

BY TORK SHAW

PATHFINDER[®]

PLAYER COMPANION[™]



Blood of the Night

VAMPIRES OF THE INNER SEA



JIANG-SHI

Vengeful Seekers of Signs

Jiang-shis are created from restless spirits who failed to leave their bodies upon death. After they rise as undead, jiang-shis seek to feed on the energy of the living by stealing their breath.

Jiang-Shi Spawn: The victims of jiang-shis often end up rising as vampires themselves.

Ru-shis: The dhampir children of jiang-shis are naturally gifted in interpreting signs and portents, but are bullheaded in their determination.

MOROI

Seductive Lords of Blood

The moroi are the most common among vampirekind. Their deadly kiss can bestow unlife to their victims, who become their unwitting thralls upon reanimation.

Moroi Spawn: The enthralled servants of moroi serve their masters unflinchingly, only achieving freedom from their bondage when their creator is destroyed.

Svetochers: Moroi often have intimate dealings with the mortals they prey upon, and the dhampirs they propagate tend to share their heightened sense of importance.



NOSFERATU

Eternally Cursed Ancients

Monstrosities blessed with eternal life but not eternal youth, nosferatu forever seek to sate their bestial lusts, as well as to cure their wasting affliction.

Nosferatu Spawn: Nosferatu are typically the result of either terrible necromantic rituals or magical experiments.

Ancient-Born: Afflicted with a shred of the same curse that continually corrodes their undead parent, half-nosferatu are sickly but possess unnatural strength.

VETALA

Intellect-Siphoning Undead Masterminds

Vetalas drain the essence of the mind from their victims, attacking the prana and feeding on their memories.

Vetala Spawn: A vetala rises from an evil child who received an improper burial upon death, and whose spirit wrenched free of its original form to adopt the corpse of another as its host.

Ajibachanas: Dhampirs born from vetalas have much of the grace and wisdom of their forebears, and sometimes hear whispered memories stolen by their vampiric parent and transmitted via blood.



DHAMPIR RACIAL TRAITS

+2 Dexterity, +2 Charisma, -2 Constitution: Dhampirs are fast and seductive, but their racial bond to the undead impedes their mortal vigor.

Dhampir: Dhampirs are humanoids with the dhampir subtype.

Medium: Dhampirs are Medium creatures and have no bonuses or penalties due to their size.

Normal Speed: Dhampirs have a base speed of 30 feet.

Senses: Low-light vision and darkvision 60 feet.

Manipulative: +2 racial bonus on Bluff and Perception checks.

Undead Resistance: Dhampirs gain a +2 racial bonus on saving throws against disease and mind-affecting effects.

Light Sensitivity: Dhampirs are dazzled in areas of bright sunlight or within the radius of a *daylight* spell.

Negative Energy Affinity: Though a living creature, a dhampir reacts to positive and negative energy as if it were undead—positive energy harms it, while negative energy heals it.

Spell-Like Ability: A dhampir can use *detect undead* three times per day as a spell-like ability. The caster level for this ability equals the dhampir's class level.

Resist Level Drain (Ex): A dhampir takes no penalties from energy drain effects, though it can still be killed if it accrues more negative levels than it has Hit Dice. After 24 hours, any negative levels a dhampir takes are removed without the need for an additional saving throw.

Languages: Dhampirs begin play speaking Common. Those with high Intelligence scores can choose from any languages (except secret languages, such as Druidic).

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ON THE COVER



Michal Ivan pits a daring dhampir vampire hunter against a gang of Pharasmin priests who seek to spill her undead-tainted blood.



TABLE OF CONTENTS

FOR YOUR CHARACTER	2
OVERVIEW	4
JIANG-SHI	6
MOROI	8
NOSFERATU	10
VETALA	12
VAMPIRE CHARACTERS	14
VAMPIRE TRANSFORMATIONS	16
DHAMPIR	18
DHAMPIR HERITAGES	20
THE HUNGER	22
VAMPIRES ON GOLARION	24
HUNTING VAMPIRES	26
FEATS	28
SPELLS	30
MAGIC ITEMS	31
PREVIEW & OGL	32
VAMPIRES OF THE INNER SEA	INSIDE FRONT COVER
REGIONS IN NEED OF VAMPIRE HUNTERS	INSIDE BACK COVER

REFERENCE

This Pathfinder Player Companion refers to several other Pathfinder Roleplaying Game products and uses the following abbreviations. These books are not required to make use of this Player Companion. Readers interested in references to Pathfinder RPG hardcovers can find the complete rules from these books available for free at paizo.com/prd.

<i>Advanced Player's Guide</i>	APG	<i>Pathfinder Society Field Guide</i>	PSFG
<i>Bestiary 2</i>	B2	<i>Ultimate Combat</i>	UC
<i>Inner Sea Magic</i>	ISM	<i>Ultimate Magic</i>	UM



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FOR YOUR CHARACTER

In every Pathfinder Player Companion, you'll find something for your character. This companion includes the following.

FOCUS CHARACTERS

This Player Companion highlights options specific to characters of the following classes and races, in addition to elements that can apply to other characters as well.

CLERICS

The wrathful emissaries of holy and unholy deities alike may find the information and new rules in this volume to their liking, including numerous spells for fighting against or alongside undead forces (page 30) and tips on how to foil the most commonly encountered vampiric foes (pages 6–13).

DHAMPIRS

With four new dhampir heritages (pages 20–21) and a host of race traits to boot (pages 18, 20–21), dhampir characters would be hard pressed to find better fighting aids, whether their efforts are concentrated against the mortals who so despise them or the undead ancestors who cursed them with their fate in the first place.

INQUISITORS

A plethora of combat feats (pages 28–29) and role suggestions—including the ancestral slayer on page 19—make this volume an excellent resource for aspiring inquisitors who hope to eradicate the vampiric scourge.

VAMPIRES

It should be no secret that vampires are particularly well served in this Player Companion. Players and GMs who use the suggestions for vampire characters in their campaign will find much utility in the extensive details on all the known types of vampirekind and race traits for each (pages 6–13), as well as unique feats specifically for vampire characters (pages 16–17, 28–29).

FOR EVERY CHARACTER

Certain game elements transcend the particulars of a character's race or class. The following elements work equally well for any character in the Pathfinder Roleplaying Game, regardless of focus, type, or background.

THE HUNGER

A new rules system for undead hunger breathes fresh life into the stagnant bodies of the living dead (pages 22–23). Encouraging both roleplaying for vampire PCs and interesting encounters for vampire enemies, the hunger rules give great urgency to those undead who feed on the blood, life energy, or willpower of their enemies.

HUNTING VAMPIRES

Undead baddies are a staple of fantasy roleplaying games, and with the advice for all types of characters on pages 26–27, players should have no excuse to be unprepared to face these vampiric villains in their dank lairs, in dark caves, or on urban streets.

MAGIC ITEMS

Vampire hunters from all walks of life may find that cloves of garlic and silver holy symbols alone are not always enough to ward off the raveners of the night, and such PCs should consult the slew of magic items on page 31 to keep the undead forces of darkness at bay.

VAMPIRE CHARACTERS

Groups interested in implementing vampire PCs in their games will find this section (pages 14–15) indispensable; it's packed with advice for both players and GMs on how to make a fun and exciting vampire-based campaign.

QUESTIONS TO ASK YOUR GM

Asking your GM the following questions can help you get the most out of *Pathfinder Player Companion: Blood of the Night*.

- 1 Will we be allowed to play any monstrous characters in this campaign, including vampires?
- 2 Would it make sense to play a character that focuses on hunting and slaying vampires?
- 3 For our campaign, does it make sense for my character to be descended from a vampire or possess vampiric powers?

ROLES

This Player Companion makes use of a new feature called "roles." Roles can be considered builds, templates, or kits for creating new characters tied to a specific premise. Each of these versatile themes highlights rules and roleplaying elements tying new characters to the Pathfinder campaign setting. These roles draw upon options and campaign details from the full range of Pathfinder products, so you don't have to hunt for the perfect feat or character inspiration. Every aspect of a role is just a suggestion, and roles present multiple ways to create a character, so feel free to make other choices or personalize roles in whatever ways most appeal to you.

Role	Page
Ancestral slayer	19
Jiang-shi symbolist	7
Moroi blackguard	9
Nosferatu shapechanger	11
Tainted bloodletter	19
Vetala lifestealer	13

DID YOU KNOW?

When F. Wesley Schneider introduced Ustalav's preeminent monster expert, Ailson Kindler, in *Pathfinder Adventure Path #8*, he based her last name on that of the famed author of *Dracula*, Bram Stoker.

RULES INDEX

The following feats, traits, spells, and magic items are presented in this Player Companion.

FEAT	PAGE
Aversion Tolerance	28
Conviction	28
Famine Tolerance	28
Hymn Singer	28
Improved Bestial Transformation	16
Improved Gaseous Form	17
Improved Swarm Form	17
Life-Dominant Soul	28
Potent Holy Symbol	28
Schooled Resolve	28
Vampiric Companion	28
Variant Prayer Scroll	29

RACE TRAIT	PAGE
Born in the Light	19
Calculated Risk*	7
Final Embrace	19
Half-Forgotten Secrets	21
In Tune with Language*	7
Linguistic Genius	20
Mind Trapper	20
Numerological Gift	20
Old Before Your Time	21
Proud Progenitor*	9
Rapid Drain*	11
Self-Aware*	13
Sensual Graces	20
Stubborn*	13
Telekinetic Dependence*	11
Thrall Spotter	21
Unidentifiable Appeal	21
Weatherworn*	9

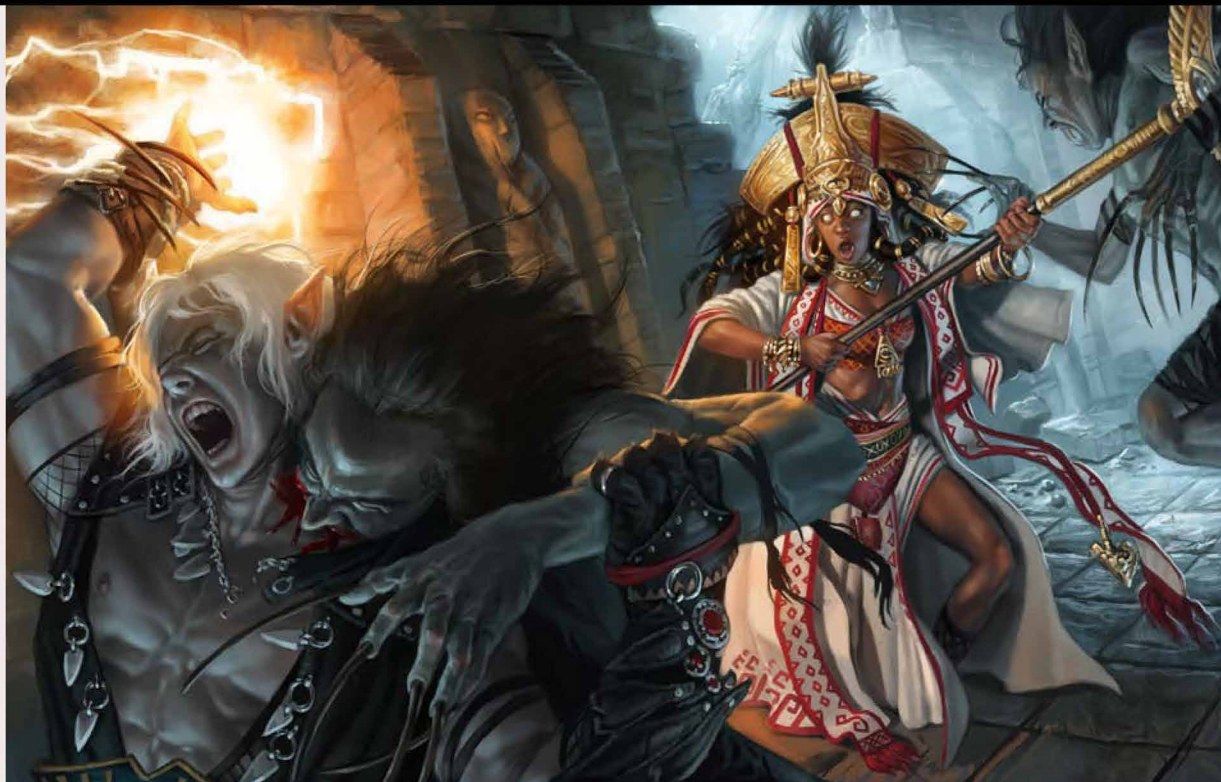
SPELL	PAGE
<i>Display aversion</i>	30
<i>Domination link</i>	30
<i>Project weakness</i>	30
<i>Steal years</i>	30
<i>Steal years, greater</i>	30
<i>Transmute wine to blood</i>	30

MAGIC ITEM	PAGE
<i>Bloodletting thimble</i>	31
<i>Deadly draught</i>	31
<i>Dread heart of life</i>	31
<i>Force net</i>	31
<i>Necklace of fangs</i>	31
<i>Stake of the righteous</i>	31

* **Vampire Race Traits:** Characters can only take these traits during their transition to unlife, replacing a previously taken race trait and any benefits imparted by the new trait.



OVERVIEW



*Most Honored Associates,
I seek not to alarm you, only to inform you, that a small, and I should imagine young, coven of moroi have taken up residence in the caves south of Hammer Rock. As you are likely aware, that area is so sparsely populated as to be barely worth marking on a map, but therein lies the problem; to feed, I would assume (and this is simply conjecture), they will travel to Dortrot Ranch, since it is the closest location that does not require the crossing of running water. While Chap Dortrot keeps a Pharasmin priest on staff, you will agree that these resources would be stretched by a coven of vampires. I would ask that if you have the time, and we can come to some agreement in terms of payment, you might take it upon yourselves to eradicate this infestation. If you are amenable to this arrangement, please meet with me at Vellumis four days from now. I will add that the agreed reward will be doubled if you are able to deliver just one of these creatures to me "alive," along with its coffin.*

I look forward to meeting with you all after sundown on the appointed date. I will be the one enjoying the delightful cider at the Burnished Blade.

*Regards,
Ramoska Arkinines*

The legendary hunger of vampires stretches across endless years and countless tales. From the base, bestial nature of the nosferatu, to the delicate, perfumed cravings of the vetalas, vampires are creatures of unbound desire and subjects of endless fascination for mortals. Their very nature drips with our desires—to be like them, to be with them, to destroy the parts of us that they represent. We fear not only the physical harm they can inflict, but also that we may not be able to resist their tempting gifts. After all, the promise of the vampire is not death, but an eternity of wicked decadence and powerful sensuality.

This book examines the varied and complicated motivations and machinations of each of the vampire species in Golarion as well as the troubled lives of their abhorred offspring, the dhampirs. It also surveys these creatures' weaknesses and explore methods to destroy these vicious undead.

ORIGINS OF VAMPIRES

The four distinct vampire races of Golarion all share a common ancestry: the strigoi. These first vampires bled into Golarion from the Plane of Shadow. What brought them into the light has long been forgotten, though hissed secrets of the Whispering Way hint at a portal made by a primal necromancer who imagined vampirism as the secret to unlife. Over thousands of years, these ancient creatures died out, returned to their homeland, or evolved into the modern vampire races that now prey on the lives of mortals.

CREATION OF A VAMPIRE

Though they all share a common fate in undeath, the different types of vampires arise in distinctly different ways.

JIANG-SHI

Jiang-shis are created when a creature goes to its grave with a grudge or unfulfilled wish and is buried without the correct ritual to put its soul at rest. Transformation into a jiang-shi is more likely if the individual encountered a jiang-shi in life.

MOROI

A moroi is created as the spawn of another. These spawn are released from service when their creator either is slain or deems them more useful as free subjects. Eventually, the spawn gain all the powers of their moroi master.

