes the bane of the undead. As a standard action, he can make a single attack against his undead quarry at his full attack bonus while choosing one of the following effects: destroy, stake, or paralyze for 2d6 rounds. If the attack hits, the target takes damage normally and must succeed at a Fortitude saving throw or suffer the additional effect. The DC for this save is 10 + 1/2 the vampire hunter's level + the vampire hunter's Wisdom modifier. Whether or not the attack succeeds, the creature cannot be targeted by this ability again (by any vampire hunter) for 24 hours.

If the vampire hunter chooses to destroy the target, the target is killed. If the target is a vampire, it does not assume gaseous form, and its healing powers do not come into effect; it is destroyed outright. If the vampire hunter chooses to stake his target, the target is killed if it's a non-vampire. If it's a vampire (or similar creature affected by having a stake driven through its heart) it is killed, but returns to life if the stake is removed. The vampire hunter can use his 4th-level stake ability to employ any piercing weapon or sharp tool as though it were a wooden stake.

Additionally, at 20th level, each day when the vampire hunter regains his spells per day, he chooses one vampiric focus to be active on himself for the entire day. This focus is in addition to uses of his vampiric focus class ability.

HEROES OF THE FRONTIER

An eternal war rages between the living and the creatures of the night. While the Pathfinder Roleplaying Game presents dozens of playable character classes that focus on classic fantasy tropes, not all of these heroic archetypes have appeared in the tales of Vampire Hunter D. But, it's easy to find room on the Frontier for any sort of character you want to play.

Alchemists, Bards, Rogues: Likely hailing from human settlements, members of these classes might be hucksters, leaders, local experts, showmen, or snake oil sellers. In any case, on the Frontier, those with wit and a quick tongue can always find ways to win a meal and a few coins.

Barbarians, Fighters, Monks: Most of the Frontier's deadliest monsters take more than a bullet to put down. As a result, the need for skilled martial experts remains as high as ever, especially among the ranks of bounty hunters and Frontier law enforcement. Mutants and brigands can also rarely afford reliable ranged weapons, and so they master trustworthy hand-to-hand techniques, whether employing bare fists or archaic blades.

Cavaliers, Paladins, Vigilantes: Lonely, driven souls honor-bound to do good in the world are rarities in the Frontier, but have the potential to become true heroes. While questing knights are as likely to wield laser weapons as swords in 12,090 AD, their place—and their need—is no less real.

Clerics, Druids, Oracles: The role of religion is somewhat occluded in 12,090 AD. While many villagers cleave to old superstitions and symbolism, priests are few and faith is constantly tested. However, the Frontier is a place of miracles, and nothing's to say a rare, singular character might not be the prophet of a new faith.

Gunslingers, Rangers: These classes are perfectly suited for adventuring upon the Frontier. Gunslingers readily use the tools of the distant future to their advantage, and, when combined with the technological tools in *Pathfinder Campaign Setting: Technology Guide*, mesh seamlessly into the tales of 12,090 AD. Rangers, with their skill as trackers, bounty hunters, and slayers of nightmare foes, likewise make excellent heroes for the Frontier and might have reputations that precede them in their travels.

Sorcerers, Wizards, Occult Spellcasters: The Nobility are no strangers to the arcane arts. While none would share such secrets with humanity, ages of bargains and experiments with fiends have resulted in some magically tainted human bloodlines. As a result, magic might be a birthright for some characters, while others might have uncovered repositories of vampiric lore and now turn that lore against their former masters. Additionally, with their connections to spirits and the realm of the mind, the occult classes from *Pathfinder RPG Occult Adventures* work exceptionally well in the world of 12,090 AD.

ARCHETYPES

With a few adjustments, some Pathfinder RPG classes readily mimic noteworthy characters and monster-hunting traditions from the Frontier. The following archetypes represent iconic concepts from the world of Vampire Hunter D.

LYCANTHROPE HUNTER (RANGER)

Lycanthropes, most notably werewolves, instill singular dread in the stories and fears of the Frontier's peoples. While most simply pray that they'll never encounter such bloodthirsty beasts, others hone their skills and sharpen silver blades, preparing themselves to hunt the most savage of quarries.

Shapechanger's Bane (Ex): At 1st level, a lycanthrope hunter gains the following benefits against creatures with the animal type as well as creatures with the shapechanger subtype. The lycanthrope hunter gains a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks when dealing with these creatures, and a +2 bonus on weapon attack and damage rolls against them. Additionally, a lycanthrope hunter can attempt Knowledge skill checks untrained when attempting to identify these creatures.

At 5th, 10th, 15th, and 20th level, the lycanthrope hunter's bonuses against animals and shapechangers increase by 2 (maximum bonus of +10 at 20th level).

This ability replaces favored enemy.

Anathema (Su): At 5th level, a lycanthrope hunter can spend a swift action to temporarily alter the makeup of the weapons he wields. While this ability is active, all of the lycanthrope hunter's weapons (including natural weapons) function as if they were made of a single special material of his choosing (such as alchemical silver). The weapons gain no special benefits associated with being made from that material except for the ability to overcome particular damage reductions.

The lycanthrope hunter can use this ability for a number of minutes per day equal to his ranger level. This duration does not need to be consecutive, but must be spent in 1-minute increments. Melee weapons that leave the lycanthrope hunter's possession are no longer affected while this ability is active, although ranged weapons that are shot or thrown by the lycanthrope hunter are still affected. The lycanthrope hunter can end this effect as a free action.

At 10th level, the lycanthrope hunter can select a second special material that his weapons mimic, and his weapons count as magic for the purposes of overcoming damage reduction while this ability is active. At 15th level, the lycanthrope hunter gains a +4 bonus to confirm critical hits against animals and shapechangers. At 20th level, the lycanthrope hunter automatically confirms critical threats against animals and shapechangers.

Forced Form (Su): At 8th level, upon confirming a critical hit against an opponent, a lycanthrope hunter can force

that opponent to attempt a Will saving throw (DC = 10 + the lycanthrope hunter's level + the lycanthrope hunter's Charisma modifier). If the creature fails and it has the shapechanger subtype or is under the effect of any polymorph effect, it immediately reverts to its natural form. If it is already in its natural and unaltered form, this ability has no effect.

This ability replaces swift tracker.

SPIRIT FUSE (SPIRITUALIST)

Through deep meditative practices and by injecting a concoction of hallucinogens and deadly poisons, some spiritualists discover a way to unmoor their own souls from the confines of their bodies. These spiritualists' phantoms are representations of themselves, manifestations of the one foot they already have in the grave. In times of extreme need, though, such a spiritualist may take the next step, freeing her soul almost entirely from the fragility of flesh and bone, invigorating a phantom to lash out with volleys of ectoplasmic force.

Unbound Spirit (Su): At 3rd level, a spirit fuse can fuel the link between herself and her phantom with her own spirit, lengthening the distance by which they can be separated. When a phantom moves beyond the ranges described in the etheric tether ability, the spirit fuse can sacrifice 1 hit point to keep the phantom stable for 1 round without any special concentration or action. The phantom can operate at any distance from the spirit fuse, so long as she spends 1 hit point each round to maintain their connection. If the spirit fuse chooses not to spend 1 hit point, the effects of etheric tether apply as normal.

At 12th level, whenever the spirit fuse's phantom is more than 50 feet away from her but is within 30 feet of one or more allies, those allies each receive a +2 shield bonus to their Armor Class and a +2 circumstance bonus on saving throws. This bonus increases to +4 on saving throws against mind-affecting effects. This bonus doesn't apply if the phantom is unconscious.

This ability replaces bonded manifestation and greater spiritual interference.

Spirit Burst (Su): When a spirit fuse reaches 5th level, her phantom can draw upon the spirit fuse's essence to release wild volleys of ectoplasmic force. As a standard action that does not provoke attacks of opportunity, the phantom can unleash a burst of spiritual energy that affects all creatures within 10 feet of it. Creatures in the area take damage as if the phantom had hit them with a slam attack (roll once for damage regardless of how many creatures are affected). Targets that succeed at a Will saving throw take half damage (DC = 10 + 1/2 the phantom's Hit Dice + the phantom's Charisma modifier).

Using this attack causes the spirit fuse to take an unavoidable amount of damage equal to the phantom's level and dazes her for 1 round. This damage and the dazed effect is not reduced by any damage reduction or other mitigating effects. This ability is a force effect.

The spirit fuse can use this ability a number of times per day equal to her phantom's Charisma modifier (minimum 1).

This ability replaces detect undead.

FRIENDS + FOES ON THE FRONTIER

Hundreds of strange beings populate the world of 12,090 AD. Some of the most noteworthy might be emulated using statistics from Pathfinder's various Bestiaries. A few noteworthy examples include the following.

