

THE GENIUS GUIDE TO
VAMPIRE MAGIC



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NEW MAGIC ITEMS

BITELESS BITE

Aura moderate transmutation; **CL** 8th
Slot none; **Price** 2,500 gp; **Weight** 1/2 lb.

DESCRIPTION

This dark glass bottle contains a burgundy liquor distilled from vampire blood. A living creature drinking it begins to transform, gaining some advantages and disadvantages of vampires. The imbibor gains a +2 bonus to natural armor, a +4 racial bonus to Strength and Dexterity, 60-foot darkvision, and gain the vampire's blood drain special attack. They are dazzled and sickened while in direct sunlight. Being confronted with garlic or a strongly presented holy symbol [holds them at bay](#) unless they make a DC 15 Will save to overcome their revulsion.

The drinker suffers a growing thirst for blood. A successful DC 15 Will saving throw after the first 24 hours resists the thirst. Every 24 hours thereafter, the drinker must succeed at another saving throw; the DC increases by 2 for every 24 hours that passes. If the drinker fails their save, they attack the closest target, using their blood drain ability to kill their victim. Having fed, they transform into a full vampire, gaining the [vampire template](#), and fall under the control of the vampire whose blood was used to make the *biteless bite*. Slaying that vampire before the drinker feeds dispels the elixir's effects.

CONSTRUCTION

Requirements Craft Wondrous Item, *undead anatomy IV*, maker must be a vampire; **Cost** 1,250 gp

CLAWS OF THE LYCANTHROPE

Aura moderate necromancy and transmutation; **CL** 8th
Slot hands; **Price** 2,500 gp; **Weight** 1 lb.

DESCRIPTION

A black claw tips each finger of these delicate platinum chained bracelets that run over the back of the wearer's hands. They allow the wearer to make two claw attacks (1d3 if Small; 1d4 if Medium-sized). These are primary natural attacks, or secondary attacks if the wearer already has one or more natural attacks. The *claws of the lycanthrope* also provide the wearer with the [Multiattack](#) feat if the wearer already possesses a primary natural attack or uses a claw attack in conjunction with a weapon.

Any living humanoid donning these cursed bracelets must succeed at a DC 20 Will saving throw or become a [werebat](#) for the next 24 hours. This transformation subjects

the wearer to the mental commands (as [dominate person](#)) of any vampire (but not vampire spawn) of the bloodline of the *claws*' creator. Any vampire of this bloodline automatically recognizes the cursed wearer as a minion to be controlled. The wearer must make two more Will saves while the bracelets are worn, the first after 12 hours and the second at the end of 24 hours. The bracelets come off if both saving throws fail, but the cursed victim remains a werebat minion. A successful *remove curse* cast within the first 24 hours allows the bracelets to be removed, curing the lycanthropy as well.

CONSTRUCTION

Requirements Craft Wondrous Item, *bestow curse*, *polymorph*, crafter must be a vampire; **Cost** 1,250 gp

CLOAK OF THE DAYWALKER

Aura moderate evocation; **CL** 7th
Slot shoulders; **Price** 28,000 gp; **Weight** 1 lb.

DESCRIPTION

Crimson silk lines the hood of this black, woolen, cloak. A vampire wearing the cloak is unaffected by sunlight. Non-vampiric creatures wearing the cloak gain a +2 circumstance bonus on saving throws against hazards related to bright light (such as snow blindness) and against spells with the light descriptor.

CONSTRUCTION

Requirements Craft Wondrous Item, *protective penumbra*; **Cost** 14,000 gp

CLOAK OF THE DAYWALKER, GREATER

Aura strong evocation and illusion; **CL** 11th
Slot shoulders; **Price** 36,000 gp; **Weight** 1 lb.

DESCRIPTION

This functions as the standard *cloak of the daywalker*. However, if the wearer takes a move action to wrap the cloak around themselves, it vanishes. The cloak is invisible and incorporeal, moves with the wearer, and still occupies the item slot. A free action is needed to make the cloak material again; it also becomes material upon the destruction of the wearer. [Detect magic](#) and [arcane sight](#) reveals the cloak's auras but not the item itself. [True seeing](#) allows the cloak to be seen.

CONSTRUCTION

Requirements Craft Wondrous Item, *blink*, *protective penumbra*; **Cost** 18,000 gp

FALSE SMILE

Aura moderate abjuration and illusion; **CL** 8th
Slot face; **Price** 36,800 gp; **Weight** –

DESCRIPTION

This dental appliance fits over the upper palate, concealing the wearer's teeth with its ivory facsimiles. An undead wearer gains a +10 competence bonus to Disguise checks to appear alive. If the wearer is in the area of effect of *detect undead*, the caster must succeed at a caster level check against a DC 19 to detect the aura of the *false smile*'s wearer. Even if the check succeeds, the *false smile* blocks a portion of the aura, causing the wearer's aura to read as if they had four less Hit Dice, reducing the strength of the aura accordingly (to a minimum of strength of faint). A vampire cannot use its blood drain ability while wearing the *false smile*; it can be removed with a move action.

CONSTRUCTION

Requirements Craft Wondrous Item, *fleshy facade* or *polymorph*, *nondetection*; **Cost** 18,400 gp

LIFE LEECH

Aura moderate necromancy and transmutation; **CL** 9th
Slot none; **Price** 1,600 gp; **Weight** 1 lb.

DESCRIPTION

This disgusting, bloated, leech-like thing moves and twitches as if alive. If placed on a living creature, it attaches itself, slowly and painlessly drawing blood until it is fat and bloated, dealing 1 point of Constitution damage every 2 hours, for up to 8 hours. The *life leech* stores the blood, keeping it fresh and warm, until its owner decides to feed upon it. The *life leech* can hold enough blood to stave off a vampire's hunger for a full 24 hours. The *life leech* has AC 12, hardness 2, and 8 hit points. If it has at least 1 hit point remaining it regenerates damage at a rate of 1 hit point per hour. After three uses the leech dies and cannot be reused or revived.