NOSFERATU

Having lost their ability to reproduce millennia ago, the race of nosferatu creeps slowly toward extinction. It is only through the use of hidden and dangerous necromantic rituals that the living now transform into these dread vampires.

VETALA

A vetala is born from the warped spirit of an evil child who received an improper burial in unholy land. Vetalas often lead other beings in powerful evil rituals that are meant to transform slain spirits into new vetalas.

Among the first vampiric descendants of the strigoi were the nosferatu. Enraged by their own hunger and decay, these villains fell with bestial fury onto the bodies of Golarion's inhabitants and sipped on their warmth and blood millennia ago.

In time, some spurned the animalistic ways of their brethren and embraced the cult of youth that pervaded their mortal prey. These became the moroi, the most common among vampirekind. Proud of their perceived ascension, ageless skin, and ability to spawn, they soon outnumbered their withered forefathers, and are what most people mean when referring to "vampires."

A few strigoi too proud to feed on the filthy fluids of lesser beings starved almost to extinction, but from among these evolved the vetalas, vampires able to consume the pure humanity from their victims' minds.

Last of the true vampires, the jiang-shis evolved from strigoi who fell into deep hibernation for countless centuries, only to be awakened by their overwhelming desires, starved and half mad. Forgetting their pride, they swiftly took to sucking the life force from the very breath of their prey.

Youngest and most distant of all vampirekind are the dhampirs—the inevitable result of thousands of years of vampires walking among the fertile races of Golarion. Shunned by both their undead progenitors and the mortals cursed to bear them, dhampirs face a difficult and often short life.

BIRTH OF THE UNDEAD

Whereas the transformation to other kinds of undead often robs the subject of its humanity, vampirism instead heightens the subject's state of being into a force of personality unequalled.

Since transformation leaves mortal knowledge largely intact, some consider vampirism an alternative to lichdom. What they fail to anticipate is the true horror of conversion. Even the gentlest turning is more harrowing than death. In death, the horror of passing is forgotten, but a vampire lives on with the agonizing memory of its very life force being drained—of awakening to the torment of stagnant blood and useless organs.

VAMPIRE DESIRES

Beyond the inherent hungry desires of their race, the vampires of Golarion have goals as varied and complex as any other creature.

Interaction: Vampires lack the insane purpose of the lich or the monstrous psychosis of the ghoul, so their lucidity soon becomes a curse. They exist through so much time but are able to partake in so little of it. Centuries of isolation separate them from the societal advances of mortals, and for some this breeds an aristocratic arrogance and a belief that the "old ways" are somehow purer or otherwise superior. Others try to accept change, but claws and fangs are better suited to rending flesh than to embracing it, and no number of terrified slaves or dominated spawn can substitute for willing cohorts or friends. For some lonely vampires, the promise of companionship drives them to change their isolationist nature, and more often than repentance it is loneliness that pushes the rare vampire from wanton evil to hopeful neutrality.

Magic: Indefinitely long life presents the chance to complete the endless hours of research that spells, artifacts, and lost secrets demand. Some vampire spellcasters rival liches in their knowledge, particularly of necromancy. There are even those who, though hated by their own kind for such a notion, search high and low for a magical cure from their affliction.

Peace: Some vampires, particularly the very ancient, have grown bored with the constant zealotry of enthusiastic slayers. Much of their lives is spent lurking, trapped and paranoid, awaiting the hunt or the hunters. These weary few eschew a life of decadent feasting to seek solitude, far from the silver blades and holy symbols of the fearful and devout. Those who have found success in this endeavor are often sought out by dhampirs fleeing similar persecution.

Power: Like most of Golarion's evil creatures, vampires seek power in many forms, but this desire ends up curtailed by their very pursuit of it—their arrogance, greed, and brutality have paved the way for a host of organizations dedicated to the destruction of vampires. Additionally, war is common among their own kind, so though some vampires gain footholds in certain lands, most fail to gain recognition as anything but cold-blooded killers.

JIANG-SHI

Among the races of vampires, jiang-shis, or “hopping vampires,” are unique in the deliberate specificity of their cravings. Whereas most vampires are content to satiate themselves on the physical or mental vitality of others, a jiang-shi is preoccupied with resolving the very thing that raised it from the grave, as well as the mysterious signs that eternally haunt it.

A jiang-shi is brought to being by an obsession unfulfilled and distilled in the putrefaction of its corpse. In a cruel twist, the years that it took for the creature to reanimate may have destroyed the object of the vampire’s obsession, and the jiang-shi returns to a world that has long since moved on. Denied fulfillment, the vampire perceives deep connections to the past in signs and symbols unrecognizable to others. These signs become its new obsession, and woe betide any on whom the jiang-shi sees this “mark.” The nature of this obsession is erratic. One morning a jiang-shi may focus on the color red and stalk the first person it sees with that color

hair or clothing; the next day it may see a flock of swallows and hunt as many people as there were birds in the flock. It is impossible to say whether a permanent resolution lies at the end of this trail of symbols, but for a creature facing eternity without fulfillment, even the remotest chance of release is worth pursuing.

NECROLOGY

Many years rotting in the cool earth strip a jiang-shi of anything but a macabre depiction of its original form. Taught skin is stretched over brittle bones, and inside roils a putrid soup of decaying offal. A jiang-shi’s physical appearance alone marks it as the unliving, and its unusual and obsessive nature gives it an otherworldly quality. Jiang-shis see the world very differently from the living, and rarely conform without good reason.

Jiang-shis typically dwell in places that they interpret as intimately tied to the signs they perceive. Their obsession with semiotics drives them to choose “auspicious” locations such as caves that open due south, marshlands fed by an even number of rivers, or buildings that were struck more than once by lightning in a single storm.

They hunt using stealth, surprise, and their deadly grip to achieve their kills, pouncing from rough natural terrain where their hopping movement grants them an advantage against unwary foes. They kill both to feed and when directed to do so by perceived symbols. When hungry, they conveniently start to spot more signs in their environment—this may indicate the infallibility of their omens, or merely a convenient coincidence.

For more information on jiang-shis, see *Pathfinder RPG Bestiary* 3.

DESIRES

Desire so strong as to bring one back from the dead cannot be easily shaken, and while jiang-shis are not directly compelled to seek a resolution to their desires, signs and portents remain the primary focus for most of their kind. This obsession does not prevent involvement in other schemes and plots, however, and it is likely that in the course of any endeavor a jiang-shi encounters many signs that confirm it has chosen the correct path. Whatever divine intelligence, superstition, or intuition speaks to a jiang-shi in these symbols, it is usually in tune with the creature’s own earthly desires, and it is sometimes difficult to identify which came first. While at times the coincidences between a jiang-shi’s signs and its grander goals may seem entirely too convenient, pointing out such to a jiang-shi would be a dire error indeed.



SIGNS AND SYMBOLS

The signs that haunt a jiang-shi can appear at any moment and usually go unrecognized by other creatures. A jiang-shi reads these symbols with absolute certainty, convinced of both their existence and their veracity, and it can be impossible to lead the vampire on a course not supported by the messages it sees. These signs require interpretation, however, and personal goals or a compelling argument can dramatically influence a jiang-shi's reading. Below are some examples of signs a jiang-shi may encounter.

BROKEN OBJECTS

Chips and scars tell a story begging to be read, whether such blemishes adorn ancient pottery or the hands of a battle-hardened warrior.

COLOR

The abundance or rarity of a particular color on a particular day can inflame a jiang-shi's interest like the proverbial cape does a bull.

FOREIGN TONGUES

Messages appear as homophones in foreign dialects, and the letters of such scripts can be arrows, pictograms, or even maps.

KNOTS AND THREADS

Fallen coils of silk, an error on the loom, or the delicate spirals of a spiderweb speak as clearly as do brush strokes on parchment.

SETS

Three elms, two magpies, nine black hens—to a jiang-shi such arrangements are easily read in answer to numerical and abstract queries.

THE WRITTEN WORD

Anagrams, numerical peculiarities, and letter position can all be used to read the secrets that lie within a seemingly ordinary word.

SECRETS OF THE JIANG-SHI

Despite the stiffness of its form, a jiang-shi is one of the most dextrous kinds of vampires. Its unusual hopping gait is deceptively agile. Lacking the varied special abilities of moroi, it favors a hit-and-run style of combat, relying on its agility to catch foes one at a time, inhaling their chi and weakening their resistance to each subsequent strike.

Although a jiang-shi's focus is driven (or justified) by its secret numerology, any creature that threatens completion of the vampire's quests become part of its obsession, and counting on a jiang-shi's single-mindedness has been the downfall of many misguided slayers. A jiang-shi is intelligent, and it puts this intelligence to good use in combat. As a living corpse, it has seen the entire religious cycle from birth to burial, and knows the power of divine spellcasters. These opponents are its first targets to kill, stemming the flow of healing and the inevitable wealth of undead-controlling spells. With divine casters neutralized, mages are next, as each rune, gesture, and utterance is an insult to the jiang-shi's semiotic sensibility. Easily susceptible to close-quarters attacks and grapples, mages' soft bodies offer little resistance to the vampire's chi-siphoning powers.

Like a vetala, a jiang-shi suffers from a vulnerability to certain sounds, but it is aware that a *silence* spell is a great defense against the ringing of hand bells. Its aversion to cooked rice is more problematic thanks to the ubiquitous nature of that food staple, but it can choose a lair accessible only through water in order to spoil rice and minimize its effectiveness as a weapon.

Because a jiang-shi's prayer scroll makes it immune to scrolls, wands, and staves, it has an advantage against would-be slayers who rely too much on magic items. A jiang-shi prefers to attack spellcasters at night or early morning in the hope that the victims have expended magic during the day and have not had time to rest and replenish spells.

ROLE

Many jiang-shis take to monkhood to hone their strict philosophies, but there are also those who follow a more abstract path on their journey toward inner peace.

JIANG-SHI SYMBOLIST

Otherworldly Sign-Seeker Lost in Time

Specialty superstitious wanderer, undead spiritualist, whimsical immortal

Race any; **Template** jiang-shi

CLASS OPTIONS

Class oracle^{APG}; **Archetype** stargazer^{UM}; **Class Features** mystery (time^{UM}), revelations (erase from time^{UM}, momentary glimpse^{UM}, time hop^{UM})

PREFERRED OPTIONS

Skills Acrobatics, Knowledge (history, planes, religion), Perception, Sense Motive, Spellcraft, Survival

Spells *gentle repose*, *sands of time*^{UM}

DESCRIPTION

Jiang-shi symbolists eschew the practice of physical or mental perfection in favor of spiritual power. These undying stargazers, palm readers, and tasseographers look to both the material and the intangible for important symbols, and use their mysterious magic to shed light on particularly befuddling omens or to do away with those who would seek to hinder them in their multitudinous quests.

ROLEPLAYING

Persona firm beliefs, sees things that aren't there, self-sufficient
Preferred Alignment any lawful

TRAITS

The following race traits are available to jiang-shis. See page 3 for details on vampire race traits.

Calculated Risk: Once per day, you may voluntarily fail a saving throw against a harmful spell or effect. After using this ability, for the next minute you may add a +4 trait bonus on one saving throw, after which the bonus is expended. You may use this bonus on an additional saving throw against the spell or effect you voluntarily failed (such as a recurring poison save or a follow-up save against *hold person*). If you do not use this bonus within 1 minute, it is lost.

In Tune with Language: Your keen ear for language grants you a +2 trait bonus on skill checks when decoding secret messages or finding hidden meaning in overheard conversations.

MOROI

Of all the kinds of vampires, it is the moroi that seek most vehemently to own that title, believing their evolution from the nosferatu to be much more advanced than it actually is, and almost refusing to acknowledge jiang-shis and vetalas as brethren.

Moroi have worked for centuries to rewrite their affliction, seeding folklore with romantic notions of sensuous manipulators and downplaying their acts of bloody brutality as torture or punishment, never instinct or desire. But this assumed nobility is a myth. Their affliction fosters only bloodlust and evil, not culture and refinement, and each moroi is but a product of its environment. In the steaming south, savage lizardfolk-moroi stalk the eternal gloom of the Mwangi Jungle. Across the Crown of the World, Snowcaster elves tell of long exiled, ever-living brethren driven savage and insane by cold loneliness and existing on the blood of wayward travelers. While the most infamous moroi are the refined, fashionable variety, only their arrogance separates them from their brutal brethren elsewhere.

NECROLOGY

Of all vampires, the moroi perhaps best demonstrate the characteristics of a civilized race of beings rather than a category of monsters. They breed, they rule, they emulate and participate in the political structures of civilized races. They are no mere interlopers, however, and they pride themselves on outdoing the decadence and excesses of the creatures they engage with. Their abilities make moroi extremely well suited to “life” in shadows—political or otherwise.

Though they lack reflections, moroi are obsessed with their appearance, and in their paranoia end up elaborately clothed and coiffured. Their style is often archaic, but ideally suited to their ageless faces (at least, according to how they recall their appearances).

Unless for sport, conquest, or revenge, hunting is considered undignified among most civilized moroi, and instead they make themselves or their environments so desirable that prey simply deliver themselves up. Dazzled by moroi wit and beauty, intelligent cattle deliberately seek their embrace, right up to the moment of the deep, painful kiss that spells the end. Beauty and charm are the moroi's greatest weapons, and these cunning vampires are rightly feared for their ability to draw submission from the strongest will. This fear is a special kind, forged from jealousy—a fear that even if we mortals can resist the moroi, those we love will abandon us in favor of the vampires' offer of unimaginable pleasures.

For more information on moroi, see the vampire entry in the *Pathfinder RPG Bestiary*.

DESIRES

A huge variety of personalities and motivations thrive within the clans and courts of the moroi, but in essence they are all killers—creatures driven by a deep desire

for living blood and wracked with the insecurity and paranoia of the powerful but despised. They rage against their own weakness, spending half their existence in a box, helpless and terrified, and the other half proving their strength and domination until the first rays of sun send them scurrying back to become rigid portraits of death, the very force they pretend to have defeated.

One of the unique tools of the moroi is the ability to create spawn. While this may appear a huge advantage for the race, offering the chance to flood the world with willing servants, managing a coven is a delicate business. Every spawn is a mouth to feed, and for vampires in civilized lands where would-be cattle are armed, suspicious, and often guarded, these hungry minions can be problematic. Even the more barbaric moroi understand that they are part of an ecosystem, and balance their desire for companionship and domination against the availability of the local food supply. There is also an emotional cost to creating spawn, and a creature forced to serve is not forced to love. Indeed, their slavery often precludes their affection, and for a lonely moroi the companionship of an equal is much more attractive than the prospect of a mere slave.

SECRETS OF THE MOROI

Moroi are careful to gauge their enemies from a distance, and slayers often find their most trusted tactics carefully mitigated by an informed foe. Of course this works both ways—a slayer's strongest weapon against a moroi is likewise knowledge. Powerful resistances make these creatures seem indestructible to the uninitiated, but those with the correct rituals, spells, and equipment might fight on a much more even plane. Knowledge of an individual moroi can be just as valuable since its class abilities, or even peculiarities in the construction of its lair, can help mitigate the creature's weaknesses or enhance its advantages. Spells like *darkness* and *protective penumbra* (see *Ultimate Magic*) provide temporary respite from the dawn, and a *necklace of adaptation* eliminates the troublesome effects of garlic odor.

With the ability to climb walls and turn into mist at will, a moroi is difficult to pin down. Knowing every crack and corner in its lair, it is particularly effective at using hit-and-run tactics to wear down intruders. These tactics can be interrupted by a carefully timed *dispel magic* spell or a strong grappler, and a smart moroi has a backup plan for dealing with the momentary vulnerability created by these attacks.

A vampire's inherent ability to dominate is a tool as well as a toy. Charmed innocents serve as a particularly effective buffer between would-be slayers and the

vampire master, for hunters usually shy away from using aggressive tactics against an enchanted barmaid or a village elder just to get at the vampire pulling the strings.