Cyborg Horses: Cyborg steeds prove sturdier and less squeamish than natural horses, while requiring less care. As a result, many travelers—particularly hunters—make use of cyborg horses, which share stats with the clockwork steeds from *Pathfinder RPG Bestiary 4*. A typical cyborg horse costs 29,000 gp.

Vampires: The Nobility are beings of unimaginable power. While it's possible to create relatively low-level vampiric threats using the Pathfinder RPG rules, such weak vampires might represent recently turned vampires. True Nobles should exhibit incredible powers capable of challenging whole groups of high-level heroes. The mythic vampire presented in *Pathfinder RPG Mythic Adventures* possesses a host of abilities appropriate for a true Noble, though even then such vampire overlords often possess the powers of master fighters, sorcerers, swashbucklers or even occult classes like kineticists or psychics.

Zombies: Vampires might create these near-mindless slaves by draining the life from a victim. Rather than shambling hordes, though, the zombies of 12,090 AD are more akin to the vampire spawn presented in the *Pathfinder RPG Bestiary*, though they lack the dominate, fast healing, and gaseous form abilities. When using its create spawn ability, a vampire can create this sort of zombie. The creature rises from the dead in 1 hour and works to fulfill one simple command, implanted in the remnants of its mind at the time of its creation. Zombies do not count against the number of spawn a vampire can control.

Spirit Ray (Su): When a spirit fuse reaches 17th level, her phantom can channel the spirit fuse's essence into a soul-shattering blast of spirit energy. As a standard action that does not provoke attacks of opportunity, the phantom can project a 50-foot line of vibrant energy. All creatures in the line take an amount of damage equal to the phantom's Charisma modifier plus 1d6 points per spirit fuse level. Spirits unmoored from physical bodies—incorporeal undead, other phantoms, and the like—take half again as much damage. Targets that succeed at a Will saving throw take half damage (DC = 10 + 1/2 the phantom's Hit Dice + the phantom's Charisma modifier). However, using this attack causes the spirit fuse to take an amount of unavoidable damage equal to the phantom's level and dazes her for a number of rounds equal to the number of creatures damaged. This damage and the dazed effect is not reduced by any damage reduction or other mitigating effects. This ability is a force effect.

The spirit fuse can use this ability a number of times per day equal to 3 + her phantom's Charisma modifier (minimum 1).

This ability replaces dual bond.

VAMPIRE HUNTING FEATS



The most effective vampire hunters are masters of weapons and magic, but know that even with such skills, they are innately weaker than their deathless foes. To stand a chance against the lords of the undead, vampire hunters have passed down secret fighting arts and magical techniques—tricks and tactics meant to give future hunters a chance of defeating their deadly quarry. In truth, though, there are no sure things or foolproof vampire-slaying methods. Rather, there are techniques that have worked, and vampire hunters use these tools in the hope that they might work again.

At their most basic level, vampire hunter technique feats are a mixture of fighting methods, disciplines, and stories passed down by vampire hunters successful enough to share their methods. Some are known battle tactics that fighters the world over have shared. Others meld magic and finesse to grant mortals an edge over the undead. The most dangerous invite the corruption of the undead into the hunter, allowing him to turn vampires' powers and tools against them. The strangest rely on mysteries of the old world and possibly even those beyond to confound creatures who think themselves immortal.

Vampire hunter technique feats can only be accessed by members of the vampire hunter class or those who have the Vampire Hunter Tradition feat (or a similar ability). Unless such a feat specifically says otherwise, other characters cannot choose these feats, even if they meet the prerequisites. Vampire hunter technique feats are those found in the following section and are listed with the word "technique" after their name. Prerequisites with asterisks beside them refer to other feats in this section.

BLESSED WATERS (TECHNIQUE)

You can create holy water that burns with your intense hatred of the undead.

Benefit: You can cast *bless water* a number of times per day equal to your Wisdom modifier with a caster level equal to your total Hit Dice (HD). If you have 8 HD or more, thrown holy water that you create with this ability is more potent, dealing 4d4 points of damage to undead and evil outsiders struck by a direct hit. If you have 16 or more HD, the damage dealt by thrown holy water you create increases to 8d4 points of damage to undead and evil outsiders struck by a direct hit. Vulnerable creatures hit by the splash still take 1 point of damage regardless of your HD. Holy water you create deals increased damage only when you throw it (not when you douse a creature with it). If given to another creature, it functions as normal holy water.

DEATH'S NIGHTMARE (TECHNIQUE)

Even the mindless dead fear your coming.

Prerequisite: Cha 14.

Benefit: Mindless undead with total Hit Dice equal to or less than your Hit Dice + your Charisma modifier are vulnerable to your class abilities, skills, and spells that cause the frightened, panicked, and shaken conditions. This includes the Intimidate skill, which you can use to demoralize affected mindless undead.

EXTENDED VAMPIRIC FOCUS (TECHNIQUE)

You can employ vampiric prowess for a longer period.

Prerequisite: Vampiric focus class feature.

Benefit: Add your Wisdom modifier (minimum 1) to the number of minutes per day that you can use your vampiric focus ability.

KNOW MASTER (TECHNIQUE)

You recognize the telltale signs of undead overlords among their slaves.

Benefit: You can spend 1 minute examining the remains of an undead creature you destroyed within the last hour. Upon doing so, you can attempt a Perception check with a DC equal to 15 + the undead creature's Hit Dice. If you succeed, you know how the undead was created—through a spell, the create spawn ability, spontaneous generation, or another origin.

Special: If you have the Vampire Scholar feat, you might also recognize some sign of a destroyed undead being's creator. If you determine that the undead creature was created by a vampire, you can immediately make use of your Vampire Scholar feat (see page 16) to determine who created it.

LIBERATING CRITICAL (TECHNIQUE)

Your jarring blows can cleanse your enemies' minds of supernatural control.

Prerequisite: Base attack bonus +9.

Benefit: When you score a critical hit against an opponent, you can use a swift action to cast *dispel magic* (using your total Hit Dice as your caster level) to target mind-affecting effects currently affecting that opponent. You do not need to be aware of whether or not your opponent is currently being affected by such an effect. While the intention of this effect is to liberate mentally dominated individuals from their masters, all mind-affecting effects can be dispelled, including beneficial ones opponents might have cast on themselves. This effect functions like *dispel magic* in that it targets all mind-affecting effects influencing the target, starting with the highest caster level, and ends when you successfully dispel one or fail to dispel them all.

LOCKED WILL (TECHNIQUE)

Once you've escaped from psychological shackles, you're nearly impossible to fetter again.

Prerequisite: Wis 14.

Benefit: You gain a +4 bonus on saving throws to resist mind-affecting effects. Additionally, after failing a saving throw against a mind-affecting effect you gain a +10 bonus on saving throws to resist that same mind-affecting effect for the next 24 hours.

RESOLUTE STEED (TECHNIQUE)

Your boldness inspires even your mount to feats of bravery.

Prerequisite: Handle Animal 5 ranks.

Benefit: Choose an animal you can ride as a mount and that you have ridden for a total of more than 1 hour at any prior time. While you are riding it, this creature gains a +4 morale bonus on saving throws against fear and emotion effects and is unaffected by the effects of creatures' unnatural auras. In addition, while you are riding it, the DC to push that animal with the Handle Animal skill does not increase if it is wounded or has taken any nonlethal damage or ability score damage. You can change the animal that receives these effects, but only once per week.

REVEALING WATERS (TECHNIQUE)

Your holy water washes away falsehoods.

Prerequisites: Blessed Waters*, base attack bonus +9.

Benefit: Holy water you create through the use of the Blessed Waters feat can foil shapeshifters and those affected by deceptive magic. Any creature that takes damage from or that is within the splash radius of holy water you both created and threw is compelled to revert to its true form. This affects beings affected by transmutation magic (such as *alter self* or *gaseous form*), by deceptive illusions (such as *disguise self* or *invisibility*), or by similar effects (at the GM's discretion). This ability can even affect creatures using supernatural abilities, such as the change shape ability or a vampire's gaseous form, though you take a –5 penalty on your dispel checks when attempting to dispel such abilities. In general, any ability or spell that changes one creature into another or makes a creature look like something other than itself (or nothing at all) is affected.

An affected creature is subject to a *dispel magic* spell, targeting only these effects. If the creature is affected by magic that affects multiple creatures, the dispelling effect affects only the magic working upon that creature (not the entire spell). If the creature is not affected by a shape-changing ability or spell, the holy water affects it as normal. Unless your holy water provokes a transformation, this ability grants no insight into whether or not a creature is a shapeshifter.

SOURD SOUL (TECHNIQUE)

Your loathing of the undead is so great that your very essence is anathema to such creatures.

Benefit: Any creature that drains your vitality through the use of an ability like blood drain, *energy drain*, any ability score drain, or a similar effect must immediately attempt a Fortitude saving throw (DC = 10 + your total HD + your Charisma modifier) after its ability affects you. If the creature fails, it is nauseated for a number of rounds equal to half your total Hit Dice (minimum 1).