CONSTRUCTION

Requirements Craft Wondrous Item, *major creation*, *vampiric touch*; **Cost** 800 gp

PROGENITOR TRACER

Aura strong divination; **CL** 12th
Slot none; **Price** 6,400 gp; **Weight** 1 lb.

DESCRIPTION

This bowl of bone is fitted with a glass lid and contains a silver needle. When filled with the blood of a vampire (or water mixed with the ashes of a destroyed vampire)

the needle floats atop the liquid, pointing always in the direction of that vampire's creator. The owner becomes aware of the general distance to the target: near (within 1,000 ft.), far (1,001 ft.-1 mile), very far (1-10 miles), extremely far (more than 10 miles). Disguises, illusions, or *polymorph* and similar transmutation effects cannot fool the *tracer*. It can be foiled by *nondetection*, and does not function if the target is on another plane of existence.

CONSTRUCTION

Requirements Craft Wondrous Item, *locate creature*; **Cost** 3,200 gp

THRALL CHARM

Aura moderate enchantment; **CL** 8th
Slot neck; **Price** 7,500 gp; **Weight** –

DESCRIPTION

This golden pendant is set with a piece of red sard carved with the image of an eye. Once per day, as a standard action, a vampire wearing a thrall charm can use its *dominate* ability to seize control of a creature already controlled by another vampire. If the creature fails its saving throw, the other vampire's control is suppressed for 24 hours. If the vampire manages to use the *thrall charm* three times on the same creature, the other vampire's control is dispelled. If that creature has the *addle-minded template*, the other vampire's control can be dispelled after two uses of the *thrall charm*.

CONSTRUCTION

Requirements Craft Wondrous Item, creator must be a vampire; **Cost** 3,750 gp

UNHOLY AEGIS

Aura strong abjuration; **CL** 13th
Slot neck; **Price** 48,000 gp; **Weight** –

DESCRIPTION

A brooch or necklace made from an inverted or corrupted holy symbol of a good-aligned god. The *unholy aegis* surrounds its wearer with an aura of profane power, protecting against positive energy and other holy damage. The wearer takes no damage from holy water. If affected by a spell or effect that deals positive energy damage and allows a saving throw for half damage—such as *holy smite* or a cleric's *channel energy* ability—the wearer takes half damage on a failed saving throw, and no damage on a successful save.

CONSTRUCTION

Requirements Craft Wondrous Item, *dispel good*; **Cost** 24,000 gp

NEW ARTIFACT

Remains of the First

Aura strong abjuration; **CL** 20th

Slot none; **Weight** –

DESCRIPTION

An unembellished piece of yellowed knucklebone, this powerful relic is a fragment of the First, the original progenitor of the vampires. The truth is that there is more than one First, though there are thought to be no more than thirteen. A First is a vampire that was not spawned. Each one risen by some terrible curse or tragedy. Each relic is a piece of one of these ancient vampires, from which entire bloodlines are descended. The primal power of such an ancient being still resides in this tiny shard of its body. When on your person—held, carried in a pocket or pouch (but not in an extradimensional space), worn on a chain around your neck, set into a ring, or even swallowed—you lose all vampire weaknesses. Garlic, mirrors, and holy symbols mean nothing to you. Like any mortal, you can walk in the sunlight or swim in a river. You can enter any dwelling at your whim. Your damage reduction becomes 10/–. Not even a stake through the heart can slay you.

Vampires desire these relics above all else. The mere rumor of the *remains of the First* can unleash a bloodbath as vampires destroy anything standing in their way, torturing and killing in an effort to uncover the location of such a relic. Mortal wars have been started and waged to obtain the remains, with vampires controlling and manipulating monarchs in order to defeat their rivals and gain the prize.

DESTRUCTION

The *remains of the First* can be destroyed if placed into a font of holy water adorned with holy symbols of a dozen good-aligned gods, then set onto consecrated ground exposed to sunlight for a full day.

NEW OCCULT RITUAL

CANOPIC RELOCATION

School transmutation; **Level** 6

Casting Time 60 minutes

Components V, S, M (8 pints of fresh blood), F (A silver knife and a canopic jar; see text)

Skill Checks Knowledge (arcana) DC 32, 2 successes; Knowledge (religion) DC 32, 2 successes; Heal DC 32, 2 successes

Range primary caster

Effect moves vampire's heart to a protective container or other area of the body

Duration permanent; see text

Saving Throw Fort negates (harmless); **SR** no

Backlash all casters takes 6d6 damage

Failure the primary caster is reduced to 0 hit points

EFFECT

The primary caster removes their heart, placing it into a canopic vessel or relocating it to another part of their body. (If the latter, then the ritual does not require the canopic jar as a focus.) The exact composition and appearance of the canopic vessel can vary—anything from a ceramic jar to an adamantine lockbox—but it must be crafted according to exacting rituals and treated with rare oils and a combination of rare and poisonous herbs. The cost of construction of the canopic jar must be a minimum of 1,000 gp.

If the ritual is successful, any attempt to kill the vampire by driving a wooden stake through its heart fails. If the canopic vessel is found, opened, and the stake driven through the heart, or if the stake is driven into the new location of the heart within the body, then the vampire is slain as normal (including returning to life if the stake is removed).

The ritual can be reversed if the primary caster chooses. They must use the knife from the original ritual to cut themselves open and return their heart to its normal place. No skill checks are needed, but the vampire takes the damage from the backlash effect.

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