For most moroi with any sense, combat is a last resort, but a last resort at which they excel profoundly. If things turn sour in battle, a moroi's natural abilities are equally well suited for escape, and though being beaten into a misty form is humiliating, it does give the moroi a remarkable tool for survival.

Their versatility, along with the complex rituals required to permanently destroy their bodies, can make moroi infuriating foes. Even their greatest weaknesses are somewhat situational, and extremely careless—or extremely unlucky—is the moroi that meets its end in sunlight or running water.

A moroi must be destroyed in its lair, but no moroi rests unguarded. Devious traps, summoned minions, or lesser undead often lie in wait. By employing creatures with resistances very different from their own, moroi can turn a slayer's careful preparations into needless burdens; no amount of silver or garlic can subdue a bound demon, for example. In addition, a moroi always hides its coffin somewhere inaccessible to most creatures but easily reached by the shapeshifting vampire.

ROLE

Gifted as they are with superhuman intellect and charm, it is no surprise that many of the moroi pursue the arcane arts, using their potentially limitless abundance of time to study and practice. However, there are those who seek a more immediately gratifying—if only slightly more dangerous—path, whether they become human-hunters, master thieves, or the leaders of undead armies.

MOROI BLACKGUARD

Merciless Exploiter of the Innocent

Specialty evil crusader, malign tempter, sadistic antihero

Race any; **Template** moroi

CLASS OPTIONS

Class antipaladin^{APG}; **Class**

Features cruelties (cursed, shaken, staggered)

PREFERRED OPTIONS

Skills Bluff, Diplomacy, Disguise, Intimidate, Sense Motive, Stealth

Feats Radiant Charge^{UM}

DESCRIPTION

Heralds of destruction and depravation, moroi blackguards are awe-inspiring in their brutality. Their sanguine desires drive these moroi even

CUSTOMS OF NOBLE MOROI

More so than any other type of vampire, moroi hold grace and manners in particularly high esteem. The following are some of a noble moroi's most common practices when dealing with other aristocrats.

- Moroi greet each other with a shallow bow, hands held out to the sides, palms facing each other.
- Since kissing is similar to feeding, a moroi rarely includes kisses in a greeting. Pressing one's cheek lightly to the back of a lady's hand is sufficient.
- A polite moroi retires to another room to change form.
- Sharing a feeding from a victim is an intimate affair. A moroi only offers to share a meal with a lover, spawn, or an ally as a symbol of good faith.
- A polite moroi is careful to leave victims in a sleeping pose, where practical.
- A moroi steals nothing but life.
- A moroi never refuses a politely requested audience.

farther down the road of darkness than other races, and their natural guile makes them adept leaders for armies of vile minions. When not at war with the powers of good, moroi blackguards sit atop their thrones and bask in the carnage of their fallen foes from afar, waited on constantly by undead servants and charmed slaves.

ROLEPLAYING

Persona hungry for power, needlessly violent, revels in bloodletting

Preferred Equipment light or medium armor, unholy weapons

TRAITS

The following race traits are available to moroi. See page 3 for details on vampire race traits.

Proud Progenitor: Your loneliness drove you to build your coven, and you zealously attack any who would harm it. You gain a +1 trait bonus on damage rolls against creatures you have seen attack or harm any of your vampire spawn.

Weatherworn: Lairing in desolate mountains or on coastal cliff tops has taught you to deal with the effects of strong winds. You gain a +2 trait bonus against the effects of spells that create wind or move air, such as *gust of wind*.

You treat natural weather conditions as one step weaker. These abilities also apply when you are in *gaseous form*.



NOSFERATU

Even among vampires, the nosferatu are considered ancient and powerful. Though they are the first vampires to make Golarion their home, only a handful now remain. All of them are forlorn, furious, or insane, for despite their formidable powers and abilities, the nosferatu are the most wretched of vampires. Their ancient bodies hoard the very ravages of age, withering more each year and seeding them with a desperate longing for the bodily youth of which they are robbed. Shame and self-loathing marry endless decay to create the anguish of a being who creeps ever closer to the coattails of death, but whose inevitable demise yet eludes it.

NECROLOGY

For most nosferatu, vampirism is a perpetual nightmare from which they cannot awake. Granted immortality but not eternal youth, they must watch their bodies wither a little more each day as their understanding of their own plight sharpens. They cling to unlife in the vain hope of regenerating their ravaged form through complicated, century-spanning schemes, devotion to dark powers, or discovery of a cure for their infinite malady. Their habit of flashing between quiet, contemplative despair and a savage feeding frenzy has cemented their reputation as the most bestial of vampires. Some believe this viciousness to be a holdover from times primordial, but others see it as the physical manifestation of their temporal fears, a desperate attempt to consume life faster than their own bodies die. For all their brooding lethality, they remain on the fringes of civilization, mistreated, misshapen, and outcast by all, shuffling their dynasty toward a silent end without purpose or dignity.

While a moroi is able to coax willing prey to its door, a nosferatu has little to offer warm-blooded mortals. Though some nosferatu are sought for their knowledge, most are attacked on sight, and constant flight from dank hole to dank hole makes the acquisition of great wealth impractical. Instead these vampires must actively hunt to survive. Self-loathing and perennial despair have stolen any sense of entitlement from the nosferatu, and they willingly suck the blood of animals and vermin if no humanoids are available. Preying on lesser creatures helps reduce rumors that a vampire is about, though few creatures in nature rend and mutilate their kills in the way of the nosferatu, providing a trail for the canny hunter.



Although forever filled with sadness, the nosferatu are not insane. Unlike lichs or ghosts, they remain painfully rational. Their isolation is self-enforced, made necessary by their horrific appearance and unnatural desires, and many still long for the company of others who are not dominated or subjugated. Nosferatu rarely band together since there is little comfort in the company of another cursed soul, and most are too disgusted by their own decay to bear watching it in the body of another.

For more information on the nosferatu, see *Pathfinder Adventure Path* #8.

DESIRES

The decay of its flesh grants a nosferatu a special fascination with the flesh of the living, particularly the youthful. All mortal races seem “youthful” to these ancient immortals, but the tight, unmarked skin of those considered young among their own kind holds a special allure, drawing even cautious nosferatu to places where such youths are found. A nosferatu covets tender flesh, dominating its prey just for the joy of an embrace, but such joy is fleeting, and as easily as the vampire is captivated by the soft pulse of its victim’s flesh, it becomes enraged at the pallid, desiccated, state of its own body. In fury and aching hunger it descends into the frenzied brutality that characterizes its race’s feeding.

For some nosferatu, the desire for youth is so great that they would give up all their vampiric power to achieve it. Of all vampires, the nosferatu are the most likely to pursue a cure, and some have come perilously close to such a discovery. However, despite having centuries to perform such research, their solitary nature retards much progress in this field; nosferatu rarely meet to share scientific or

arcane developments, half afraid to admit their goals to other vampires and half afraid that success will bring them true death. The best results have come from the blending of alchemy and necromancy, but there are some nosferatu who believe the answer is in the infinite expanses of the planes or the cold reaches of the Dark Tapestry and reach out to the timeless knowledge of old, forgotten gods.

SECRETS OF THE NOSFERATU

The power of a nosferatu lies in the scope of the special abilities it enjoys. Physically and mentally powerful, it has no trouble crushing an opponent's body or mind. Able to transform into swarms of vermin or scale whole buildings with incredible ease, nosferatu are masters of any environment, while their bestial senses and telepathy allow them to operate with extreme efficiency in total silence and darkness.

Sharing the same vulnerabilities as the moroi is a source of frustration for a nosferatu. As a member of an incredibly rare race, it might be expected to enjoy some mystery around the methods of how it can be destroyed, but vampire slayers can use moroi-killing techniques against nosferatu just as easily. A nosferatu can mitigate these weaknesses with the same defenses as moroi do.

Tracking a nosferatu can be considerably harder than tracking other vampires, as it lacks the bravado and dignity of a moroi and isn't above fleeing through a sewer to throw off pursuit. As one of the last of its race, a nosferatu is cautious and defiant, and must be tracked like an animal rather than hunted like humanoid prey. Although it needs to rest in a coffin during the day, it lacks the moroi's predilection for opulent lairs, instead preferring dark, forgotten places whose decay and ruin match their own.

A slayer may enjoy greater success when preying not on the nosferatu's physical weaknesses, but on its desires, coaxing it out with some scrap of vital lore or an unmarked youth. These traps had better be well laid, however, for if the nosferatu scents danger on the wind, it is likely to shatter into a thousand spiders and vanish into the night before a single blow can be struck.

When cornered, a nosferatu becomes even more dangerous, harboring no respect for life, even its own. It fights bitterly and brutally to the end, taking down as many opponents as it can. If clearly outnumbered or outclassed, a nosferatu will attempt to maim, cripple, or disfigure as many adversaries as possible so that its own hideousness lives on in their scars.

ROLE

Though the bestial and universally shunned nosferatu take many forms, the following is one of the more common roles adopted by these savage and ancient vampires.

NOSFERATU SHAPECHANGER

Undead Master of Many Forms

Specialty arcane imposter, master transmuter, shameful deceiver

Race any; **Template** nosferatu

A MOLDERING CADAVER

The body of a nosferatu displays a frightening combination of both advanced age and the decay of undeath. Some of these features may include the following.

- Blackened, receding gums, or even missing teeth (further serrating an already ragged bite).
- A hairless head and body.
- Oversized knuckles and joints, inflamed and contorted with painless arthritis.
- Skin spitting open across the skull and over taut joints.
- Skin that now hangs loose from decrepit bones and muscles.
- Sunken eyes, visibly milky with dehydration.
- Taught skin with the texture of cold, damp leather.
- Thick, yellowing fingernails that have become brutal claws.
- Translucent flesh that shows patches of broken capillaries and the rough old bones beneath.

CLASS OPTIONS

Class alchemist^{APG}; **Class Features** discoveries (cognatogen^{UM}, grand cognatogen^{UM}, greater cognatogen^{UM}, madness bomb)

Class wizard; **Class Features** focused arcane school^{APG} (shapechange school^{APG}), arcane discoveries^{UM} (multimorph^{UM})

PREFERRED OPTIONS

Skills Bluff, Disguise, Knowledge (arcana), Spellcraft

Feats Disruptive Spell^{APG}, Extend Spell, Spell Focus (transmutation), Tenacious Transmutation^{APG}

DESCRIPTION

Of all the vampiric races, nosferatu are the most likely to seek a cure for their affliction. Both the living and fellow vampires see these traitorous nosferatu as a hindrance to their cause, and most wouldn't bat an eye at slaying them. Thus, nosferatu must often adopt magic or inventions that obscure their true form, so that they might interact with the denizens of communities that would otherwise seek to drive stakes through their cold bodies. Transmutation is a natural choice for a vampire obsessed with changing its form, and most consider this path far more satisfying than the temporary lies of illusion spells or mundane disguises.

ROLEPLAYING

Persona forever in search of a cure, tormented by her unnatural form, wracked with guilt; consider giving the character an overbearing conscience

Preferred Alignment any chaotic; **Preferred Spell Schools** transmutation

TRAITS

The following race traits are available to nosferatu. See page 3 for details on vampire race traits.

Rapid Drain: The ferocity of your hunger grants you the ability to draw life from your victims faster. When you use your blood drain ability, you gain 7 temporary hit points instead of 5.

Telekinetic Dependence: Your body is so ancient you fear damaging it with exertion. You gain a +1 trait bonus to your caster level when casting (or using as a spell-like ability) *fly*, *levitate*, *mage hand*, *telekinesis*, and similar spells that move objects through sheer will.

VETALA

A vetala is an insidious creature of great knowledge, great mystery, and great desire. This child spirit clothed in stolen flesh covets deeply the rich experiences missed in life and hunts the brightest of beings to feed on their memories and exploits, claiming them for its own. With its immature mind and the knowledge of a thousand victims, a vetala is unpredictable at best, treating living creatures as a toddler might treat its favorite dolls, one day protecting them with sharp nails, and the next tearing them apart to see how they're put together.

NECROLOGY

While the moroi and the nosferatu persist as earthly beings, a vetala seeks to transcend its physical form, existing between bodies and feeding on pure essence instead of baser blood. Although it remains trapped on this plane, its malevolence and possession abilities allow it to roam free for a few glorious hours, even among the living. It drifts from host to host, hunting and feeding on the memories and thoughts of intelligent creatures—the conscious, vibrant, essence of a being that defines it much more than an empty body or formless soul. The vetala devours the creativity, imagination, and memories stored in the prana of its victims, and it is this jumbled collection of unconnected secrets that makes the creature so valued by students of lore. The few mortals who do not wish to destroy a vetala as an abomination seek to consult with it, convinced that somewhere within its undead mind lie the secrets to bring empires to war or the unequalled power to undermine a despot with the truth.

Although a vetala's malevolence mocks the obsession mortals have with the flesh (for the vampire quickly discards bodies like old clothing), its own corpse anchors it to this world, and this is both its greatest regret and its greatest weakness. A vetala mitigates this dependency by lairing in forgotten mines, ancient battlefields, or similar repositories of the dead where the many corpses available for possession make its host-corpse seem innocuous among the crowd of bodies. It prefers these lonely places to graveyards, as burial in consecrated ground would swiftly end the cursed being. At play, however, its spirit frequently roams burial grounds to find new “toys” to wear.

To feed, a vetala draws creatures to it with supernatural power, calling out to widows and widowers in the voice of long-dead spouses or whispering secrets into the ears of innocents. Sometimes it possesses the body of a living creature, then sends young adventurers to its corpse's lair where it can reassume its true form and kill them.

The vetala's ability to modify memories makes it adept at manipulation, wiping the knowledge of important events, learning the memories it consumes, or planting false memories of criminal deeds to leave the victim confused and ashamed. Capricious and self-centered, it is rarely interested in collaboration, but may be persuaded to assist in the schemes of others. Any who seek the help of these creatures must remember that they can erase the secrets they reveal, even from their own allies.

For more information on vetalas, see *Pathfinder Campaign Setting: Inner Sea Bestiary*.

DESIRES

A vetala is driven by the desire to experience life—not its own short mortal life, but those of its victims. It feeds and feels by siphoning its victims' prana (consciousness, psyche, or life force). For many vetalas, this greed manifests in wanton, covetous destruction, and they steal lives both literally and figuratively. Other vetalas select only the best and brightest lives to consume, drawn to the strongest personalities or people with great potential.

The memories stolen by draining prana become an unorganized jumble in the vetala's mind, much like a dragon's lair has coins from many realms heaped into piles. For most vetalas, this vast jumble of unconnected secrets is used only for nourishment. A rare few find they are changed in a fundamental way by the absorption of an exceptionally wise or self-aware consciousness, gaining temporary enlightenment. In this state, the vetala sifts through its mental hoard with newfound perspective, recognizing secret patterns and achieving unique clarity and perspective. These vetalas recite secrets like mantras or retell them as parables to mortal supplicants seeking guidance. The stolen moments become the vetala's philosophy, leading it to true enlightenment or even freedom from an evil or undead existence.

When it grows tired of its corpse-toys, a vetala sometimes kidnaps a child, modifies family members' memories so they only half-remember the lost youth, and drags its new companion back to its lair, where the child quickly starves. Dying in the company of a vetala taints the child's soul, and its lack of burial makes it rise as a vetala itself. This new undead is subservient to its older “sibling” until it consumes a memory of someone who knew it in life, revealing to it the truth of its origins and freeing it from its unnatural obedience, though not its wretched form.

SECRETS OF THE VETALA

A vetala's weakness lies in its host-corpse. A vetala is exceptionally careful about where it hides its true body when wearing a temporary one, and lacking the unusual movement modes of other vampires (such as turning into animals or mist), it relies on more conventional means of protection. A typical method is hiding its body in a long-forgotten place or secret hideaway. If the location of its true body is found out, a vetala attempts to wipe away all knowledge of its location from the infiltrator's mind. A vetala litters its lair with extra corpses to control at a moment's whim, and most prefer to do things themselves than rely on less-competent minions.