Additionally, you gain a +4 bonus on saving throws against spells such as *magic jar*, possession, and other abilities being used to possess your body, such as a ghost or dybbuk's malevolence supernatural ability. This does not apply to mind-affecting effects—only to abilities wherein a creature tries to enter and control your body.



VAMPIRE SCHOLAR (TECHNIQUE)

You know the legends of vampire-kind, both those that are tales and those that are histories.

Benefit: You gain Knowledge (history) and Knowledge (nobility) as class skills. Additionally, you can use Knowledge (nobility) to recall the lore of all known vampires, their lands, their servants, and similar specific lore surrounding them. In general, the DC to know about specific vampires is equal to 15 + the vampire's Hit Dice. The GM might rule that some vampires are particularly secretive or that knowledge about them is particularly well known, and may adjustment this DC as she sees fit.

GENERAL FEATS

The following feats are commonly associated with hunters and those otherwise connected to the Nobility, but they are not themselves vampire hunting technique feats.

ANCESTOR'S VISAGE

You could be the scion or reincarnation of a legendary figure; your appearance suggests you're a close relative (even if you aren't).

Prerequisite: Cha 15.

Benefit: You share a strong resemblances with an individual of renown. The similarity is not so strong that you're indistinguishable from that being, but none can doubt the resemblance. When you employ the Intimidate skill to influence or demoralize members of the same race as you, you gain a bonus equal to your Charisma modifier on the check. Additionally, you gain a +2 bonus on Knowledge checks related to this figure and on Disguise checks to impersonate this individual.

Special: For the purposes of mixed-blood races, such as asimars, dhampirs, and tieflings, this feat's effects apply to both of your parent races.

BEGUILING COUNTENANCE

You stand out among the crowd, possessing a singular, enticing bearing.

Prerequisite: Cha 13.

Benefit: Some exceptional combination of your features and comportment enthralls those around you. You gain a +2 bonus on Diplomacy checks when engaging with creatures that might find your race attractive (regardless of gender). If you are a dhampir, this means most humanoids, with some additions or exceptions at the GM's discretion (upon taking this feat, work with the GM to decide 5 to 10 races or types of creatures that find you attractive). Additionally, the first time each day that you use Intimidate against such an individual to force him to act friendly toward you, he does not treat you as unfriendly afterward (though he still does if you use Intimidate against him again during the same day). The effects of this feat do not have to be entirely based off your physical appearance, though you should have a sense of what about you others find remarkable.

CRESCENT BLADE DERVISH (COMBAT)

In the thick of battle, your crescent blades spin in arcs of glittering death, striking faster than the eye can follow.

Prerequisites: Dex 13, Int 13, Combat Expertise, Exotic Weapon Proficiency (crescent blade), base attack bonus +2.

Benefit: When you wield a crescent blade and you threaten three or more opponents, you gain one additional attack at your highest base attack bonus. (See page 20 for details on crescent blades.)

Special: You can use Crescent Blade Dervish in conjunction with the Whirlwind Attack feat. In such a case, you can attack every foe you threaten, plus an additional foe of your choosing a second time.

CRESCENT BLADE MASTER (COMBAT)

You have perfected the use of crescent blades, gaining a deadly control to which few have ever aspired.

Prerequisites: Dex 13, Int 13, Exotic Weapon Proficiency (crescent blade).

Benefit: You do not take a penalty on attack rolls when wielding a crescent blade. Additionally, you treat crescent blades as if they had the disarm and trip qualities. (See page 20 for details on crescent blades.)

Normal: Crescent blades impose a –2 penalty on attack rolls.

VAMPIRE HUNTER TRADITION

You were raised surrounded by the stories and tools of vampire hunters—and somehow survived to put them to use.

Benefit: You gain a +2 bonus on Knowledge (local) and Knowledge (religion) checks to know about vampires—either specific individuals or their general abilities. Additionally, you can choose vampire hunter technique feats as though you had trained in the vampire hunter class.

Special: If you have the Vampire Scholar* feat, you also gain a +2 bonus on Knowledge (nobility) checks to know about vampires.

SUNLIGHT SYNDROME

A relentless sun beats down across the Frontier, as the world's natural protection from its angry glare was sheared away by ages of radioactive violence. While most peoples do all they can to protect themselves from the light and heat, many denizens of the night are particularly vulnerable to the sun's brutal rays—vampires in particular. While the Nobility's half-blood scions aren't physically burned by the sun, dhampirs have their own unique, antagonistic relationship with the sun. Those forced to brave the vicious daylight call such overexposure either sunlight syndrome or heat syndrome. While the most tenacious pit their resolve against the tyrannical sun, few can weather its assault for long.

A character vulnerable to sunlight syndrome—typically a member of a race with light sensitivity—must attempt a DC 20 Fortitude saving throw at the end of any day during which he spent more than 1 hour exposed to the Frontier's sunlight. Mundane gear such as a sun sensitivity outfit (see page 21) does not spare a character from needing to attempt this saving throw. If the character succeeds, he faces no ill effects. If the character fails, he must choose one of the following results: he gains the fatigued condition until he spends 12 hours resting in an area of dim light or darkness, or he gains 1 sunlight syndrome point. If the character gains a sunlight syndrome point, he takes no immediate ill effects, but he takes a –2 penalty on saving throws against sunlight syndrome for as long as he has 1 or more sunlight syndrome points. A character can have multiple sunlight syndrome points, the penalties of which stack. One sunlight syndrome point can be removed by spending 12 hours resting in an area of dim light or darkness. Building up sunlight syndrome points represents the character's resolve in facing the uncomfortable light, but also his growing discomfort—which can prove dangerous.

If a character gains a number of sunlight syndrome points equal to his Constitution modifier, he risks being overwhelmed. Anytime the character gains the dazzled condition as a result of bright light, he must attempt an immediate DC 30 Fortitude saving throw. The penalties imposed by sunlight syndrome points apply to this saving throw. If he fails, he is immediately fatigued. This condition lasts until the character spends 24 hours unconscious in an area of dim light or darkness with at least two-thirds of his body buried in cool earth, rocks, or sand. The character is helpless during this time. At the end of this period, all of the character's sunlight syndrome points are removed.

Which characters or races are vulnerable to sunlight syndrome varies from game to game. At the GM's discretion, sunlight syndrome might be a new, added vulnerability of dhampirs who travel the Frontier. Alternatively, it might be a drawback that grants a character an additional trait (see page 64 of *Pathfinder RPG Ultimate Campaign* for details on drawbacks.) GMs should work with players to decide whether or not sunlight syndrome features in their game.

COUNTENANCED CARBUNCLES

A bizarre race of unknown origins, countenanced carbuncles are sentient, parasitic tumors that grant their hosts bizarre powers in return for protection and life force. These beings are rare and elusive in the extreme. They can merge with their host's body and disappear within a larger being entirely. When necessary, a carbuncle can reveal itself, looking like nothing so much as a small, sneering face upon its host's flesh. A countenanced carbuncle has a personality all its own and can communicate both vocally and mentally with its host, though it has no special control over the being it occupies.

While countenanced carbuncles can be represented in games as their own distinct creatures, these parasitic beings prefer to work cooperatively. As a result, the Countenanced Carbuncle feat replicates a helpful symbiosis with such creatures. Characters who choose this feat gain access to range of these parasites' other abilities, represented here as additional feats. Players may choose to create their own personalities, histories, and objectives for the countenanced carbuncle they host, or not, at their discretion.

Countenanced carbuncles never leave a living host willingly. Game Masters who have need for a lone countenanced carbuncle's statistics might make use of the stat block for a boilborn, found on page 22 of *Pathfinder RPG Bestiary 4*, albeit without any special abilities. Players, however, do not have control over when or how a countenanced carbuncle might extract itself from a host.

Prerequisites that are marked with an asterisk refer to feats in this section.

COUNTENANCED CARBUNCLE

You've made a peaceful and permanent bargain with a parasitic creature known as a countenanced carbuncle. The being now inhabits your body, aiding you as best it can.

Benefit: The countenanced carbuncle helps you in numerous ways, but its periodic, uncontrolled antics are distracting; you take a permanent –2 penalty on concentration checks once you gain this feat.

Your countenanced carbuncle manifests as a small, unsettling face upon your palm. You gain a +1 insight bonus on attack and damage rolls for attacks you make with a one-handed weapon, a light weapon, an unarmed strike, or a natural attack using that hand. You also gain a +1 insight bonus on Disable Device and Sleight of Hand checks. Once per day as a swift action, you can retrieve any stowed object you carry on your person, provided the object weighs no more than 5 pounds.

Special: If the hand that hosts your countenanced carbuncle is severed from your body, you lose access to the

benefits of this feat and all other abilities that have this feat as a prerequisite.

HAND'S AUTONOMY

The countenanced carbuncle inhabiting your body can act independently.

Prerequisite: Countenanced Carbuncle*.

Benefit: You reduce the penalties for fighting with two weapons (including fighting with double weapons or when throwing weapons from each hand) by 2, to a minimum penalty of –1. This benefit stacks with the Two-Weapon Fighting feat. When you are asleep, paralyzed, stunned, or unconscious, your countenanced carbuncle can still use your hand to act on your behalf in a limited fashion. The carbuncle uses your statistics when performing any action in this manner. It can't take attacks of opportunity, but can draw attacks of opportunity from actions it takes. The carbuncle can perform the following actions each turn on your initiative count.

- The carbuncle can retrieve or pick up an item or weapon as a standard action.
- The carbuncle can attempt any of the following skill checks at a –4 penalty: Disable Device, Escape Artist, Heal, Sleight of Hand, or Use Magic Device.
- The carbuncle can knock you prone as a free action, and drag you while you're prone at a speed of 5 feet as a full-round action.
- The carbuncle can perform any other action appropriate for a hand and an arm, such as pouring a held potion into your mouth or awakening you from a *sleep* spell.
- The carbuncle can make a single melee or ranged attack with a light or one-handed weapon as a full-round action.

Special: If you have this feat and the hand that hosts your countenanced carbuncle is severed from your body, the hand crawls back toward your body at a rate of 5 feet per round. Upon reaching your body it seamlessly reattaches itself.

HAND'S KNOWLEDGE

Your connection to the memories of the countenanced carbuncle occupying your body deepens.

Prerequisite: Countenanced Carbuncle*.

Benefit: Select one Knowledge skill; this skill becomes a class skill for you. Additionally, select one of the following skills: Disable Device, Escape Artist, Heal, Sleight of Hand, or Use Magic Device. This skill becomes a class skill for you and you can attempt checks with the skill untrained. Once per day as a swift action, you can gain a bonus to any of the above skill checks equal to half your character level (minimum 1).



HAND'S HUNGER

Your countenanced carbuncle has strange hungers, and can draw that which it desires near.

Prerequisite: Countenanced Carbuncle*.

Benefit: When the hand occupied by your countenanced carbuncle is empty, the parasite can create a vortex that affects one creature or object within 15 feet, potentially drawing it closer to you (ultimately into the countenanced carbuncle's grip or mouth). This ability is a full-round action and can be employed a number of times per day equal to your Constitution modifier. To affect a creature, roll a d20 and add your combat maneuver bonus. If the result exceeds the creature's CMD, it is dragged 5 feet closer to you. The creature is dragged an additional 5 feet closer for every 5 points by which your result exceeds its CMD. Creatures cannot be dragged into your space, but if your combat maneuver check would result in them being pulled closer to you than possible (if, for example, they were 10 feet away and this effect pulls them 15 feet toward you), your countenanced carbuncle can bite them. This does not require an attack roll; the carbuncle automatically deals 1d4 points of damage. The carbuncle can only bite as part of this ability and cannot otherwise attack.

Unattended objects can also be pulled immediately to your hand from anywhere within range, so long as the item weighs 10 pounds or less. Small flames—such as those on candles or uncovered lanterns—are extinguished if they are targeted.

Special: If you have the Hand's Autonomy feat, the countenanced carbuncle may use the abilities of the Hand's Hunger feat even if you are unconscious.

HAND'S SPACE

Your countenanced carbuncle can swallow small objects, holding them until later.

Prerequisites: Countenanced Carbuncle*, Hand's Hunger*.

Benefit: As a swift action, you can make your countenanced carbuncle swallow any single object that weighs 2 pounds or less (as long as it is not bigger than Fine). This object vanishes into a pocket dimension accessible only by the carbuncle. You can have your carbuncle regurgitate the item back into your hand at any point by using another swift action. A countenanced carbuncle cannot swallow any creature (living or otherwise) or other extra-dimensional space.

HUNGER FOR MAGIC

Your countenanced carbuncle can open its mouth and suck in magical effects.

Prerequisites: Countenanced Carbuncle*, Hand's Hunger*, base attack bonus +11.

Benefit: Once per day, as a standard action, you can cast *dispel magic* with a caster level equal to your total Hit Dice. If you successfully dispel a spell or other effect, you instantly heal a number of hit points equal to the level of the spell or effect you dispelled as your countenanced carbuncle sucks in and devours the magical effect.

TREASURES OF THE FRONTIER

Though few remember the ancient peoples who created them, the weapons and tools of a thousand extinct cultures can still be found across the Frontier. While some might be relics of ages past, most are modern reproductions, the work of tinkers striving to reproduce ancient techniques and technologies they little understand.

Innumerable currencies exchange hands upon the Frontier, but coins are most frequently used. Among the most valuable are 5,000-dala coins and 1,000-dala coins, but lesser varieties exist. A single dala coin equates to 1 gold piece.

The following provides a sample of items that might be found on the Frontier. Some are technological in nature and make use of the rules presented in *Pathfinder Campaign Setting: Technology Guide*. As such the weapons below are presented in the same style as those in that book.

WEAPONS

Whether practical tools for self-defense or devastating atrocities of war, all manner of weapons might be found upon the Frontier. While some hunters rely on technological marvels stolen from the Nobility, others put their trust in the reliable steel of ages past.

CRESCENT BLADE		PRICE 10 GP
Type light melee	Proficiency exotic (crescent blade)	
Dmg (M) 1d4 slash.	Dmg (S) 1d3 slash.	Critical 19–20/×2
Range 10 ft.	Special performance	Weight 2 lbs.

Crescent blades look similar to foot-wide pendulum scythes attached to a short cord or chain. These spinning blades are exceptionally challenging to use, causing the wielder to take a –2 penalty on attack rolls. However, due to their speed and flexibility, they grant wielders a +2 bonus on attack rolls (instead of the penalty) when making attacks of opportunity provoked by movement.

TRACKER'S WHIP		PRICE 2,000 GP
Type one-handed melee	Proficiency exotic (whip)	
Dmg (M) 1d3 slash.	Dmg (S) 1d2 slash.	Critical ×2
Capacity 10	Usage 1 charge/rd.	Weight 2 lbs.
Special disarm, nonlethal, performance, reach, touch		

A tracker's whip is a technological weapon that looks and functions like a normal whip, albeit with a few subtle buttons upon the grip. The wielder can expend 1 charge to make the whip deal lethal damage for that round.



Additionally, upon successfully striking a Large or smaller creature, the wielder can expend 1 charge to cause the whip to split into a net-like mass of fibers that surround and entangle the target. The wielder must spend an additional charge every round to maintain this entangling effect. The entangled creature takes a –2 penalty on attack rolls and a –4 penalty to Dexterity, can move at only half speed, and cannot charge or run. The wielder can control the trailing whip by succeeding at an opposed Strength check while holding it, and the entangled creature can move only within the limits that the whip allows. If the entangled creature attempts to cast a spell, it must succeed at a concentration check with a DC of 15 + the spell's level or it is unable to cast the spell. An entangled creature can escape with a successful DC 25 Escape Artist check (a full-round action). The whip's fibers have 10 hit points, but these heal to full hit points every round. They can be burst with a successful DC 30 Strength check (also a full-round action) or disrupted by any effect that interrupts or shuts off a technological device. The entangling effect ends if the whip runs out of charges. The whip cannot deal damage while entangling a creature.

GEAR AND MAGIC ITEMS

For the residents of the Frontier some miraculous items have become everyday conveniences, but others are still the stuff of legend.

AZURE PENDANT		LESSER ARTIFACT
CL 18th	Slot neck	Weight —
Aura strong abjuration		

Talismans of unknown origins, the relics simply known as *azure pendants* produce a subtle energy field that alerts the wearer to danger and disrupts both magic and technology. The field grants the wearer a +2 bonus on Reflex saving throws. Additionally, once per day as a swift action, the wearer can raise a protective field centered on herself. This emanation functions as the spells *antimagic field* and *antitech field* (*Pathfinder Campaign Setting: Technology Guide* 8) and lasts for up to 18 rounds. While active, the pendant glows with dim light. The field can be dismissed at any time, but can be activated only once per day.

DESTRUCTION

An *azure pendant* has hardness 10 and 25 hit points, but its hit points replenish to full every round. It can be destroyed only if it takes damage from both a technological and a magical source in the same round.



ESSENCE OF NIGHT

Price 150 GP

Weight —

Drinking the cold, oily draught in this vial suppresses the effects of the light sensitivity racial trait for 10 minutes. Additionally, 1 sunlight syndrome point is removed, if the drinker has any (see page 17). Essence of night can remove only 1 sunlight syndrome point per day, no matter how many flasks a character might drink.

Essence of night is an alchemical item with a Craft DC of 25.

SUN SENSITIVITY OUTFIT

Price 300 GP

Weight 5 lbs.