This ability to inhabit and discard broken bodies at will makes a well-prepared vetala an extremely challenging foe. Under the right circumstances it becomes an entire legion of undead, albeit one at a time. The frustrating task of cutting through these endless corpses gets a slayer no closer to destroying the vetala, but expends precious resources before he ever meets its real form.

Since chants and mantras are a vetala's only unique vampire weakness, a well-placed *silence* spell (or magic item that prevents sound) can quickly negate a slayer's careful preparations. Because it is repelled by the sound of prayers rather than the prayer itself, a vetala bard can use countersong to thwart this attack, often using ancient dirges from its repertoire of stolen memories to unnerve its attackers and remind them of the consequences of failure.

ROLE

The following is just one of the many roles a vetala might fall into, diverse and multitalented as its kind is.

VETALA LIFESTEALER

Predatory Martial Memory Snatcher

Specialty calm hunter, hungry scrapper, meditative sweeper

Race any; **Template** vetala

CLASS OPTIONS

Class monk; **Archetype** hungry ghost monk^{APG} or tetori^{UC}

PREFERRED OPTIONS

Skills Acrobatics, Bluff, Climb, Survival

Feats Binding Throw^{UC}, Feral Combat Training^{UC}, *Ki* Throw^{APG}, Panther Style^{UC}

DESCRIPTION

A vetala lifestealer combines its mastery of the martial arts and its unholy gifts of prana theft to deadly effect, draining multiple essential energies and erasing memories from its victim with a single strike. These vetala eschew the mystical powers of their more spiritual brethren in favor of honing close-quarters combat tricks and maneuvers, and woe unto any victims who come within grappling distance of the vetala lifestealer.

ROLEPLAYING

Persona cruel humor, eerily composed until battle, prone to bouts of violence; shaped by a wicked past

Preferred Alignment any lawful

TRAITS

The following race traits are available to vetalas. See page 3 for details on vampire race traits.

Self-Aware: Wisdom stolen from an enlightened mortal has opened your own mind. Knowing yourself helps you to understand others. You gain a +1 trait bonus on all Sense Motive checks, and Sense Motive becomes a class skill for you.

Stubborn: The angry child inside bolsters your will, and you often prove utterly defiant. You gain a +2 trait bonus on saving throws against attempts to control you, such as *command undead*, *halt undead*, or channeled energy to turn or control undead.

STOLEN MEMORIES

As a side effect of their memory-draining powers, vetalas' minds are often filled with now-stagnant thoughts of their victims and wisps of histories they scarcely understand. If you're playing a vetala, feel free to work with your GM to use some of the following fragmented memories in developing your character.

- Memories of a local noble's sister, though he was not known to have had one.
- Images of an heirloom necklace snatched from a cold, drowned body in a webbed fist.
- The true name of a powerful daemon.
- Unfinished research into a unique and powerful spell.
- A PC's secret, stolen from an old, long-forgotten friend from her past.
- A detailed memory of the only way through a maze, though not the location of the labyrinth itself.
- The words of a ritual not practiced for centuries, its purpose long forgotten.



VAMPIRE CHARACTERS

A vampire's fascinating psychological complexities make for rich roleplaying as a player character. Vampires are fundamentally monsters, however, and including them as PCs in a campaign alongside normal humanoid PCs can be tricky. The following advice can help resolve some common issues for players and GMs interested in including vampire PCs in their campaign.

ALIGNMENT

Most vampires are evil, but like any race that doesn't have the evil subtype, there is always a slim chance for redemption.

Neutral vampires are rare, but not unheard of. Most commonly they are freed spawn, creatures now balking in horror at acts they perpetrated while dominated by their masters, with living memories fresh in their minds. Some vampires shift alignment to neutral over many hundreds of years as they tire of hunting and being hunted, moderating their evil by curtailing their behavior rather than making a philosophical choice.

A good vampire is so rare as to be almost nonexistent.

Its very nature draws it to feast on living intelligent creatures. The impossibly rare good vampire is trusted by no one and persecuted by all—mortal and vampire alike. Other vampires despise it out of jealousy or fear. No mortal will ever be convinced of its goodness, always sleeping behind locked chamber doors and with holy symbols in hand. Both within an adventuring party and out in the world, playing a good vampire character is fraught with trials.

Vampires of all types may be lawful, neutral, or chaotic. As they are essentially immortal and can reinvent their identities over the centuries, a vampire is rarely bound to one alignment all its life.

PLAYING IN A MIXED PARTY

For all successful adventuring parties, a strong relationship with other members of the group is vital. If things turn sour on account of your vampire PC feasting on a stable boy or milkmaid, it's essential for you to have allies on your side. An adventuring vampire also needs help transporting its coffin or corpse, so it's wise to maintain at least a cordial relationship with your party's resident muscle. Below are some additional guidelines to make relations easier in a mixed party that includes a vampire PC.

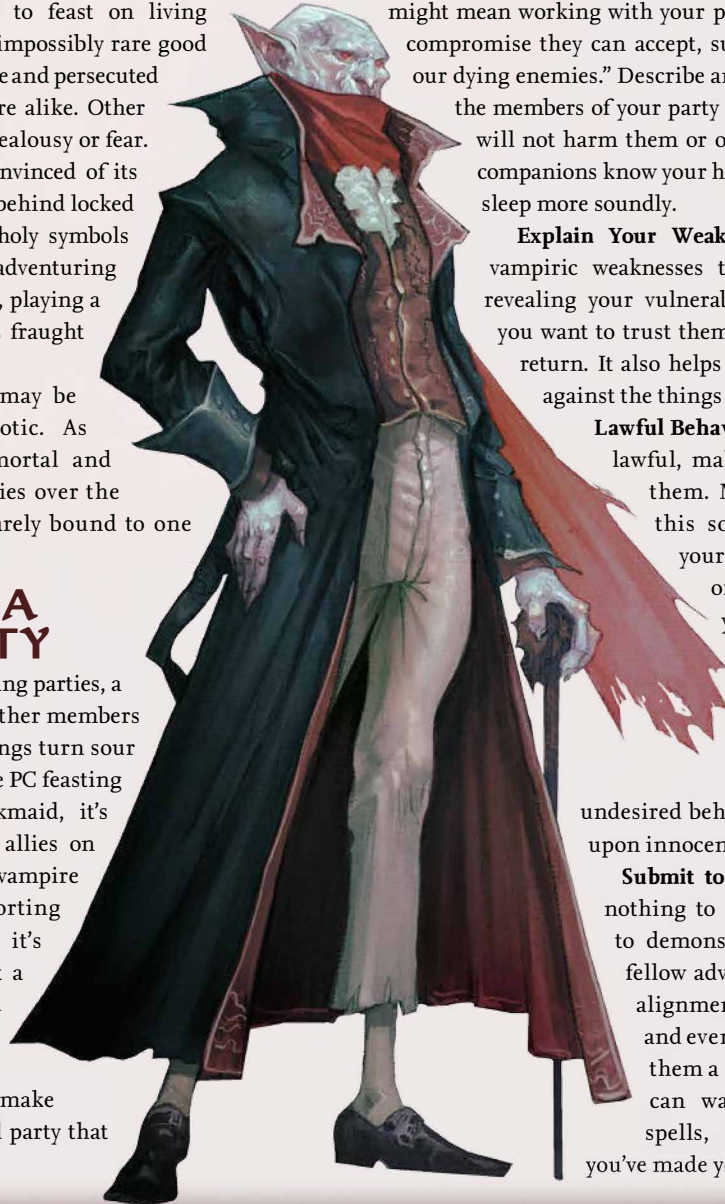
Deceit: With access to the right transmutation or illusion magic, you should be able to pass for a living person if necessary. Bear in mind that lying to your allies has consequences both in and out of game, and the repercussions may be more severe than any restrictions your living allies require for them to trust you when you are honest about their nature. If you really want them to trust you in the long run, deceit should always be the last resort.

Explain Your Hunger: Be truthful about how often you feed and on what substance. Find a way to feed without killing or permanently harming intelligent creatures. This might mean working with your party members to find a compromise they can accept, such as "only feed upon our dying enemies." Describe and show this method to the members of your party so they understand you will not harm them or other innocents. If your companions know your hunger is sated, they will sleep more soundly.

Explain Your Weaknesses: Describe your vampiric weaknesses to your colleagues. By revealing your vulnerabilities, you show that you want to trust them and can be trusted in return. It also helps your allies protect you against the things that can harm you.

Lawful Behavior: Even if you are not lawful, make promises and keep them. Make a show of doing this so it is the first thing your colleagues remember of you. In extreme cases you might volunteer to become the subject of a *mark of justice* spell so the other PCs know for sure that you will avoid undesired behaviors (such as feeding upon innocent people).

Submit to Scrutiny: If you have nothing to hide, do not be afraid to demonstrate this. Allow your fellow adventures to divine your alignment, your creature type, and even your intentions. Offer them a part of yourself so they can watch you with *scrying* spells, or show them where you've made your lair.



ADVENTURING MOTIVATION

Whether for glory, wealth, or even a cure and their return to humanity, vampires may be drawn to adventuring for many reasons. Their power is great, but not endless, and as creatures of Golarion there is not one among them who can afford to be ignorant of the world.

JIANG-SHI

Jiang-shis are not above accepting the help of others in order to fulfill their obsessions. Signs and portents lie both near and far, and if a jiang-shi wants to find them, it will.

MOROI

Most adventuring moroi are freed spawn, creatures too ancient to bother with the joys of evil, or ones whose secret machinations match a party's goals.

NOSFERATU

These wretched creatures are solitary more out of necessity than choice, and many jump at the chance to join up with peers in pursuit of some grand goal.

VETALA

Vetalas are desperate for experience and exploration. Enlightened by their stolen knowledge, they make excellent guides, even in places they've never been before.

RUNNING A CAMPAIGN

With the exception of using dhampirs, there is no easy way to include vampire characters in a campaign with normal humanoid PCs and maintain a balanced level of power between the characters. Each of the vampire races is significantly more powerful than any of the standard races in the *Core Rulebook*, and that makes it difficult to balance having a vampire as a PC in a campaign. A vampire's abilities can make a CR-appropriate encounter too easy, just as its weaknesses can turn an easy encounter into a surprisingly deadly one. If a player wants to play a vampire-like character, choosing a dhampir is the best way to do so and still maintain a reasonable level of power balance compared to the other PCs. If the normal dhampir abilities aren't interesting enough to the player, this book presents variant dhampir abilities for each of the four types of vampires.

Here are some suggestions to help things run smoothly if a GM is building a campaign where most or all of the PCs are vampires.

Know the Types: Read up on this book's descriptions of each vampire race. Consider a few ways to inconvenience vampire PCs (to make some encounters unique or especially challenging) and make note of the hints given for dealing with vampire weaknesses (lest the campaign end up mostly about exploiting those weaknesses).

Roleplay: A vampire campaign should be as much about what it means to be a vampire as about the power it brings. The players should carefully consider their characters' motivations in the campaign as well as long-term character goals. Use these motivations to drive the story and introduce roleplaying encounters that emphasize the peculiarities of each character rather than the mathematics of the template's abilities.

Understand Mind Control: Familiarize yourself with the rules for *charm person*, *dominate person*, and the Diplomacy skill. Visit the messageboards at paizo.com to read how other players and GMs handle these effects in-game, and consider presenting your own ideas to players as house rules before the campaign starts. Even with vampires who lack the ability to magically dominate others, social skills are likely to come into play, and nothing stops a dramatic encounter short like players disagreeing about what sort of action counts as being against a creature's nature.

Use Hunger: Vampire characters are powerful, but such strength comes with a price. The hunger rules (see pages 22–23) are designed to introduce balanced complications to curb the tendency toward overt and aggressive action by vampires against mortals or the storyline. The hunger rules also create a powerful roleplaying hook that can enrich the experience of playing a vampire PC.

Use Informed Opponents: Vampires are extremely powerful creatures, but against enemies that have knowledge of their abilities and weaknesses, they become much more balanced. If an opponent knows the PCs are vampires, that opponent and his or her minions should come equipped with weapons appropriate for overcoming a vampire's DR, and a simple remedy like garlic or a holy symbol can keep a moroi at bay long enough for the enemies to land several telling blows. Keep in mind that enhancement bonuses of +3 and higher automatically overcome certain types of DR, and that *undead-bane* ammunition is an inexpensive way to threaten vampires.

Use Slow XP and Treasure: Vampires are powerful and immortal. They don't need to be rapidly gaining class levels and heaps of treasure to be fun to play. By using the slow XP and treasure tracks, the campaign remains sustainable over a longer period of time—a campaign may take place over 100 years, with the PCs only gaining a few levels over that time period, and multiple game years passing between important plot points. By placing the campaign in remote or cash-strapped locations, vampire PCs are forced to rely more on their abilities than what gear they own. If the PCs are established vampires and are above 1st level, insist they spend some of their wealth on a residence, servants, appearance, or an appropriate obsession; PCs who refuse end up having a lower status among the vampires and may have roleplaying hindrances and penalties on Diplomacy and Intimidate checks when dealing with other vampires.

Advanced Race Guide: GMs using the *Advanced Race Guide* should treat all true vampire races as having the monstrous power level (20+ race points), as each of them has over 150 RP worth of special abilities. Using the guidelines in the Challenging Advanced and Monstrous Races sidebar (*Advanced Race Guide* 219), treat a level 1–5 vampire party as +5 levels, level 6–10 as +4 levels, level 11–15 as +3 levels, and level 16–20 as +2 levels.

Vampire Transformations

Whether bursting into shrouds of translucent mist or springing away in wolf form, vampires possess a multitude of powerful abilities that let them change their shapes to fight or escape. The vampire feats on these two pages can be used to grant different types of vampires powers they wouldn't normally have, as well as to augment vampires' preexisting abilities. Unless otherwise noted, saving throw DCs are equal to $10 + 1/2$ the vampire's Hit Dice + the vampire's Cha modifier.

Beast Form

Those vampires with the incredible ability to transform into certain animals sometimes hone their power even further, or teach this valuable skill to other vampires.

IMPROVED BESTIAL TRANSFORMATION

You have mastered the ability to transform into a variety of beasts.

Prerequisite: Vampire.

Benefit: You can change shape (as the universal monster rule) to assume the form of one of the following beasts, as *beast shape II*: boar, dire bat, giant frog, grizzly bear, hyena, leopard, lion, shark, squid, or wolf. This is a supernatural ability.

Special: You can gain this feat multiple times. Each time you take this feat, choose another animal transformation.



Swarm Form

Whether subtly transforming into a pile of creeping insects or exploding into a flock of bats, vampires find frequent use for their ability to metamorphose and disperse themselves.

IMPROVED SWARM FORM

You can assume the form of various varmints.

Prerequisite: Vampire.

Benefit: Choose one of the following forms: bat swarm, centipede swarm, cockroach swarm^{B2}, leech swarm, rat swarm, or spider swarm. As a standard action, you can change into this form.

The swarm has the same number of hit points as you, and any damage dealt to the swarm affects you. While in swarm form, you are immune to any physical spell or effect that targets a specific number of creatures (including single-target spells such as *disintegrate*), with the exception of such spells and effects generated by you, which treat you as one single creature if you so choose. While in swarm form, you cannot use any natural attacks or any special attacks, although you gain the natural weapons and extraordinary special attacks of the swarm you transform into. You also retain all of your usual special qualities. While in swarm form, you are still considered an undead creature with your total number of Hit Dice. You can remain in swarm form until you assume another form, until you retake your original form as a standard action, or until the next sunrise. This is a supernatural ability.

Special: You can gain this feat multiple times. Each time you take this feat, choose another swarm type.