Dhampirs and other races sensitive to glaring light know a unique hell when traveling under the sun's vicious rays. To protect against the painful light, members of these races often shield themselves with some combination of heavy cloaks, gloves, tinted glasses, screening salves, and—most importantly—wide-brimmed hats. A sun sensitivity outfit prevents creatures with light sensitivity from being dazzled when walking, traveling, or otherwise performing simple acts in areas of bright natural light. Acclimating to the light still requires a moment of adjustment, so even when wearing this outfit, creatures with light sensitivity are dazzled for 1 minute after entering an area of bright sunlight. Violent activity such as combat (or any other act that might jostle the wearer's hat) also counters the outfit's effectiveness, causing the wearer to be subject to light sensitivity as normal. A sun sensitivity outfit offers no protection against magical light, such as the spell *daylight*.

TIME-BEWITCHING CANDLE

PRICE
22,500 GP

CL 10th

Slot —

Weight 1 lb.

Aura moderate evocation [darkness, light]

This thick taper sits upon an ornate, covered candleholder. A heavy gray incense that smells of thick dust and ammonia threads its way through the candle, smoking faintly as the wick burns. The effects of a *time-bewitching candle* change depending on the time of day and the position of the sun. If the candle is lit while the sun is in the sky, the candle creates an effect similar to the spell *deeper darkness*. If the candle is lit while the sun is not in the sky, it creates an effect similar to the spell *daylight*. In both cases, the candle's emanation extends in a 15-foot radius. Unlike the spell *daylight*, the daylight effect

created by this candle does count as daylight when it comes to interacting with creatures that are damaged or destroyed by such light. A vampire cannot be destroyed by this light, but it can be staggered, as per its normal sunlight vulnerability.

A *time-bewitching candle* can burn for 10 minutes. It can be lit and snuffed repeatedly, but must be used in 1-minute increments. If the candle is taken to another world or a plane with no sun, its effects employ the position of the sun on the world where it was created.

CONSTRUCTION REQUIREMENTS

Cost 11,250 GP

Craft Wondrous Item, *daylight*, *deeper darkness*

OTHER TECHNOLOGY

The ruins of a highly technological nightmare utopia cover the world. Gene manipulation, alien science, phenomenal energy sources, and scientific advances beyond imagining all lie ground into the dust. An age of miracles has been lost, but even the shadows of miracles remain wondrous. While few among the Nobility and far fewer humans can aspire to the marvels of past, many have learned to repair and mimic simple devices. Players and Game Masters who wish to highlight the technology of 12,090 AD in their games should check out the *Pathfinder Campaign Setting: Technology Guide*. Characters could discover the majority of the weapons, tools, cybernetics, pharmaceuticals, and other equipment therein. Details on timeworn technology, radiation, technological artifacts, and the like provide invaluable tools for GMs, not to mention springboards for plots featuring bloodthirsty science.

In most places on the Frontier, technology is uncomplicated and provides simple conveniences—lighting, engines, electric fences, and so on. Technological weapons are rare and often cobbled together from scrap. As a result, such items exhibit occasional glitches (*Pathfinder Campaign Setting: Technology Guide* 55). Some shops might sell a few technological items, but their selections are typically limited to four or five cheap items chosen by the GM (and that feel right for the setting). Technological items costing more than 50,000 gp are almost never found for sale. These wonders are typically found in the hands of the Nobility's servants or in ancient laboratory-crypts. Nearly any mechanical marvel could be unearthed, though. With all the world's mysteries, there are more reasons for why a specific piece of technological gear could be found on the Frontier than why it couldn't.

STELLAR VAMPIRE

Humanity has not been the only victim of the Nobility's experiments over the ages. For all their racial arrogance, mighty vampires have never been above toying with the genetic potential of their own kind. One rare result, discovered by the vampire inhabitants of Mars, had the ability to not just withstand the searing radiation of the sun, but also twist that stellar power to unnatural ends.

The following rules create an entirely new breed of vampire: the stellar vampire. Stellar vampires have much in common with traditional vampires, but their abilities more closely reflect their exposure to the Nobility's powerful experimentations. Statistics for one stellar vampire, a ravenous creature named Dellik Pavaris, appear on page 27.

CREATING A STELLAR VAMPIRE

"Stellar vampire" is an acquired template that can be added to any living creature with 5 or more Hit Dice (referred to hereafter as the base creature). Most stellar vampires were once humanoids, fey, or monstrous humanoids. A stellar vampire uses the base creature's statistics and special abilities except as noted here.

CR: Base creature's CR + 2.

Alignment: Any evil.

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

Senses: A stellar vampire gains darkvision with a range of 60 feet.

Armor Class: Natural armor improves by 6.

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

Defensive Abilities: A stellar vampire gains channel resistance +4, DR 10/magic, fast healing 5, and immunity to fire and electricity, in addition to all of the defensive abilities granted by the undead type. A stellar vampire also gains the following defensive ability.

Desperate Retreat (Su): If reduced to 0 hit points in combat, a stellar vampire assumes energy form and must attempt to either escape or avenge itself (see the energy form special quality below). It must reach an area exposed to powerful nonmagical energy or nonmagical natural light within 2 hours or be utterly destroyed. While at rest in such an area, the stellar vampire is helpless. It regains 1 hit point after 1 hour, at which point it is no longer helpless and its fast healing resumes. As long as it remains in the area of nonmagical energy or bright light, its fast healing is doubled as described in the energy vampire special quality. Assuming energy form in this way does not count against the stellar vampire's daily uses of energy form.

Weaknesses: A stellar vampire gains weaknesses as described below. Stellar vampires cannot tolerate the strong odor of garlic and will not enter an area laced with it. Similarly, they recoil from mirrors and strongly presented holy symbols. These

things don't harm the stellar vampire—they merely keep it at bay. A recoiling stellar vampire must stay at least 5 feet away from the mirror or holy symbol and cannot touch or make melee attacks against the mirror or the creature presenting the holy symbol. Holding a stellar vampire at bay takes a standard action. After 1 round, a stellar vampire can attempt a DC 25 Will save each round to overcome its revulsion of the object and function normally that round.

Stellar vampires cannot enter a private home or dwelling unless invited in by someone with the authority to do so.

Reducing a stellar vampire's hit points to 0 or lower incapacitates it but doesn't always destroy it (see fast healing). However, certain attacks can slay stellar vampires. Submerging one in water (running or otherwise) staggers it on the first round of exposure and destroys it utterly on the second consecutive round of exposure if it doesn't escape. Driving a wooden stake through a helpless stellar vampire's heart instantly slays it (this is a full-round action). However, it returns to life if the stake is removed, unless its head is severed and anointed with holy water. Direct sunlight doesn't harm a stellar vampire.

Speed: Same as the base creature. If the base creature has a swim speed, the stellar vampire is not harmed by water.

Melee: A stellar vampire gains a slam attack if the base creature didn't have one. Damage for the slam depends on the stellar vampire's size (*Pathfinder RPG Bestiary* 302). Its slam also causes vitality drain (see below). Its natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Special Attacks: A stellar vampire gains several special attacks. The save DCs are equal to 10 + 1/2 the stellar vampire's HD + its Charisma modifier unless otherwise noted.

Blood Drain (Su): A stellar vampire can suck blood from a pinned opponent; if the vampire establishes or maintains a pin, it can drain blood as a move action, dealing 1d4 points of Constitution damage. The vampire heals 5 hit points or gains 5 temporary hit points that last for 1 hour (up to a maximum number of temporary hit points equal to its full normal hit points) each round it drains blood.

Create Spawn (Su): A stellar vampire can create spawn out of those it slays with its blood drain attack or its natural weapons (this includes creatures killed by damage from its vitality drain special attack). The slain creature must be of the same creature type as the stellar vampire's base creature type. The victim rises from death as a vampire spawn in 1d4 days. This vampire is under the command of the stellar vampire that created it, and remains enslaved until its master's destruction. A stellar vampire can have a number of enslaved spawn totaling no more than double its own Hit Dice; any spawn it creates that would exceed this limit become free-willed undead. A stellar vampire can free an enslaved spawn in order to enslave a new spawn, but once freed, a vampire or vampire spawn cannot be enslaved again.



Dominate (Su): A stellar vampire can crush a humanoid opponent's will as a standard action. Anyone the stellar vampire targets with this ability must succeed at a Will saving throw or fall instantly under the stellar vampire's influence, as though by a *dominate person* spell (CL 12th). The ability has a range of 30 feet. At the GM's discretion, some stellar vampires might be able to affect different creature types with this power.

Energy Form (Su): A stellar vampire can transform into a bolt of crackling energy and move over a certain distance. The stellar vampire can move in a line up to a number of feet equal to 5 feet per Hit Die it has. It can pass through creatures when it moves this way; each creature through which it passes takes electricity damage equal to 1d6 per 2 Hit Dice the stellar vampire has (maximum 10d6 at 20th level). Creatures that succeed at a Reflex saving throw (DC = 10 + 1/2 the stellar vampire's HD + its Charisma modifier) take half the normal damage. The stellar vampire can move in any direction (even as if flying or swimming, if it has the appropriate movement speed), but it must end its movement in an unoccupied square. The stellar vampire can't use this ability to move through solid objects, but it can pass through any gap the size of a keyhole or larger, though any object surrounding the gap (such as a door) takes the electricity damage described above (no saving throw) if the damage overcomes its hardness.

After using this ability to move, the stellar vampire immediately regains its normal form. The stellar vampire does not provoke attack of opportunities when using this ability or regaining its form afterward.

A stellar vampire can use this ability a number of times per day equal to 3 + the stellar vampire's Charisma modifier. Using this ability is a full-round action for stellar vampires with fewer than 10 Hit Dice, or a move action for stellar vampires with 10 or more Hit Dice.

When a stellar vampire assumes its energy form due to its desperate retreat defensive ability, it is restricted in its use of this ability. In this case, it has two options.

Its first option is to move up to a number of feet equal to 15 feet per HD it has. It can change its direction up to three times while moving in this way, but no more, and it regains its form only once it ends this movement. It can't move through spaces occupied by creatures or deal damage while moving in this way.

Alternatively, the stellar vampire can shoot forth to strike one opponent within 30 feet. If it does so, that single opponent takes a number of points of electricity damage equal to 1d6 per Hit Die the stellar vampire has (maximum 20d6) and is stunned for 1 round (a successful Reflex saving throw, with the same DC as noted above, halves the damage and negates the stunned effect). The stellar vampire's movement ends after making this attack and it regains its form adjacent to the creature it damaged. It is still at 0 hit points and helpless.

Vital Feed (Sp): A stellar vampire surges with energy after draining vitality from another creature. The round immediately after it inflicts a negative level with its vitality drain, a stellar vampire can use one of the following as a spell-like ability: *daylight*, *daze monster*, *displacement*, *levitate*, *resist energy*, or *shatter*. The stellar vampire uses these abilities at caster level 5th or its normal caster level, whichever is higher. The stellar vampire can use this ability only on its next turn after it has inflicted a negative level.

Vitality Drain (Su): A creature hit by a stellar vampire's slam (or other natural weapon) gains one negative level and takes a number of points of electricity damage equal to 1d6 per 4 Hit Dice the stellar vampire has (maximum 5d6 at 20th level). Inflicting negative levels triggers only once per round, regardless of the number of attacks a stellar vampire makes, but the electricity damage applies to every attack.

Special Qualities: A stellar vampire gains the following.

Energy Vampire (Su): A stellar vampire's fast healing doubles while in direct nonmagical sunlight or another area flooded with nonmagical energy (like the interior of a bonfire or a nuclear reactor). Bright light, such as from a *daylight* spell, does not activate this ability.

Shadowless (Ex): A stellar vampire casts no shadows and shows no reflection in a mirror.

Spider Climb (Ex): A stellar vampire can climb sheer surfaces as though under the effects of a *spider climb* spell.

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

Skills: Stellar vampires gain a +8 racial bonus on Intimidate, Perception, Sense Motive, and Stealth checks.

Feats: Stellar vampires gain Agile Maneuvers, Combat Reflexes, Improved Initiative, Lightning Reflexes, Toughness, and Weapon Finesse as bonus feats.

REQUIEM FOR FALLEN STARS

AN ENCOUNTER ON THE FRONTIER FOR 9TH-LEVEL CHARACTERS.

The townsfolk of Coeverlan know bad omens, and a star falling from the sky number among the worst. When a star falls and crashes into a nearby forest, though, that's not an omen—that's a curse. All the people of Coeverlan know the tale of the star that died in the Labrinta Woods, and they've duly avoided the place for generations. But in recent weeks a violet fire has raged in the accursed forest, mutants have started harassing travelers on the western road, and two youngsters have gone missing. Whatever wickedness has slept in Labrinta has awakened. Desperate to calm her people's fears, Sheriff Aldeere of Coeverlan has offered a bounty for information about the so-called Labrinta Lights. More discreetly, she also hopes for heroes who can douse them.

That's where the player characters' hunters come in.

This short adventure is appropriate for 9th-level characters. Game Masters can use the adventure however they please, employing it as a one-shot to tinker with the rules in this accessory, or as part of a larger campaign on the Frontier. While players might begin at 1st level and work their way up to this adventure, there's nothing wrong with starting a 12,090 AD campaign at a higher level. In this case, the distress in Coeverlan makes a fine first mission for a newly formed band of hunters. The GM might want to roleplay the PCs' arrival in Coeverlan, allowing them to uncover tales of the star that fell in the Labrinta Woods nearly 100 years ago, and playing out their meeting with Coeverlan's Sheriff Aldeere.

Ultimately, though, the PCs wind up with an offer of 12,000 gp if they can put an end to the strangeness happening outside town and manage to trace matters to the thicket deep in the Labrinta Woods. That's where this adventure begins.

The map for this encounter appears on the inside cover of this accessory. A miniatures-ready play mat of that same map can also be found in *Pathfinder Flip-Mat: Tech Dungeon*, available at paizo.com.

THE FALLEN STAR

The PCs approach from the south and spot a faint magenta light radiating from the forest's depths long before they come upon its source (this requires no skill check, as the light is quite obvious). When they do, they find an array of shattered metal. Those who succeed at a DC 20 Knowledge (history) check recognize this as the ruin of some sort of spacefaring vessel, though what caused it to fall is unclear. Veinlike conduits threading the exterior pulse with unearthly light, illuminating the whole place with a violet glow.

The PCs have the opportunity to wander through the ruins of the crashed ship, but there's nothing here of value. The

doors throughout the ship are sealed shut and are utterly impassable. Anyone trained in Knowledge (engineering) or Disable Device realizes that only severing the computer core from the ship in area 1 can allow the doors to open. Otherwise, a successful DC 10 Intelligence check is required to deduce this information.

1. ANCIENT DEFENSES (CR 10)

As the PCs approach this area, the violet light that illuminates much of the ship intensifies. Any creatures who enter area 1 must succeed at a DC 20 Fortitude save or be dazzled for as long as they remain in this room. (A creature must attempt this saving throw to avoid being dazzled each time they enter the room.) Creatures with light sensitivity take a –5 penalty on this saving throw.

Regardless of whether they are dazzled, the PCs can tell that the area is a debris field largely exposed to the elements. In the center of the field is the source of the light: a vibrantly pulsing device of some kind. Near it lie two adolescent skeletons, the corpses of Coeverlan's missing youngsters. A successful DC 14 Heal check reveals the apparent age of the deceased and that all the bodies' soft matter has been stripped away, as if dissolved (this is due to the effects of the nearby computer core's defenses).

Any character trained in Knowledge (engineering) or Disable Device can identify the glowing device as a computer core, albeit a badly damaged one. There are limited ways to interface with the core due to its damaged state, but surrounding it are a variety of exposed bits of wiring and a half-damaged control panel. Any character who identifies the device knows that it likely contains a great deal of data, but it requires a dedicated engineering workshop to access.

Trap: Despite its size, the core is relatively light, weighing only 100 pounds. However, the core is still connected to the ship by three thick cords, and powerful mist traps on each of the cords and on the core itself were meant to deter any who might tamper with the outfit. These cords have hardness 15 and 25 hit points. Anyone who destroys all three cords or disables the trap on the core itself releases the ruin's doors, including the doors to area 3.

CORE DEFENSES (4)

CR 10

Type mechanical; Perception DC 34; Disable Device DC 34

EFFECTS

Trigger touch; Reset automatic

Effect negative energy mist (15-foot burst; 10d6 negative energy damage; Fortitude DC 24 half); multiple targets (all creatures in a 15-foot burst)



Development: Severing the computer core from the ship or deactivating it manually (accomplished by disabling the trap on the core itself) has two immediately noticeable effects. First, the violet light shuts off in this area and all throughout the ship. Second, the pressurized hatches release with a loud grinding noise, and the sound echoes loudest from the direction of area 2.

Those who make a significant amount of noise in this area risk alerting the creatures in area 2.

2. THE COMPETITION (CR 10)

The PCs aren't the only ones interested in the Labrinta Lights. Segarcei, a mutant with scaled skin and snakes for hair, sought to investigate the lights. She hoped the strangeness might point to some Noble relic or ruin—something she might salvage and sell either in the Capital or to agents of the Northern Frontier Sector's overseer, Lord Greylander.

When she first came here a couple of days ago, though, she managed to uncover something stranger. In her initial exploration of the fallen ship, she discovered a sealed section. Deducing that the sealed area likely survived the crash better than the ship's exterior, she left the wreckage and has now returned with aid: a powerful mutant covered in purple buboes called Ajiba, her silver-skinned dancer companion Nobroi, and an industrial-grade laser torch.