Mist Form

Some vampires channel great power into their gaseous form to allow them to inflict devastating effects on their foes.

IMPROVED GASEOUS FORM

Your gaseous state is more potent than that of your peers.

Prerequisite: Vampire.

Benefit: As a standard action, you can assume *gaseous form* at will (caster level 5th), but can remain gaseous indefinitely and have a fly speed of 20 feet with perfect maneuverability. This is a supernatural ability.

If you already possess the gaseous form special quality, you can instead choose to augment your gaseous form in one of the following ways. These effects apply only to creatures that enter your space while you are in gaseous form.

Glitterdust (Su): Creatures must succeed at a Will save or be blinded and outlined in golden particles as though under the effects of *glitterdust*.

Mind Fog (Su): Creatures must succeed at a Will save or take penalties as though under the effects of *mind fog*. This effect lasts as long as a creature shares your space and for 2d6 rounds after.

Special: You can gain this feat multiple times. Each time you take this feat, choose another swarm type.

DHAMPIR

Of all Golarion's half-breeds, dhampirs evoke some of the strongest reactions. Whereas other peoples of mixed heritage are considered oddities at best or perversions at worst, dhampirs represent a fundamental affront to nature itself—the union of life and undeath. Even before birth, a dhampir knows misfortune, touched as it is by its father's taint, and most societies see fit to remind these pallid bastards of their curse via regular discrimination, bullying, and even persecution.

Few women voluntarily desire to breed with a vampire, and few vampires have the proper vitality to be fertile, so the unnatural conception that results in a dhampir is incredibly rare, and usually dangerous. Many dhampirs die unborn at the hands of distraught mothers or grim-faced vampire hunters, or they inadvertently kill their mothers before they come to term and expire in stale wombs. Those who survive gestation and birth are pained upon emergence at the sudden light of the outside world, as well as either the horror of those expecting a normal child, or the gleeful evil of their wicked parents. Few have the chance to mature into creatures of value and dignity, so it is unsurprising that most fall into evil habits.

This section refers to a dhampir's vampire parent as "father," for it is almost always the case that a dhampir is born of a female living mortal and a male vampire. It is unknown whether this is because a female vampire's womb is barren or because no mortal man's seed can survive long enough to impregnate her. As rare and legendary as dhampir births are, verifiable stories of female vampires birthing a dhampir child are all but unheard of.

ECOLOGY

A dhampir benefits from all the grace of her immortal parent, just as she is plagued by her father's aversions. Even if maltreated and malnourished, a dhampir grows tall and lean, finding secret, shameful sustenance in the flesh of rodents or beasts of burden if necessary. Her sharp, angular features accentuate the best parts of her mortal heritage while flawless skin hides her age. To mortals, the combination is captivating, although in sunlight a dhampir's sensitivity to light encourages her to hunch, giving her a shrunken, sickly look, accentuated by the bright rays against the pallor of her flesh.

In early life, a dhampir rarely experiences love, and develops a fear of intimacy that sees her shy away from a touch in the same way that she shrinks away from sunlight. A dhampir grows up seeing commoners make evil-warding gestures at the sight of her, which does not encourage friendship or openness. Most dhampirs never feel the warm embrace of another person, giving them a physical distance that can be mistaken for aloofness.

Though a dhampir is generally despised by her mortal family, she may find some solace in the court or lair of her undead parent. A dhampir's difficult and often violent life as an outcast teaches her that she is closer to being a vampire than a mortal, and the promise of acceptance by the undead makes her an easy convert to evil. Her ability to walk in daylight (albeit uncomfortably) makes her a

valuable agent to her undead brethren, and because she does not need to feed on blood and cannot create spawn of her own, she is less of a burden to her vampire master.

A dhampir who is not fortunate enough to serve a true vampire often becomes a loner, both by choice and because of the rejection of others. Her quick hands and the ability to see in darkness make her a consummate thief even without training, and her glib tongue helps her evade confinement if caught. Alternatively, a dhampir may meet with success as a slayer, using her unnatural resistances to stalk wights and similar creatures, and indeed those dhampirs who hold their cursed ancestors in disdain find this path particularly appealing.

SECRETS OF THE DHAMPIR

A dhampir ally can be difficult for adventurers of more conventional races to accept, both in terms of personality conflicts and having to deal with the dhampir's distinctive abilities and hindrances.

Dhampirs have a hard time adventuring in daylight, a trait that can prove somewhat frustrating for parties who frequently find themselves in open areas with few shadowy places to hide. Handily, while dhampirs prove to be at a disadvantage in the light, they prove remarkably adept in the dark, and especially tactical dhampirs can use their innate abilities to get the drop on less attuned foes. Deceit and their natural ability to hunt undead are a dhampir's specialties.

Dhampirs' vampiric heritage makes them unable to absorb divine energy like most races, and clerics of good gods would have a hard time indeed healing a dhampir companion. On the other hand, when faced with evil clerics whose channeled energies taint the souls of the living, dhampirs prove all but unstoppable. Most of the time, however, dhampirs must take special considerations to ensure their allies don't accidentally slay them in a shower of holy energy.

The extent to which a dhampir's powers resemble her vampire father's determines her aptitude as a hunter of creatures of the night. A dhampir shrugs off energy drain and can magically detect undead, and her weaknesses are similar enough to a vampire's that a vampire trying to exploit this weakness would only hurt itself. A dhampir's will to hunt is fueled not only by the promise of glory and riches, but also by a dark and endless resentment for her origins. Many relish the chance to kill the foul creatures responsible for their own cursed existences, and dhampir slayers are feared by vampires more than those of any other race.

ROLES

Dhampirs often travel down one of two paths, either rebuking the treacherous ways of their undead fathers or adopting the sanguine cravings that permeate their fiber.

ANCESTRAL SLAYER

Spurned Hunter of Vampiric Forebears

Specialty avenger, chaser, urban hunter

Race dhampir

CLASS OPTIONS

Class inquisitor^{APG}; **Archetype** vampire hunterSM

PREFERRED OPTIONS

Skills Craft (weapons), Perception, Sense Motive, Stealth, Survival

Feats Combat Medic^{UC}, Precise Strike^{APG}

DESCRIPTION

Those dhampirs who feel a particular disdain for their undead heritage sometimes take to the streets and wilds as vengeful vampire hunters. Many regard these dhampirs either as previously tainted individuals who have seen the error of their forebears' ways or as traitors to their own kind. To dhampirs, the distinction is unnecessary; all that matters is that their undead antecedents pay for their wickedness—preferably in blood.

ROLEPLAYING

Persona filled with vengeful purpose, maddeningly stubborn, single-minded

Preferred Equipment silver weapon blanch^{APG}, alchemical silver weapons, wooden stakes

TAINTED BLOODLETTER

Deceitful Master of Necromantic Arts

Specialty beguiler, serial betrayer, sinful charmer

Race dhampir

CLASS OPTIONS

Class sorcerer; **Archetype** wildblooded^{UM}; **Class Features** mutated bloodline^{UM} (sanguine^{UM})

Class witch^{APG}; **Archetype** gravewalker^{UM}; **Class Features** hexes (charm, evil eye, misfortune), major hexes (infected wounds^{UM}, nightmares), grand hexes (death curse)

PREFERRED OPTIONS

Skills Bluff, Diplomacy, Intimidate, Spellcraft

Feats Persuasive, Spell Focus (enchantment, necromancy)

DESCRIPTION

Dhampirs tend toward spontaneous casting classes, partly because of the inherent magic in their conception and partly because deep study requires a stable adolescent environment, which few dhampirs are blessed with. Those dhampirs who follow a path of corruption and cruelty often find joy in leading others astray, and use their unnatural gifts of persuasion to lure innocents into their wicked grasp. They often simply murder these victims to reanimate as their undead thralls, though some dhampirs prefer their enraptured prey alive, charming potential minions to do their dirty work as well as acquire additional brainwashed allies.

ROLEPLAYING

Persona marked by a wicked past, shunned by society, takes pleasure in corrupting others

Preferred Alignment any evil

TRAITS

The following race traits are available to dhampirs.

Born in the Light: The circumstance of your birth and upbringing left little room to accommodate your weaknesses, and many hours toiling in broad daylight have decreased the severity of your innate hindrances. You gain a +2 bonus on checks and saves affected by the Endurance feat (this bonus does not stack with the bonus granted by the Endurance feat). When your light sensitivity causes you to become dazzled, you do not take the -1 penalty on sight-based Perception checks.

Final Embrace: Like your undead ancestor, you possess an intense yearning for the touch of the living, and the hunger that dwells within you grants an unnatural strength to your grip. You gain a +2 trait bonus on grapple combat maneuver checks to pin an opponent.



DHAMPIR HERITAGES

Presented here are alternative dhampirs descended from specific breeds of vampires. A player may choose one of the following heritages for her dhampir in place of the traditional dhampir racial features (which are assumed to be born from less pure or mixed heritages). Each heritage presents new features that replace the default dhampir racial traits (the alternate weaknesses replace a dhampir's light sensitivity racial trait), as well as a pair of custom race traits. Each heritage also includes typical personalities and appearances, and likely places of origin of these unique breeds of dhampir.

JIANG-SHI-BORN (RU-SHI)

Ru-shis possess an unsettling, graceless bearing, as well as a fierce determination to accomplish their mysterious goals.

RU-SHI

Ancestry Jiang-shi

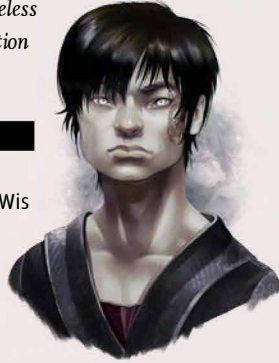
Ability Modifiers +2 Dex, +2 Int, -2 Wis

Alternate Skill Modifiers

Acrobatics, Knowledge (engineering)

Alternate Spell-Like Ability Ru-shis gain *erase* as a spell-like ability.

Alternate Weakness Ru-shis take a -1 penalty on saves against sonic effects and spells.



MOROI-BORN (SVETOCHER)

Brought forth by the haughty and brutal moroi, svetothers are renowned and feared for their silver tongues and deadly strength.

SVETOCHER

Ancestry Moroi

Ability Modifiers +2 Str, +2 Cha, -2 Con

Alternate Skill Modifiers Diplomacy,

Knowledge (nobility)

Alternate Spell-Like Ability

Svetothers gain *obscuring mist* as a spell-like ability.

Alternate Weakness Svetothers take a -1 penalty on saves against effects that deal positive energy damage.



Also called a ru-shi, a jiang-shi-born is usually the result of some foul ritual or a magically possessed father rather than direct congress between a human and jiang-shi. Jiang-shis lack any natural desire for physical contact or procreation, and their putrefying internal organs make most unable to conceive.

Ru-shis' skin remains gray, regardless of exposure to the sun, and their eyes have unusually light irises and pupils. Their movements are typically stiff and awkward. Ru-shis are often mathematically or linguistically gifted, though some cast aside such natural gifts, bitter and scornful as they are of anything that might remind them of their monstrous forebears.

Most ru-shis are found in Tian Xia where jiang-shis are more common, but ru-shi vagabonds are also drawn to the technological wonders of Numeria.

TRAITS

The following are race traits for ru-shis.

Linguistic Genius: Words and letters say more to you than their writers ever intended. You gain a +1 trait bonus on Linguistics checks, and learn to speak and read one additional language from your list of racial languages. Linguistics is always a class skill for you.

Numerological Gift: Since birth you have had an intimate connection with a certain number. When you select this trait, roll 3d6. The resulting number becomes your numerological totem and can never be changed. Once per day, when you roll your totem number on a d20 (such as an attack roll, save, or skill check), you may treat that roll as if you had rolled a natural 20 on the die.

Dhampirs who can trace their heritage to moroi are known as svetothers, and they inherit much of the unnatural charm and beauty exhibited by their vampiric forebears. Svetothers tend to have an easier time than other dhampirs when associating with mortals, though they must be careful that their relatively wanton social interactions do not breed jealousy, resentment, or disdain. They are more often hunted out of covetousness or spite than outright prejudice, so they typically develop social skills that allow them to soothe wounds caused by accidental slights or careless acts.

Since their undead progenitors often deal with royalty, svetothers have a fair chance of being born into nobility. Though some aristocrats are content to raise their moroi-born children in the shadowy corners of high society, less scrupulous nobles have few qualms about leaving their disgraceful offspring on the doorsteps of unfortunate commoners. Moroi rarely care for their half-breed progeny any more than the nobles forced to bear them, but those who do feel a sense of possession over misbegotten children might seek them out in the village they were abandoned in.

TRAITS

The following are race traits for svetothers.

Mind Trapper: Your honeyed words are nearly impossible for your enchanted subjects to ignore. You gain a +2 trait bonus on Charisma checks to convince an ally enchanted by one of your charm spells (such as *charm person* or *charm monster*) to do things it wouldn't normally do.

Sensual Graces: Your unearthly beauty enchants those who court you. You gain a +2 trait bonus on Bluff checks made against humanoids who would be attracted to you.

NOSFERATU-BORN (ANCIENT-BORN)

Cursed from birth with a remnant of their forebears' wasting illness, the ancient-born instinctively know both hate and fear in ample quantities.

ANCIENT-BORN

Ancestry Nosferatu

Ability Modifiers +2 Str, +2 Wis,
-2 Con

Alternate Skill Modifiers Climb,
Survival

Alternate Spell-Like Ability Ancient-born
gain *doom* as a spell-like ability.

Alternate Weakness Ancient-born take a -1 penalty on saving throws against effects that damage, drain, or reduce physical ability scores.



The union that results in an ancient-born is too horrific for most to imagine. Even in relative youth a nosferatu is so terrible to behold that any such coupling must be the result of arcane manipulation or insanity.

Ancient-born's hatred for humanity is reflected in their appearance; from birth they are misshapen, sallow, and painfully thin. Abuse from their disgusted peers wears deep on ancient-born's skin thanks to their physical weakness. Lacking the gift of immortality to offset the wasting effect of the curse they are born with, their chalky complexion scars easily and bruises like an overripe peach.

Ancient-born's unsettling appearance makes their participation in society challenging. If they are not chased from their homes by the time they hit puberty, nosferatu-born usually leave of their own volition as soon as possible. Some seek isolation, some revenge, and some even their own glorification—or destruction—as adventurers.

Ancient-born are more common in Ustalav than in other parts of the world. Some say they gravitate to the wickedness of that place, but others suggest that they are all related to a single nosferatu whose search to rid itself of its curse has included a number of “experiments” on mortal women.

TRAITS

The following are race traits for ancient-born.

Old Before Your Time: Your fragile flesh shows signs of years not yet lived. Any creature trying to discern your true age must make a Perception or Sense Motive check opposed by your Bluff check; you gain a +5 trait bonus on this check. You gain a +2 trait bonus on Disguise checks if your disguise makes you look at least one age category older, and ignore the check penalty for disguising yourself as a different age category while doing so.

Thrall Spotter: Your heritage gives you an understanding of the powers of domination. You gain a +5 trait bonus on Sense Motive checks made to determine whether a creature is acting under the effects of a charm or compulsion.

VETALA-BORN (AJIBACHANA)

With skin like faded brass, ajibachanas reveal their undead taint through their unnatural agility and childlike trains of thought.

AJIBACHANA

Ancestry Vetala

Ability Modifiers +2 Dex, +2 Wis, -2 Int

Alternate Skill Modifiers Escape Artist,
Use Magic Device

Alternate Spell-Like Ability Ajibachanas
gain *comprehend languages* as a
spell-like ability.

Alternate Weakness Ajibachanas take a -1 penalty to their caster level whenever they are in an area affected by *consecrate*, *hallow*, or a similar spell that makes an area holy.