Creatures: The mutants are now in this area and are not particularly interested in talking with the PCs. Segarcei in particular believes that something fantastically valuable lies beneath the sealed hatches in the crashed vessel. Upon spotting the PCs, she orders Ajiba and Nobroi to attack. Ajiba quickly moves into the fray, while the other mutants use their supernatural abilities to drive off any interlopers.

For the GM's convenience, the three mutants use the statistics for more common Pathfinder RPG monsters, though Ajiba is armed with a laser torch (detailed on page 25 of *Pathfinder Campaign Setting: Technology Guide*).

A laser torch is a one-handed martial melee weapon that can hold 10 charges, consumes 1 charge each time it is activated, and resolves as a touch attack. It weighs 4 pounds and is worth 6,000 gp. A Medium laser torch deals 1d10 fire damage with a $\times 3$ modifier, but because Ajiba is a Large creature, she wields a Large laser torch that deals 1d12 fire damage. Ajiba is considered proficient with the laser torch (though hill giants normally are not).

AJIBA

CR 7

XP 3,200

CN female hill giant (*Pathfinder RPG Bestiary* 150)

hp 85

Melee laser torch +14/+9 (1d12 fire/ $\times 3$)



NOBROI

CR 7

XP 3,200

CN male nymph (*Pathfinder RPG Bestiary* 217)

hp 60

SEGARCEI

CR 7

XP 3,200

CN female medusa (*Pathfinder RPG Bestiary* 201)

hp 76

Development: If the computer core in area 1 has been deactivated or disconnected, the ship's safety protocols, which had sealed the remaining hatches, release. The doors still require 1 minute of tinkering with an adjacent control panel (or a successful DC 20 Disable Device check) to open wide enough to allow creatures to pass. Segarcei is likely attempting to do exactly that, tampering with the door to the area's south, when the PCs arrive.

3. HEAVEN'S COFFIN (CR 11)

The only surviving room within the vessel would be a disappointment for most salvagers, holding little in the way of precious materials or ancient lore. Instead, this bay once served as a cryogenic sleep chamber, designed to hold the vessel's crew in stasis during extended spacefaring journeys. All of these stasis alcoves were destroyed long ago, with the exception of one at the southwest of the room, which has remained sealed for untold centuries—that is, until tampering with the computer core afforded access to all the vessel's remaining hatches, including this one.

Creature: The PCs enter the room just as a figure, crackling with electricity, steps forth from the vapor clouds of a freshly opened cryogenic alcove (most likely the narrow space in the northwest of the room). A native of the long-dead settlement on Mars, this creature was once Dellik Pavaris, a victim of the Nobility who attacked and overtook that extraterrestrial bastion of humanity.

Rather than being accepted into the Nobility, Dellik was made a test subject, his body and very vampiric nature altered by exposure to stellar radiations. While many subjected to such treatment perished, Dellik survived, becoming a prototype of sorts for the creation of a new, sun-resistant strain of vampire. He, along with the information required to create more of his kind, was sent from Mars to Earth—a gift for Earth's Nobility. Unfortunately, though, something went amiss, the vessel became trapped in Earth's orbit, and it crashed upon the planet only relatively recently. While this terrible gift from the past might be late and damaged, it ultimately survived. Within this cryogenic chamber and Dellik's cold flesh is all the information an immortal scientist would need to unleash stellar vampires upon Earth.

While the PCs might glean this information upon later investigation of the computer core, upon entering this area they witness the emergence of a bizarre sort of space vampire. Dellik is starving and uninterested in chatting with the living. He attacks immediately. If reduced to 10 or fewer hit points, he attempts to escape. If reduced to 0 hit points, he turns into his energy form to try to kill one of the PCs, as he has no refuge to which he might escape. See page 22 for details about a stellar vampire's abilities.

Although its powers won't likely be highlighted in this battle, Dellik was returned to earth with a sign of his origins, one of the Nobility's azure pendants. If defeated, the PCs might claim this invaluable artifact as their own (see page 20).

DELLIK PAVARIS

CR 11

XP 12,800

Male human stellar vampire fighter 10

LE Medium undead (augmented)

Init +10; **Senses** darkvision 60 ft.; Perception +20

DEFENSE

AC 24, touch 16, flat-footed 18 (+2 armor, +6 Dex, +6 natural)

hp 95 (10d10+40); fast healing 5

Fort +13, **Ref** +13, **Will** +9 (+3 vs. fear)

Defensive Abilities channel resistance +4, desperate retreat;

DR 10/magic; **Immune** fire, electricity, undead traits

Weaknesses stellar vampire weaknesses

OFFENSE

Speed 30 ft.

Melee +1 *shock short sword* +21/+16 (1d6+9/19–20 plus 1d6 electricity), slam +16 (1d4+7 plus vitality drain)

Special Attacks blood drain, create spawn, dominate (DC 18), energy form (DC 17), vital feed, vitality drain, weapon training (light blades +2, heavy blades +1)

STATISTICS

Str 20, **Dex** 23, **Con** —, **Int** 10, **Wis** 14, **Cha** 15

Base Atk +10; **CMB** +16 (+18 bull rush, grapple); **CMD** 31 (33 vs. bull rush or grapple)

Feats Agile Maneuvers^B, Combat Reflexes^B, Great Fortitude, Greater Weapon Focus (short sword), Improved Bull Rush, Improved Grapple, Improved Great Fortitude, Improved Initiative^B, Improved Iron Will, Improved Lightning Reflexes, Improved Unarmed Strike, Iron Will, Lightning Reflexes^B,

STORYTELLING ON THE FRONTIER

Game Mastering in the style of Vampire Hunter D's adventures doesn't need to be any different than running any other Pathfinder RPG game, but it can be.

Cinematics: Vampire Hunter D and other hunters often demonstrate remarkable abilities and incredible fighting prowess. In the Pathfinder RPG a single die roll is typically implied to correspond to a single action or attack. Consider instead having checks represent a flurry of activity. Describing attacks as the culmination of a moment of dueling, of minor cuts and telling blows, proves more dramatic than distilling the results down to mundane hits or misses.

Hordes: Countless terrors inhabit the Frontier, and heroes like D must often face whole nests of such vile beasts. In situations where the characters face off against a hall of horrid, nameless mutants and demons, feel free to describe greater numbers than a combat might actually involve. In such cases, the statistics the GM uses become representational of numerous beings. Statistics and the way combat proceeds remains unchanged, but the GM may now describe each successful strike as felling a nameless horror in one blow and ultimately see the heroes succeed against an army of monstrous cannon fodder.

Suspicion: Even the greatest hunters are feared. As strangers possessing incredible powers, the heroes of the Frontier are little different from the monsters they hunt. As a result, NPCs are often wary of characters and seek to see them swiftly on their way. While NPCs need not always be insulting, the PCs should only rarely be allowed to forget that they are certainly not like everyone else.

Power Attack, Toughness^B, Weapon Finesse^B, Weapon Focus (short sword), Weapon Specialization (short sword)

Skills Acrobatics +11, Intimidate +18, Perception +20, Sense Motive +15, Stealth +19; **Racial Modifiers** +8 Intimidate, +8 Perception, +8 Sense Motive, +8 Stealth

Languages Common, Infernal

SQ energy vampire, shadowless, spider climb, armor training 2

Combat Gear *potion of cure moderate wounds*; **Other Gear** leather armor, +1 *shock short sword*, *cloak of resistance* +2, *azure pendant* (see page 20), 130 gp

CONCLUDING THE ADVENTURE

The complex theorems and experiment notes etched on pages of ancient metal in area 3 suggest much of the information about Dellik's history. These pages also suggest that the information in both the computer core and Dellik's body could recreate the monsters. Any character who succeeds at a DC 12 Knowledge (engineering) check realizes that simply beating the computer core apart won't necessarily destroy the data, and so it needs to be accessed and purged more thoroughly. How the PCs accomplish this is up to the GM. At the GM's discretion, things might already be too late, with a technically minded PC perhaps now learning that the computer core has been transmitting pieces of information ever since the vessel crashed.

VAMPIRE HUNTER D

This stranger seems cut from the night sky—his garb is as dark as the space between the stars, his skin pale as moonlight. A wide-brimmed hat partially hides his face, but even so it's impossible to ignore such striking features.

D

CR 20

XP 307,200

Male dhampir (sacred ancestor) vampire hunter 20

NG Medium humanoid (dhampir)

Init +14; **Senses** darkvision 60 ft., low-light vision, Perception +26

DEFENSE

AC 32, touch 23, flat-footed 23 (+9 armor, +4 deflection, +8 Dex, +1 dodge)

hp 173 (20d8+80); regeneration 1

Fort +16, **Ref** +33, **Will** +20; -1 vs. illusions

Defensive Abilities resist level drain, undead resistance

Weakness negative energy affinity

OFFENSE

Speed 30 ft.