More often the result of curiosity or experimentation than mating, the dhampir offspring of vetalas are born with sharp minds and are inclined to ask questions. Known as ajibachanas, they are forceful and precocious, but their progenitors' distaste for the devout is mirrored in their weakness around holy or unholy sites.

Just like their vampire parents, ajibachanas yearn for knowledge and often engage in scholarly pursuits, but their mortality drives them to work harder and learn faster. In a few short decades, they might gain a better understanding of themselves and their accumulated knowledge than their eternally childish parents ever could have.

Unable to change bodies like vetalas, ajibachanas lack the variation of their vampire parents, but many excel at dance or contortion, turning their lithe forms into works of art, and possibly earning money through performance. Ajibachanas understand how avaricious vetalas and mortals can be, and thus many of the wiser ones become ascetics, preferring knowledge over gold and ever fearful of becoming as covetous as their ancestors.

Ajibachanas hail most commonly from Vudra, but their thirst for knowledge sees them travel anywhere on the globe where they can glean wisdom. Unlike most dhampirs, vetalas' heritage gives them a certain status as scholars, and their natural beauty grants them an easier passage through life than other people with undead forebears.

TRAITS

The following are race traits for ajibachanas.

Half-Forgotten Secrets: A whisper of knowledge was transferred to you at the time of your creation. You gain a +1 trait bonus on checks with two Knowledge skills of your choice, and one of these skills becomes a class skill.

Unidentifiable Appeal: The unnatural symmetry of your face gives you an attractiveness that is at once captivating but hard to quantify. You gain a +1 trait bonus on Disguise checks and a +1 trait bonus on Diplomacy checks made to influence those who would be attracted to you.

THE HUNGER

Some vampires find their sanguine urges so irresistible that to resist them would be to invite madness into their own minds. The following optional rules system is for players and GMs who wish to incorporate vampiric hunger into their games.

“Hunger” is perhaps a misleading term to describe a vampire’s lust for flesh, consciousness, or youth. As unliving things, they technically require no sustenance, and yet ravenousness is often considered a key characteristic of those who walk without life. In truth, this desire is driven not by need, but by psychological greed. Feasting grants the undead no physical nourishment, but does fill them with a pleasure and power they can’t attain by any other means. For undead, the act of feeding can be likened to that of an addict satiating her inner demon.

The basest monsters pursue their addiction to the exclusion of anything else, but vampires and other greater undead are closer to functioning addicts—simultaneously managing their hunger and their more high-minded schemes. If denied living nectar for too long, however, even the sharpest creatures hurl themselves at whichever warm, soft parts of the living they most covet.

This section presents optional rules for the hunger of undead creatures. Consult your GM if you want to use these rules in your game, since the added element of feeding can have a drastic effect on vampire-focused campaigns, especially for players running vampire PCs.

CREATURES AND THEIR HUNGER

For vampires, managing their hunger is an integral part of unlife. Some revel in the feast, but for others it is nothing but a constant source of stress and shame. A vampire who refuses to feed on intelligent beings is relegated to the dull taste of animal blood out of necessity, and forsakes the euphoria of a true feed.

Some see little choice but to give in to their desires with resignation. The joy dulls and the process becomes rote, but they accept it as part of their nature and never seek to break the cycle. This is especially true of spawn still under the control of their creator, who often view their hunger as just another restriction on their freedom.

Other vampires are so frustrated by their immortal addiction that they dedicate their lives to the search for a cure for their affliction—or at least a substitute for feeding. This is more common for mortals unwillingly turned into vampires and those who truly understand the ongoing implications of their transformation. Those nosferatu who have sufficient intellect are among the most likely to seek such a cure, and many feed with guilt.

There are those who find the feeding process detestable, but whose fear of withdrawal convinces them to act on their hunger. To mortals, this revulsion-filled consumption is indistinguishable from savage bloodlust. Instead of pity and understanding, these vampires are greeted like any other of their kind—with stakes and torches and holy rage.

HUNGER RULES

Where the living suffer physically from starvation, undead suffer mentally. After long enough without a “meal,” even the most arrogant vampire becomes a bestial creature of instinct. Withdrawal weakens the monster, and as its natural defenses fail, its behavior becomes irrational, particularly when it’s around sources of what it is denied or has denied itself.

A carnivorous or otherwise life-draining undead may safely go a number of days equal to its Hit Dice without a dose of its preferred meal before it starts to feel the effects of hunger. Each additional day after this grace period, the undead must make a Will save (DC 10 + 1/2 the undead creature’s Hit Dice, + 1 for each previous check). If the undead creature fails its save, it enters withdrawal and begins to take penalties according to the Withdrawal Penalties table (see page 23). It must continue to save each day until it feeds again. Additional failed checks increase the penalties as shown on the table. Feats and abilities that affect mortal hunger (such as Endurance or a *ring of sustenance*) do not apply to vampire hunger.

An undead that is suffering from withdrawal grows increasingly drawn and gaunt (or diaphanous and tattered, for incorporeal undead). Any attempts by the creature to conceal its undead nature with the Disguise skill are penalized as noted on the table.

An undead that suffers withdrawal is acutely aware of its unfulfilled addiction; if presented with the chance to feed, it might be compelled to do so, regardless of the consequences. Anytime it comes within 10 feet of a helpless creature that can sate its desire, it must make another hunger save at the current DC. Failure means it falls upon the helpless creature—whether friend or foe—and attempts to consume or drain it. Until the undead has fed, it can take no action other than to feed from this helpless creature or to enable itself to feed (such as a moroi grappling a creature so it can use its blood drain). During this feeding frenzy, the undead creature takes a –2 penalty to its AC.

WITHDRAWAL EFFECTS

An undead that hasn’t fed recently suffers from withdrawal, depending on the number of hunger saves it has failed. As shown on the Withdrawal Penalties table on the facing page, an undead creature suffering from withdrawal takes penalties to channel resistance, on Will saves, to Strength and Charisma scores, to damage reduction, to fast healing, and on Disguise checks. The withdrawal penalties apply only if the creature has the ability in question. For example, a hungry moroi’s damage reduction decreases,

WITHDRAWAL PENALTIES

Failed Hunger Saves	Channel Resistance	Will Saves	Str/Cha	DR	Fast Healing	Disguise
1	-1	-2	-1	-2	-1	-2
2	-1	-2	-1	-2	-1	-2
3	-1	-2	-2	-4	-1	-4
4	-2	-3	-2	-4	-2	-4
5	-2	-3	-4	-4	-2	-4
6	-2	-3	-4	-6	-2	-6
7	-3	-4	-6	-6	-3	-6
8	-3	-4	-6	-6	-3	-6
9	-3	-4	-8	-8	-3	-8
10	-4	-5	-10	-8	-4	-8

but a hungry ghoul ignores that column because it doesn't have damage reduction. All penalties are removed when the creature completes a single feeding. This only ends the withdrawal penalties, and does not grant the creature any feeding bonuses beyond those granted by the creature's ability associated with feeding.

If the undead's Strength or Charisma penalties equal its Strength or Charisma, it becomes inert, helpless, and wracked by nightmares of hunger; it only revives if fed by another. An undead creature's channel resistance, damage reduction, and fast healing cannot fall below 0.

FEEDING BONUSES

What constitutes a feeding differs for each undead creature according to its own addiction. For creatures with a blood drain, level drain, or ability drain ability, each use of that ability counts as a feeding. Hungering creatures that lack a drain ability, such as zombies and ghouls, count consuming 1 pound of flesh as feeding (larger and smaller undead require proportionately more or less flesh). For these creatures, the flesh of a creature that has been dead for more than 1 hour staves off withdrawal but does not grant any other benefits, such as feeding bonuses (see below).

If an undead creature can sate its hunger by feeding on a living creature with an Intelligence score of 5 or higher, it gains the following benefits from the feeding. These benefits are in addition to any listed in the creature's feeding-related ability.

The first benefit—deeply desirable even to barely sentient undead—is the euphoric rush of feeding, which fills the feeder with a sense of power, domination, and focus. The undead gains a +1 resistance bonus on Will saves for 1 hour.

The undead gains a +2 resistance bonus on all saves against spells and effects from creatures that have the same alignment as the target of the feeding. It is because of this effect that vampires so often feed on the innocent and pure, since

most of their would-be slayers are of a similarly noble and good disposition.

The undead gains a +4 competence bonus on Survival checks to track creatures of the same type as the target of the feeding. This bonus increases to +8 when the undead is tracking the specific creature on which it fed. The target creature is considered "very familiar" for the purposes of divination spells and effects cast by the undead.



VAMPIRES ON GOLARION

A vampire who can manage its vulnerabilities and dependencies is free to roam far and wide in search of prey, power, or even adventure. Vampiric influence is seen, or whispered of, across Golarion, and with such a long life and keen mind, the typical vampire leaves a mark upon its environment that goes far beyond mere butchery.

Most mortals never knowingly meet a vampire in their short lives and consider such creatures horrific and deadly. While they certainly are, evolution and intelligence have made vampires much more than simple monsters, and those who study, encounter, or revere vampires find them as vibrant and varied as any other race of creatures.

A vampire's relationships with other creatures changes drastically throughout its unlife. When newly spawned or created, a vampire still carries the ambitious spark of humanity, and it may be decades before it realizes that a few years of glory are meaningless within the span of an eternity. These upstart vampires are the most troublesome for other races, and hungry new spawn are hunted (and

slain) much more often than ancient masters. Ancient vampires pose much less of a threat to mortals who will long be dust by the time the vampire's goals bear fruit.

JIANG-SHI

Because they are typically more predictable and less murderous than other vampires, many jiang-shis enjoy a relatively unmolested existence. Tian peasants tend to have a laxer attitude toward spiritual beings, living as they do among the oni and the kami, and so jiang-shis in the Dragon Empires are only slightly more terrifying than the creatures encountered day to day.

Most jiang-shis are found in Tian-Xia, particularly in rural areas or towns whose population and wealth have dwindled. Elsewhere they are rare, but Rahadoumi jiang-shis are not unheard of, thanks in part to their faithless burials, and ambitious pretenders who escape Galt's *final blades* but not the weapons of the Gray Gardeners occasionally return decades later as jiang-shis to pursue a revolutionary plot cut short. Jiang-shis who are not buried following traditional Tian practices do not rise with scrolls fixed to their brows, but must craft their own. Depending on their land of origin, non-Tian jiang-shis may use other markers to protect themselves from spells and effects, such as placing stylized copper coins over their eyes or donning intricate headdresses.

MOROI

The most "sociable" of vampire races, moroi often put themselves into positions of power within the courts of mortals. Few mortals appreciate the presence of a known moroi in their court. This is a result of xenophobia as much as fear—vampires are a race, and few nobles appreciate foreign influence in their politics.

Moroi make their homes all over Golarion, and as the most prolific of vampire breeds, they are also the most recognizable. They are particularly common in Ustalav and Geb, where they are relatively free to enjoy notoriety without reprisal among a terrified population. Some of the most powerful moroi on Golarion serve as members of the Blood Lords in Geb. A tiny, secretive cabal of moroi who survived the vampire lord Malyas's Blood Drought purge of 3220 AR have returned to Ustalav, but still live in fear of the Whispering Tyrant's reprisal. They are now led by a powerful vampire called Jentani Valvasor (previously Countess Valvasor).

NOSFERATU

The nosferatu remains a bogeyman to most, lurking in the shadows of history books and horror stories alike. It



NOTABLE VAMPIRES

The following vampires are known through rumors and tales in many lands.

GRANDMASTER GUO QIANRU

A jiang-shi monk of unrivaled skill devoted to the battle prowess of General Susumu, Grandmaster Guo Qianru is said to travel the back roads of Shokuro, dealing out wisdom and pain as she sees fit. Occasionally she takes on a mortal apprentice who seems to bear a mark of glory, but few can maintain the brutal training and the sleepless schedule required by this ancient sensei.

JENTANI VALVASOR

Stripped of her title and wealth millennia ago for opposing the Whispering Tyrant, the moroi Jentani Valvasor heads a handful of vampires once exiled from Ustalav but who are now returning to their ancestral homes in secret. Valvasor fights a constant internal battle between her desire for revenge and her fear of destruction, and has fallen into an uneasy peace now that she has finally begun to regain some of the comforts of her early existence.

KEMNEBI

Geb's chancellor and highest of the Blood Lords is a vetala, said to have stolen his enlightened sensibility from the wisdom of a simple monk of Irori. Kemnebi's respect for order can be seen in both his tight grip on the council and his meticulous study of necromancy.

RAGGED-MAW

Stalking the sodden darkness with a handful of spawn, the savage lizardfolk moroi known as Ragged-Maw strikes indiscriminately throughout the western edge of the Mwangi Expanse. Her brutal coven tear their sustenance from explorers, natives, even the Expanse's most dangerous animals, while the thick forest canopy keeps the nocturnal hunters shrouded in perpetual darkness.

RAMOSKA ARKMINOS

Unusually old for a nosferatu, Ramoska was once mortal and now rues his ill-considered arcane transformation. He has been "living" so long he has forgotten any of what it was to be human, and his wretched body gives him few clues. Ramoska searches for a cure to his affliction, hoping to keep all the blessings but none of the curses of vampirism.

shuns the company of mortals unless it must feed or it can use them as pawns in some greater plot. Nosferatu have few relationships at all if they can help it.

They tend to dwell in the darker, less accessible places on Golarion. Their broken bodies pay no heed to heat or cold, and they lair in frozen caves or deep underground in baking deserts. Some have thrown in their lot with a moroi amused enough by their plight to show them pity. A handful make their homes in places where other undead are prolific, particularly in Ustalav. A nosferatu does not seek acceptance in such lands, but its own withered flesh is more accepted by the dead than by the living.

VETALA

The Vudrani see vetalas as a warped but natural link in the ongoing process of renewal, tolerating and in some cases even revering them for their seemingly transcendental nature. Some even perceive in vetalas all states of being at once: the wisdom of age tangled with the naivete of youth.

Vudra and its holdings remain the most common places to find vetalas, and it is rumored that a number of Vudrani states keep these creatures as sages and advisors. Their very nature makes them difficult to contain, however, and these tentative alliances last only as long as a vetala's employers can keep the vampire from boredom. Elsewhere on Golarion, states torn by war and disease or populated by savage races bury more children than others (and often must bury them hurriedly); Nirmathas,

the Sodden Lands, and even Irrisen have thus seen their fair share of vetalas rise from the dead.

RELIGION

Like all evil creatures, vampires have a huge range of deities to which they dedicate their slaughter. Less concerned with the afterlife than mortals, a vampire nevertheless fears destruction, and there is always some time to set aside for prayer in an immortal existence. Presented here are some of the most popular deities among vampires.

Demon Lord Zura: The Vampire Queen is easily the most common deity among lone vampires, and many are those who would sup blood to earn her favor.

Infernal Duke Lorcan and Blood Emperor Ruithvein: Some vampires make pacts with these two lords of Hell. Lorcan presides over blood, rebirth, and undeath; Ruithvein is the third of all vampires, and rules their infernal kingdom in Malebolge.

Urgathoa: None appreciate the ravenous consumption of life more than the Pallid Princess. One of her most faithful servants is Olix, a vampire priest of mysterious powers.

Zon-Kuthon: Suffering follows a vampire around like a cloying perfume, and many cruel vampires anoint their fangs in the name of Zon-Kuthon. Their victims are drained slowly and horrifically to please the Midnight Lord.

Although less popular, other vampire-favored deities include Fumeiyoshi, Yaezhing, Mahathalla, Xhamen-Dor, Dhalavei, and Calistria.

HUNTING VAMPIRES

The reasons for the hunt are many, though some are nobler than others. While many of the best-remembered slayers are heroes of their faith, some worship nothing but gold. Others seek glory, and a slayer's reputation can bring her cohorts, followers, and even subjects. Many more are driven by fervor, inspired by religion or self-righteousness.