Melee *sun blade* +36/+31/+26/+21 (1d10+9/19-20/×3); (+2/+2 vs. evil creatures)

Special Attacks critical reflexes, improved quarry, master vampire hunter, quarry, stake, vampire bane (DC 38)

Spell-Like Abilities (CL 20th; concentration +20)

At will—*detect undead*

3/day—*true strike*

1/day—*dispel magic*

Vampire Hunter Spells Known (CL 20th; concentration +20)

4th—*discern lies* (DC 16), *dismissal* (DC 16), *divination*, *holy smite* (DC 16), *neutralize poison*

3rd—*cure serious wounds*, *dimensional anchor*, *dispel magic*, *heroism*, *remove curse*, *searing light* (DC 15)

2nd—*aid*, *align weapon*, *detect thoughts* (DC 14), *knock*, *resist energy*, *tongues*

1st—*bless water*, *detect evil*, *expeditious retreat*, *hide from undead*, *remove fear*, *sanctuary*

STATISTICS

Str 23, **Dex** 32, **Con** 18, **Int** 13, **Wis** 15, **Cha** 16

Base Atk +15; **CMB** +21; **CMD** 46

Feats Ancestor's Visage*, Blind-Fight, Combat Reflexes, Countenanced Carbuncle*, Death's Nightmare*, Dodge, Extended Vampiric Focus*, Hand's Autonomy*, Hand's Hunger*, Hunger for Magic*, Improved



Initiative, Improved Lightning Reflexes, Lightning Reflexes, Mobility, Vampire Scholar*, Weapon Finesse, Weapon Focus (bastard sword)

Skills Acrobatics +35 (+31 when jumping), Diplomacy +6, Disable Device +11, Intimidate +14, Knowledge (nobility) +17, Knowledge (religion) +25, Perception +26, Ride +33, Sleight of Hand +21, Spellcraft +15, Use Magic Device +24

Languages Common

SQ ancestry of legend, relentless, relentless band, remove vampirism, swift tracker, track, vampire tracker, vampiric focus (22 minutes/day; vampiric agility, vampiric momentum, vampiric resolve)

Combat Gear *wand of cure serious wounds* (50 charges); **Other Gear** *celestial armor, sun blade, azure pendant, belt of physical might* +6 (Str, Dex), *boots of striding and springing, cloak of resistance* +5, *clockwork charger* (*Pathfinder RPG Bestiary* 4 33), *pale green prism ioun stone, ring of regeneration, ring of protection* +4, *sun sensitivity outfit*

SPECIAL ABILITIES

Ancestry of Legend (Ex) D descends from a lineage of greatness. His ability scores were generated using a 25-point buy, and have been supplemented through the use of magic items that grant an inherent +5 bonus to his Constitution, Dexterity, Strength, and Wisdom scores. Additionally, D's traits reflect his sacred ancestry dhampir heritage (detailed on page 5). Collectively, these benefits plus his PC-level wealth increase his total CR by 1.

Clockwork Charger D's travels are hastened by his ominous, black cyborg steed. This creature has the same statistics as a clockwork charger (*Pathfinder RPG Bestiary* 4 33).

Simply known as "D," the Frontier's greatest vampire hunter seeks nothing less than the eradication of all vampirekind.

Imposing and aloof, he has a reputation as an unrelenting tracker and lethal swordsman. None can say how many vampires the hunter has killed, or why he pursues Nobles with a dedication beyond greed or a single act of revenge. He is a dark legend and a dire end to nightmares most hope never to have.

Vampire Hunter D is a dhampir, one of the rare few upon the Frontier. Unlike those who embrace their Noble blood, D sees it as a curse, allying himself with humanity and the memory of his mortal mother. His father is a figure of mystery, tied to the Nobility's infamous Sacred Ancestor. But

D does not speak of his past, especially not of his parents or his connection to the Nobility's mythical progenitor. D appears to be a young man with an agile build and wiry strength. He possesses an unsettling beauty, with his midnight hair, pale skin, and cold eyes. Most never catch more than a glimpse of his face, though, as his long coat and black hat disguise most of his features. He rarely speaks, but when he does, it's never more than a few words in a low, smooth voice. D is rarely without his delicate-looking but deadly blade, a grim cyborg charger, or his twinkling *azure pendant*.

While aloof, D is never alone. His left hand is possessed by a countenanced carbuncle, which manifests upon his

D IN THE PATHFINDER RPG

The adventures of Vampire Hunter D fill the pages of dozens of volumes of manga, numerous novels, two films, and various other tales. In these stories, D exhibits countless incredible abilities. Many of these are readily represented by existing options in the Pathfinder Roleplaying Game. Some of his more remarkable talents are represented as new abilities in this accessory. But still, a character as legendarily versatile as D proves impossible to perfectly define within any suite of game rules. The presentation here represents D in the broadest terms, focusing on the skills he employs in the two Vampire Hunter D films and in Hideyuki Kikuchi's early novels. To perfectly characterize D during specific adventures, though, GMs might want to swap out feats and gear for other choices. D has lived for untold years, so retraining or further advancement is absolutely possible for him. Additionally, GMs are encouraged to describe D as befits a peerless hero, highlighting his lethal grace and master swordsmanship, while playing down the ramifications of petty failures or minor hit point damage. Running D is more about engaging with a legend than it is about the realism of accounting for every scrape or cleaving to the most literal expression of every Pathfinder RPG rule. GMs should represent D as they've seen and imagined—as unnaturally stoic, relentless, and deadly. These statistics help with that, but ultimately the fun and challenge of representing D lies with the GM.

palm (see page 18 for details). If little is known about D, few know even anything about his supernatural parasite. Left Hand, as it's been referred to, appears only rarely, emerging as a wizened, sneering visage upon D's palm. Left Hand can speak and communicate with D telepathically. It regularly assists D in his travels, but also needles him endlessly about his vampiric desires and painful moments from his past. Left Hand also exhibits a unique brand of lecherousness that only a bodiless, ancient being could.

D is a figure of legend, but even the most remarkable reports travel slowly on the Frontier and have much competition in the arena of tall tales and taller terrors. Many travelers know of the dhampir bounty hunter, though, the killer who turns the Nobility's own powers against them. He charges extraordinary prices for his services, but it's said that he's worth every coin and has completed every contract he's ever accepted. This isn't to say he accepts every contract, though. D hunts for reasons besides money, and while he's destiny-bound to strike against the Nobility, he's honor-bound to do so in keeping with his own strict, moral code.

D has no home and few friends. Those seeking to hire him have no clear course for doing so. Where he travels and how he decides what work to pursue are mysteries known only to him. But occasionally, a dark-clad stranger rides into a place plagued by despair and terror. In such a rare instance, the truly desperate and the truly deserving might have a hope of hiring Vampire Hunter D.

BEYOND THE FRONTIER

Ready to launch into more dark fantasy adventures fit to challenge the likes of Vampire Hunter D? Expand your vampire hunter's options and test your mettle with these nightmarish Pathfinder RPG accessories, all available at paizo.com!

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Terror pervades the world of the Pathfinder Roleplaying Game! If you dare to glimpse the darkest regions of Golarion, look no further than *Pathfinder Campaign Setting: Horror Realms* and *Pathfinder Campaign Setting: Rule of Fear*. These guides—and others—promise to provide all the sinister plots and haunted locales you

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THE YEAR IS 12,090 AD

Vampires rule the night, but their numbers are dwindling. With huge bounties on vampires' heads, a class of hunters has emerged. One hunter is unlike all the others. He is a dhampir—half human, half vampire. At war with himself, feared by all, tortured and alone, he is Vampire Hunter D.

Explore the gothic frontier of Vampire Hunter D, a distant future where vampire overlords terrorize humanity's remnants with occultism and super-science. Inspired by the works of Hideyuki Kikuchi and *Vampire Hunter D: Message from Mars* from Stranger Comics, *The World of Vampire Hunter D* brings the boundless horrors of 12,090 AD to the Pathfinder Roleplaying Game. Inside this accessory, you'll find:

- A new Pathfinder RPG class, the vampire hunter, providing you with everything you need to strike fear into the still hearts of the undead.
- New archetypes, feats, and other character options, including details on how to gain your own parasitic companion akin to D's unsettling ally, Left Hand.
- Gear, magic items, and powerful artifacts from 12,090 AD, including technological marvels and D's mysterious azure pendant.
- Details on the threats and inhabitants of Vampire Hunter D's world, including dhampirs, mutants, and an entirely new strain of vampire.
- A brief adventure for vampire-hunting heroes, "Requiem for Fallen Stars."
- Statistics for Vampire Hunter D himself, along with tips for roleplaying and customizing this legendary hero.

Pathfinder Roleplaying Game: The World of Vampire Hunter D is intended for use with the *Pathfinder Roleplaying Game Core Rulebook* and can easily be incorporated into the Pathfinder campaign setting or any other fantasy world.