This section analyzes some of the character and class options best suited to vampire hunter characters, listing recommended archetype, skill, feat, and spell choices for various character roles. Feats, spells, and magic items marked with an asterisk (*) can be found in this book.

ARCANE SLAYERS

RECOMMENDED

Magus Archetypes myrmidarch^{UC}, spellblade^{UM}

Skills Knowledge (religion), Perception, Spellcraft

Feats Combat Casting, Defensive Combat Training, Empower Spell, Spell Focus

Spells *break enchantment*, *detect undead*, *dimension door*, *displacement*, *fireball*, *forcecage*, *freedom of movement*, *halt undead*, *liberating command*, *locate creature*, *mind blank*, *protection from evil*, *sunburst*, *undeath to death*

Deities Nethys, Pharasma

DESCRIPTION

Destruction lies in the hands and mind of the arcane slayer.

These spellcasters gather respect and fear in equal measure, though they can be as fragile as they are deadly and operate best when accompanied by hired or allied muscle.

ROLEPLAYING

Knowledgeable, often short on patience despite years of study, trigger happy, destructive, prone to criticize those less learned.

A mage's power as a slayer is determined in large part by his spell selection. Knowledge skills are a vital tool against vampires and their minions, simply because one can never be too sure of what to expect.

Necromancy is a wildcard discipline, as vampires tend to possess relatively strong saving throws.

A well-placed *halt undead* spell may turn the tide of battle, but can just as easily highlight the caster as a potential threat to the angry nosferatu who has just resisted the effect.

CUNNING SLAYERS

RECOMMENDED

Bard Archetypes arcane duelist^{APG}, dervish dancer^{UC}, detective^{APG}, dirge bard^{UM}

Monk Archetypes qinggong monk^{UM}, tetori^{UC}

Rogue Archetypes investigator^{APG}, knife master^{UC}

Skills Acrobatics, Bluff, Escape Artist, Knowledge (local, religion), Linguistics, Perception, Sense Motive, Stealth

Feats Acrobatic, Defensive Combat Training, Dodge, Great Fortitude, Improved Initiative, Iron Will, Mobility, Precise Shot

Equipment *deadly draught**

DESCRIPTION

What they lack in durability, cunning slayers make up for in ingenuity. They are quick with blade, wit, and sometimes

spell, ferreting out their prey from rumors and lies, then confounding the vampire with a host of tricks in its own lair.

They use a variety of tactics to keep their prey guessing and themselves buffed and deadly.

ROLEPLAYING

Charming and quick-witted, jovial, impulsive or even reckless, more concerned with the ends than the means, willing to try unusual approaches to everything in life.

Cunning slayers specialize in versatility on the battlefield as well as sleuthing outside of it.

Exceptional social skills such as Diplomacy and Intimidation can be extremely useful in uncovering clues about a vampire and its lair. Though they need the other kinds of slayers to provide the muscle or magic to bring down a vampire, cunning slayers excel in discovering its hideout, background, and any special weaknesses, as well as finding tactical ways to bring down undead foes with as little needless physical confrontation as possible.



DIVINE SLAYERS

RECOMMENDED

Cleric Archetypes divine strategist^{UC}

Inquisitor Archetypes vampire slayerSM

Paladin Archetypes oathbound paladin^{UM} (oath against undeath), sacred servant^{APG}, undead scourge^{APG}, warrior of the holy light^{APG}

Skills Knowledge (religion), Perception, Spellcraft, Survival, Sense Motive

Feats Conviction*, Extra Channeling, Improved Channeling, Iron Will, Potent Holy Symbol*, Spell Focus (conjunction, necromancy), Turn Undead

Equipment necklace of fangs*, stake of the righteous*

Spells death ward, detect undead, freedom of movement, hold undead, lesser restoration, protection from evil, sanctuary, searing light, shield of faith, spiritual weapon

Deities Iomedae, Pharasma, Sarenrae

DESCRIPTION

Faith is a divine slayer's guide and weapon against the horrors of undeath. Dedicated to the cause, these vampire hunters are generally too focused on the task at hand to play the role of healer, and instead see themselves as divine warriors, bringing peace through the destruction of those who threaten it.

ROLEPLAYING

Loner, zealous, efficient, has little time for small talk, dedicated to a higher purpose.

With power over positive energy and spells to control and debilitate undead, divine casters have some of the most useful tools for slaying. In addition, an impressive array of divinations can make short work of the hunt, and protective and restorative spells prevent and hasten recovery from energy drain and other vampire attacks.

A divine caster's greatest weakness is the predictability of her tactics and the unpredictability of her success. Vampires are wary of positive energy, and their channel resistance and augmented ability scores (and therefore saving throws) can rob a divine caster of her most powerful tools. Divine casters should always have a backup plan for dealing with vampires, including items such as holy water, holy weapons, and domain spells and granted powers.

Domains grant a wide selection of boons ranging from increased mobility (Liberation, Travel) to restorative effects (Healing, Renewal). Some domains grant potent evocation or conjuration spells usually reserved for arcane spellcasters, providing a nasty surprise to a creature expecting positive energy attacks. Use domain spells and granted powers as a chance to go beyond what a typical divine spellcaster can do.

Although divination is a powerful tool, relying solely on it for the hunt can be risky. A slayer may not get to control exactly when the encounter with the vampire takes place, and facing off against a slaving vampire with only a roster of *detect undead* and *locate creature* spells may lead to a quick death. A few ranks in Perception and Survival benefit a divine slayer, especially as both skills are linked to Wisdom.

MARTIAL SLAYERS

RECOMMENDED

Barbarian Archetypes brutal pugilist^{APG}

Cavalier Archetypes strategist^{UC}

Fighter Archetypes mobile fighter^{APG}, lore warden^{PSFG}

Skills Acrobatics, Escape Artist, Intimidate, Perception, Survival

Feats Blind-Fight, Combat Expertise, Critical Focus, Dodge, Improved Grapple, Improved Initiative, Iron Will, Mobility, Schooled Resolve*

Equipment light or medium armor, weapons with high threat ranges, holy or undead-bane weapons

Deities Erastil, Iomedae, Pharasma, Sarenrae

DESCRIPTION

Martial slayers bring the full force of their strength and skill to bear on undead foes. Their specialized training grants them a mental fortitude that nearly matches their brawn, making them reliable allies even in the face of powerful enchantments. They know alliance is a two-way street, however, and are ready to lay down their lives—or a handful of coins at the tavern—as needed.

ROLEPLAYING

Trustworthy and formidable, always ready to react to danger, cautious and tactical, deadly serious in combat but light-hearted at play.

Effective martial slayers are sharp-minded, skilled, and bolstered by a variety of special abilities. Heavy armor is of limited use in the hunt. While it may protect from rending claws, the limited mobility it imposes does nothing to stave off grapple and drain attempts. Armor spikes to repel grapplers and mithral heavy armor to improve mobility are viable solutions. Light and medium armor allow a slayer to use Acrobatics and a high Dexterity modifier for a more effective defense against vampire attacks; when coupled with combat maneuver feats and a high base attack bonus, a slayer equipped in such armor robs a vampire of some of its most dangerous weapons.

A vampire's fast healing can reduce a slayer's damage output; using a weapon with a high critical threat range can compensate for this with bursts of incredible damage. Magical and silver weapons are a must if one hopes to penetrate the damage reduction of most vampires.

Dealing with vampire mind control is important for close-quarters combatants; failure against these tricks means not only that the slayer isn't attacking the vampire, but also that the slayer's allies are now targets. A martial character should take traits and feats that boost Will saves, and other party members should have resources to end this sort of control or harmlessly restrain a dominated ally.

Close combat and grappling may seem like foolish risks, but if used effectively, they make a martial slayer even more effective at controlling opponents than a spellcaster. Using grapples, trips, and dirty trick maneuvers can interfere with a vampire's mobility and grant allies the advantage in combat, and ranged slayers can provide much-needed cover fire for combatants who prefer to dive headfirst into the fray.

FEATS

Slayers and vampires alike must hone their battle prowess if they are to stand against their opponents.

SLAYER FEATS

The following feats are useful for hunting vampires, and are available to any character who meets the prerequisites.

CONVICTION

Your actions are bolstered by divine determination.

Prerequisite: Cha 13.

Benefit: When you present to a vampire a holy symbol or other object it is averse to, the DC for the creature to overcome such an aversion increases by 2.

HYMN SINGER

Your music is infused with your faith.

Prerequisites: Bardic performance, good alignment, worshiper of a good deity.

Benefit: When using bardic performance, you may choose to play, recite, or sing a religious song or piece of scripture of your faith. Each round of bardic performance you spend in this way, you count as presenting a holy symbol, chanting prayers, or ringing a hand bell for the purpose of keeping vampires at bay.

LIFE-DOMINANT SOUL

You gain unusual resiliency from your mortal heritage.

Prerequisite: Dhampir.

Benefit: You are healed by channeled positive energy used to heal living creatures and channeled negative energy used to heal undead, but both only heal half the normal amount. You still take damage from positive energy used to harm undead, such as that from channeled energy and lay on hands.

POTENT HOLY SYMBOL

In your pious hands, your holy symbol is a shining light of faith.

Prerequisites: Good alignment, worshiper of a good deity.

Benefit: Any round in which you use your holy symbol as a divine focus for the casting of a spell or to channel positive energy, you count as presenting a holy symbol, chanting prayers, or ringing a hand bell for the purpose of keeping vampires at bay.

SCHOOLED RESOLVE

Your intensive combat training to fight vampiric forces allows you to fight off their mental spells and effects using your resistance to fear.

Prerequisite: Bravery class feature.

Benefit: You add your bravery bonus on Will saves against mind-affecting spells and effects from vampires. This does not stack with the normal bravery bonus on saves against fear effects.

VAMPIRE FEATS

The following feats are available to any vampire who meets the prerequisites.

AVERSION TOLERANCE

You have been hunted for so long that you have developed resistances to slayers' usual scare tactics.

Prerequisite: Vampire.

Benefit: You gain a +2 bonus on saves made to resist aversions to objects, sounds, and materials appropriate to your vampire type (such as garlic, holy symbols, and mirrors for a moroi). When confronted with such things, you may immediately make a saving throw instead of after 1 round.

FAMINE TOLERANCE

You can abide much longer periods without feeding, and enjoy increased benefits from a meal.

Prerequisite: Moroi or nosferatu.

Benefit: You can go without feeding for a number of days equal to twice your Hit Dice before having to make hunger saves. When you use your blood drain ability, you gain twice the normal amount of temporary hit points for each feeding.

Special: This feat is only for campaigns using the optional undead hunger rules (see page 22).

VAMPIRIC COMPANION

Just as your undead existence mocks nature, so too are you granted a twisted companion that reflects the vile nature of vampirism.

Prerequisites: Dhampir or vampire, nongood alignment, 10 levels in a class that grants a familiar or animal companion.

Benefit: Your animal companion or familiar's type changes to "undead." The creature gains your vampire or dhampir weaknesses and fast healing 5. If you are a vampire, the creature also gains the following abilities, depending on what type of vampire you are.

Jiang-Shi: If the creature is adjacent to you or you are sharing a square, it gains the benefit of your prayer scroll ability. The creature crumbles into dust if destroyed (just like a jiang-shi), but is not permanently destroyed unless measures are taken that would destroy a jiang-shi.

Moroi: If the creature is adjacent to or in your square when you assume *gaseous form*, it transforms with you and follows you; its transformation ends when yours does. If reduced to 0 hit points, it is forced into *gaseous form* and must return to your coffin to reform (or the foot of your coffin if it cannot fit within it).

Nosferatu: If the creature is adjacent to or in your square when you assume swarm form, it transforms with you and

follows you; its transformation ends when yours does. The creature can climb as if using *spider climb*, even if its anatomy is not suitable for climbing (such as a horse).

Vetala: The creature may use malevolence and possession as if it were a vetala, but by touch and only affecting creatures or corpses that are the same type of creature as the animal companion or familiar (such as bear, horse, or snake). If reduced to 0 hit points in combat, the creature is helpless and its fast healing ceases to function for 1 hour (additional damage or desecration has no effect); after 1 hour it regains 1 hit point and is no longer helpless, and its fast healing resumes. It can be permanently destroyed as if it were a vetala.

Special: If your animal companion or familiar is destroyed, dismissed, or lost, you may apply the effects of this feat to the replacement creature. If you are destroyed, the creature retains its undead type but loses all other special abilities from this feat. If you have more than one animal companion or familiar, choose one of them when you select this feat and apply its effects to that creature.

You may select this feat more than once. Each time you select the feat, it applies to a different animal companion or familiar.

VARIANT PRAYER SCROLL

You have learned the secret to changing the powers granted by your prayer scroll.

Prerequisite: Jiang-shi.

Benefit: You gain the ability to create a different type of prayer scroll. You may create a prayer scroll with this ability by using any strip of parchment and a writing instrument, but doing so requires 10 minutes of uninterrupted work. Swapping your current prayer scroll for a different prepared one is a standard action. When wearing a different prayer scroll, you gain its special abilities, but lose your normal prayer scroll's immunity to spell completion and spell trigger magic items. Your prayer scrolls can be used only by you, and have no effect when used by other jiang-shis. When you choose this feat, select one of the following prayer scroll types.

Embalmed Form: This prayer scroll alters your physical form to how you looked 1 day before your death. Treat this as an *alter self* spell that affects you regardless of your original or current type; your caster level is equal to your Hit Dice. Your speed increases by 10 feet, but you lose your immunity to trip attacks and your ability to move through difficult terrain unhindered. These effects persist indefinitely as long as you wear the prayer scroll, but end immediately if you use a different prayer scroll or 24 hours after you remove this prayer scroll.

Enduring Dust: If you crumble into dust from hit point damage, you reform after 1 round instead of 1 minute. Scattering your dust does not prevent you from

reforming as long as none of your dust is more than 30 feet from any other part of your dust. Storing a portion of your dust in an air-tight container prevents you from reforming. If you are unable to reform after 1 minute, you are destroyed.

Positive Energy Immunity: You become immune to positive channeled energy used to harm undead. This does not protect you against positive energy from other sources such as cure spells or lay on hands.

Spell Immunity: The prayer scroll grants you immunity to a spell, as if you were using *spell immunity*. You decide which spell when you create the prayer scroll, and can choose a different spell each time you create a new spell immunity prayer scroll. If you have 15 or more Hit Dice, this functions as *greater spell immunity*. Creating this type of prayer scroll costs 100 gp × the spell level of the spell keyed to the scroll.

Special: You may select this feat multiple times. Each time you do so, choose another ability granted by the feat.



SPELLS

The following spells are useful for vampires and vampire hunters.

DISPLAY AVERSION

School illusion (shadow); **Level** bard 2, cleric 2, inquisitor 2, sorcerer/wizard 3, witch 2

Components V, S, M (a drop of holy water)

Duration concentration + 1d4 rounds

This spell functions like *minor image*, except it always creates an animated illusion of you presenting to a vampire a material, object, or sound that it is averse to, such as garlic, a holy symbol, or bells ringing. You specify what aversion the illusion depicts when you cast the spell. The vampire reacts to the illusion as if it were real; it can overcome the effect by succeeding at a disbelief save or a normal Will save against the illusion's DC (instead of the normal DC 25 to overcome its revulsion). The illusion is only quasi-real and cannot otherwise affect creatures.

DOMINATION LINK

School divination [mind-affecting]; **Level** bard 3, inquisitor 3, sorcerer/wizard 3, witch 3

This spell functions like *detect thoughts*, with the additional ability to find echoes of the thoughts of a creature mentally controlling the target. For example, if the target has been dominated by a vampire, you can use evidence left in the target's mind to learn about that vampire. Each minute you concentrate on the spell, you can learn your choice of one of the following pieces of information.

Direction: The controller's general direction and distance.

Emotion: The controller's emotional state (gloating, sated, frightened, angry, and so on).

Image: A powerful iconic image relevant to the controller or its connection to the target, such as a symbol on a door or a name on a gravestone.

Location: The controller's general location, such as "in a large city" or "on a ship."

Name: The name by which the target knows its controller (if any).

All of this information is based on the last time the influencing creature linked itself to the target, either to issue a command or to receive sensory input from the target. For example, if at nightfall a vampire commanded a dominated victim to walk to a cemetery, this spell can reveal the vampire's general location at that time, though it may have moved since then.

PROJECT WEAKNESS

School necromancy [curse, evil]; **Level** cleric 3, sorcerer/wizard 4, witch 3

Casting Time 1 standard action

Components V, S

Range touch

Target living creature touched

Duration permanent

Saving Throw Will negates; **Spell Resistance** yes

You curse the target with the weaknesses of your kind of vampirism. The creature reacts to garlic, mirrors, ringing bells, sunlight, and so on as if it were a vampire of the same type as

you. This cannot kill the target; anything that would kill it (such as a lengthy exposure to sunlight if you are a moroi vampire) renders it helpless until the curse or the harmful effect is removed. The target gains none of the benefits of being a vampire (such as fast healing or requiring special ways to be permanently killed), only the penalties.

STEAL YEARS

School transmutation; **Level** cleric 3, druid 3, sorcerer/wizard 3, witch 3

Casting Time 1 standard action

Components V, S, M (a handful of ash)

Range touch

Target creature touched

Duration 24 hours

Saving Throw Fortitude negates; **Spell Resistance** yes

You temporarily drain youth and vitality from the target and channel it into yourself. If the target fails its Fortitude save, it physically ages 1d4 years per two caster levels (maximum 5d4), and you decrease your age by the same number of years. If this changes the age category of you or the target, only adjust physical ability scores. This effect cannot bring your age to lower than the minimum age of adulthood for your race (see page 169 of the *Core Rulebook*). This stolen youth does not actually change your age or prolong your life; you will still die at your allotted time, no matter how youthful you appear. Likewise, the spell does not add to the target's true age, and cannot make the target die of old age.

When the spell ends, the sudden weight of aging makes you fatigued for 1d4 hours.

STEAL YEARS, GREATER

School transmutation; **Level** cleric 5, druid 5, sorcerer/wizard 5, witch 5

Duration 1 day/level

This spell functions like *steal years*, except you drain 1d6 years per two caster levels (maximum 10d6).

TRANSMUTE WINE TO BLOOD

School transmutation; **Level** cleric 2, sorcerer/wizard 2, witch 2

Casting Time 1 standard action

Components V, S, M (drop of animal blood)

Range touch

Target bottle of wine worth at least 10 gp

Duration instantaneous

Saving Throw Fortitude negates (object); **Spell Resistance** yes (object)

You transform one bottle of fine wine into 1 pint of animal blood, sufficient for a creature with the blood drain ability to feed upon as if it came from a Medium animal with 1 Hit Die. If you are using the optional hunger rules (see page 22), this blood satiates an undead creature's hunger, negating any withdrawal effects, but does not grant the creature a feeding bonus. The blood coagulates and spoils at the normal rate.

MAGIC ITEMS

The following magic items are useful for vampires and vampire hunters.

BLOODLETTING THIMBLE		CL 3rd
SLOT finger	PRICE 4,000 GP	WEIGHT —
AURA strong enchantment		

This platinum thimble is intricately cast in the shape of an animal claw. When worn on the finger, the ring can be used to inflict a tiny wound as part of the use of a drain ability (use of the thimble in this way does not count as an action). This wound deals no additional damage but instead turns the target's pain to pleasure. The target must succeed at a DC 14 Will save or become fascinated, making no attempt to resist the draining that round or the following 2 rounds. At the end of this time, the creature's senses return and it may react accordingly.

CONSTRUCTION REQUIREMENTS	COST 2,000 GP
----------------------------------	----------------------

Forge Ring, *enthrall*

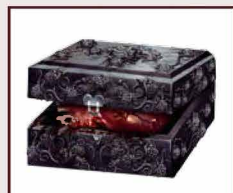
DEADLY DRAUGHT		CL 11th
SLOT none	PRICE 900 GP	WEIGHT —
AURA moderate evocation		

This vial has a narrow, pinched spout and is sealed with gray wax. Casting a targeted spell (up to 3rd level) into the vial activates it and causes it to glow a soft red. A creature can then break the spout (destroying the vial) and imbibe the liquid therein as a standard action. Doing so infuses the drinker's blood with the spell cast on the vial, but the spell does not affect the drinker (the spell instead acts as though it had been affected by *contingency*). The next time a creature feeds on the drinker's blood, the infused spell immediately targets the attacking creature; if the spell allows a saving throw, the creature takes a -2 penalty on the save. The infused spell fades after it is triggered or 24 hours have passed, whichever comes first.

CONSTRUCTION REQUIREMENTS	COST 450 GP
----------------------------------	--------------------

Craft Wondrous Item, *contingency*

DREAD HEART OF LIFE		CL 5th
SLOT none	PRICE 2,000 GP	WEIGHT —
AURA moderate necromancy		



A boon to vampires on long sea voyages or visiting desolate locations, the throbbing heart in this black box can store the life energy of a creature for later consumption. When a vampire carrying the box makes a successful drain attack, it can redirect

the stolen essence to the heart, harming the target creature but granting the vampire no immediate benefit from the feeding. The essence remains stored in the heart for 1 week; at any time, the vampire may clutch the heart as a standard action to drain the essence from it and thus gain the benefits of feeding.

CONSTRUCTION REQUIREMENTS	COST 1,000 GP
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Craft Wondrous Item, *vampiric touch*

FORCE NET		CL 13th
SLOT none	PRICE 10,320 GP	WEIGHT 6 lbs.
AURA strong evocation		

The threads of this +1 *ghost touch net* are made of silver and magical force. The net has 15 hit points and can be burst with a successful DC 30 Strength check (a full-round action). The net can be used to entrap an incorporeal or gaseous creature, which can attempt a DC 20 Escape Artist check to get out. If a spirit creature possessing a body, such as a *vetala*, is trapped in the net, it cannot abandon its physical host unless it escapes or bursts the net.

CONSTRUCTION REQUIREMENTS	COST 5,320 GP
----------------------------------	----------------------

Craft Magic Arms and Armor, *forcecage*

NECKLACE OF FANGS		CL 3rd
SLOT neck	PRICE 1,800 GP	WEIGHT 1 lb.
AURA faint abjuration		



The collected vampire fangs that make up a *necklace of fangs* emit a strong warding aura against vampires. A creature wearing a *necklace of fangs* and brandishing

a mirror, holy symbol, or other object that is revolting to a vampire (a standard action) keeps the vampire at bay as usual, but the Will save for the vampire to overcome its revulsion and function normally during subsequent rounds is DC 27, rather than DC 25.

CONSTRUCTION REQUIREMENTS	COST 900 GP
----------------------------------	--------------------

Craft Wondrous Item, *protection from evil*

STAKE OF THE RIGHTEOUS		CL 9th
SLOT none	PRICE 3,520 GP	WEIGHT 2 lbs.
AURA moderate evocation [good]		



Cooled in baths of holy water after its forging, this +1 *silver stake* (see the *Advanced Player's Guide*) is often used by devout warriors to slay vampires. When driven through a helpless vampire's heart, the stake emits a constant *hallow* effect centered on the slain vampire (whoever placed the stake can choose to fix a spell effect to the stake as a full-round action; otherwise follow the rules in the *hallow* spell description in the *Core Rulebook*).

Once a *stake of the righteous* has been driven into a vampire's heart, only creatures that share the original slayer's alignment can easily remove it.

Other creatures may attempt to remove the stake by making a DC 14 Charisma check; a creature that fails this check takes 2d6 points of damage as holy energy courses through the weapon, and it cannot attempt to remove the stake again for 24 hours.

CONSTRUCTION REQUIREMENTS	COST 1,770 GP
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Craft Magic Arms and Armor, *hallow*

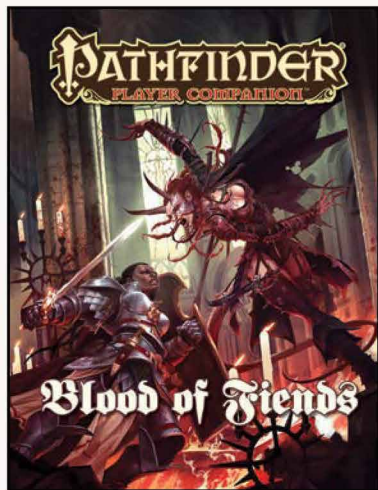
NEXT MONTH!



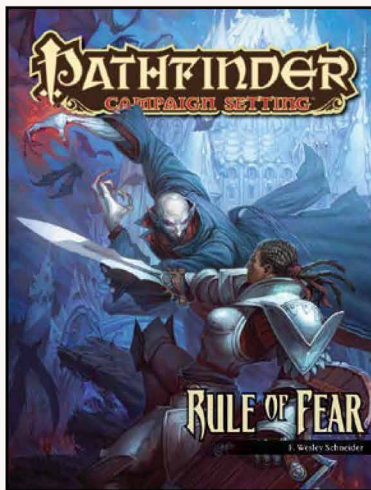
Rugged lands and the merciless cold breed hard, cunning people who do what they must to survive. Such are the ways of those who dwell in the northlands of the Inner Sea region: the fierce people of Irrisen, the Lands of the Linnorm Kings, and the Realm of the Mammoth Lords. Learn the secrets of the inhabitants of these brutal frontiers—the Ulfen vikings, savage Kellids, Erutaki hunters, and mysterious Snowcaster elves—and become a master of icy magic or a hunter who tracks prey through even the fiercest blizzards. Polar equipment, wintry powers, and brutal fighting styles will aid you in your perilous journey. The lands, people, magic, and hidden lore of this daunting frontier are yours to discover with *Pathfinder Player Companion: People of the North*.

WOULD YOU LIKE TO KNOW MORE?

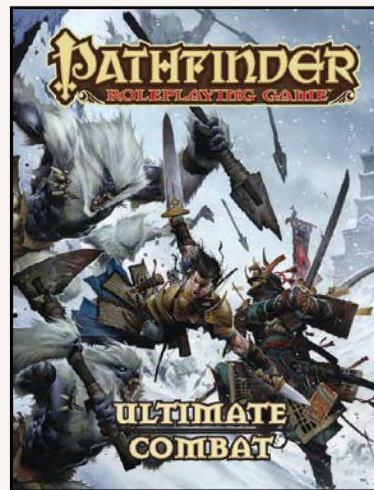
The monsters that lurk in shadows are formidable indeed, and they are not alone! Dread forces both natural and otherworldly lurk behind even the most powerful vampiric lord, whether in the form of a half-crazed demon lord or a tenebrous despot. To defeat these vile powers (or garner them for your own), you'll need all the firepower you can get!



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REGIONS IN NEED OF VAMPIRE HUNTERS

While vampires might be found skulking in any corner of the Inner Sea region, several lands face singular danger from the vampire threat.



NIDAL

Beneath the sun-blotting boughs of the Uskwood, Pangolais, capital of Nidal, sprawls as a bastion for all who shun the light. Across this nation, which long ago succumbed to darkness, many vampires dwell openly, and vampire hunters are termed criminals by some but heroes by others.

USTALAV

The fog-shrouded nation of Ustalav still bears the wounds of centuries of rule by the Whispering Tyrant and his undead generals. Some of the oldest of the Inner Sea region's undead nobles lurk in dilapidated castles and sunless bastions across this haunted realm.

NEX

Mage-ruled Nex persists in a state of constant cold war with its southern neighbor, the ghost-ruled kingdom of Geb. Undead spies, rogue agents, and overly ambitious undead warlords regularly jeopardize the peace between these two rivals.

OSIRION

More than mummies sleep their immortal sleep beneath the sands of Osirion. The most ancient breeds of vampires dwell in nearly endless torpor within sealed tombs, though more than one has been disturbed, loosed to feed upon the cities of a young, unprepared age.

THE DARKLANDS

In a land of eternal night, vampires and their ilk flourish. The ghoul kingdom of Nemret Noktoria flourishes in the middle depths of Sekamina, and more than a few vampires can be found serving as intermediaries between this ravenous hidden kingdom and the tantalizing lands of the living.

BEYOND THE INNER SEA

The lands of Tian-Xia host their own breeds of bloodsuckers, from the true vampiric bloodline known as jiang-shis, to lesser vampire-kin such as penanggalans. The trade routes between the Inner Sea and the distant nation of Vudra have also unleashed the mysterious, body-stealing vampires known as vetalas upon a ripe new land.



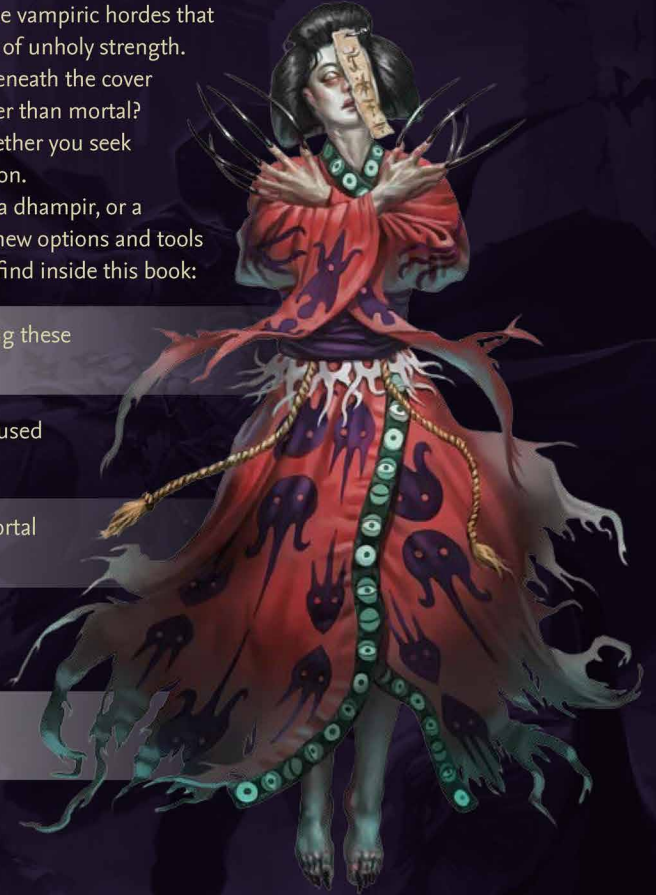
Shrouded in Darkness

Inherit the night and reclaim the power that is rightfully yours! Fight off the vampiric hordes that threaten the safety of humanity, or join their undead ranks in your pursuit of unholy strength. Will you vanquish the blood-sucking villains that seek to rule the streets beneath the cover of darkness? Or will your undead heritage prove that you are more monster than mortal? While others sleep, you find renewed vigor beneath the starlit sky, and whether you seek the blood of the living or the dead, one thing remains certain: the hunt is on.

Blood of the Night contains everything a player needs to play a vampire, a dhampir, or a hunter of these foul beings. Every Pathfinder Player Companion includes new options and tools for every Pathfinder RPG player. These are just some of the features you'll find inside this book:

- ▶ A thorough dissection of vampirism, including tactics for encountering these undead fiends and properly sending them back to the grave.
- ▶ Advice and guidelines on playing vampire characters in a vampire-focused campaign, as well as new traits for every type of vampire.
- ▶ Traits and alternate heritages for dhampirs—the half-undead, half-mortal progeny of vampires.
- ▶ New feats, equipment, and spells to vanquish undead foes and compel the living to submit to your sanguine will.
- ▶ A new rule system capturing the hunger of vampire characters, who must sup on the living in order to survive.

This Pathfinder Player Companion is intended for use with the Pathfinder Roleplaying Game, but can easily be incorporated into any fantasy world.



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