

INTRODUCTION

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In the vastness of the human imagination, if there be a single creature that embodies both our innate fear of the unknown as well as our unappeasable desire to know it better, it would be the vampire. Even as the superstitions that gave rise to these consummate undead are forgotten, fiction inspired by them lives on, adding more to their heritage every day. It is nearly impossible to catalogue all of the incarnations of the vampire that have appeared in various cultures and eras in the course of human history. *Out for Blood* makes no such claim, instead, it merely asserts to have opened the door to new possibilities. Through this now yawning portal, we welcome you to the world of vampires, their minions, and those who would slay them.

WHAT SHALL COME TO PASS...

The material herein is broken into three chapters and an appendix, as follows:

Chapter 1: Characters. The characters that players bring to the table are both the driving force behind all action in any roleplaying game as well as the root of unnumbered interesting stories. With this in mind, this chapter takes a look at characters that might be found in a vampire-centric or related campaign. First, this chapter takes a quick look at several new uses for skills and new feats that might be useful to such characters. These are followed by a host of new prestige classes meant to inspire all kinds of interesting characters: from vampire hunters; to a vampire's many minions; to vampires themselves.

Chapter 2: Creatures. Of course, no book about vampires and other bloodsuckers could be complete without descriptions of those very creatures. This chapter takes a look at several optional rules designed to add flavor to vampires in general, as well as an in-depth examination of a whole dark cadre of new monsters and templates designed to show off the diversity of the vampire. This chapter reveals dozens of new types of vampires in addition to hordes of other horrific monstrosities that might be involved in vampire-related adventures.

Chapter 3: Campaigns. In order to construct an entire campaign around bloodsuckers, care must be taken to keep things interesting. Thus, this chapter is a grab bag of topics meant to keep vampire-like villains interesting time and time again. The chapter begins with a look at several organizations that can appear in a campaign where vampires are abundant (or perhaps one where their numbers are on the rise). This is followed by a list of vampire-related ideas for adventures and encounters just waiting to be developed into full-fledged campaigns of their own. The chapter ends with a few quick notes on various vampire lairs that might be encountered in any setting.

Appendix: Spells and Resources. Included in this two-part appendix are a handful of spells related to vampire folklore, as well as the new Blood domain for particularly

cruel and nefarious clerics and a few of the sources wherein this folklore can be accessed.

A BRIEF NOTE ON "VAMPIRE" VS. "VAMPYR"

Throughout this book, the terms vampire and vampyr are used quite often and a distinction, of sorts, initially needs to be made, to head off any possible forthcoming confusion. A vampyr (pronounced "vam-PEER" or "vom-PEER") is a particular type of vampire. The vampyr template is similar to the vampire template described in the core rules, but is designed to incorporate themes appearing within the pages of this tome. The vampyr template can also serve another purpose: it can replace the vampire template from the core rules altogether. This substitution would prevent the need from distinguishing "vampire" (the template) from "vampire" (the creature subtype). If used thusly, "Vampire" would instead always refer to the creature subtype, more accurately reflecting the fact that not all vampires are created with the same template.

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CHAPTER 1: CHARACTERS

Simply put, you cannot have a story – or a roleplaying game – without characters. Therefore, the best place to start when considering vampire-related settings and storylines is with the characters that will become entangled within their dark and shadowy threads. Folklore and fiction related to vampires and other bloodsuckers feature a wide assortment of heroes, villains, and lackeys, each of whom has any number of interesting abilities at his disposal.

NEW USES FOR SKILLS

All of the following new uses for skills are optional. In particular, the new uses of the Craft (alchemy) and Heal skills reflect various forensic techniques that are helpful tools for vampire hunters and other investigators in many settings, but which might not have an appropriate flavor for all campaigns. In all cases, refer to the *Player's Handbook* for complete information on these skills, as only options are detailed below.

CRAFT (ALCHEMY) (INT)

Normal Use: You can make alchemical items. This skill allows you to determine how much time and material it takes to make an alchemical item using the DCs listed below and the rules for making such items as found in the Craft skill description (see the *PHB*).

Identify Blood: You can only use the Alchemy skill in this way if you have least 5 ranks in Heal, or alternatively, in the Knowledge (anatomy) skill. Given any amount of blood and an alchemical laboratory, you can make an Alchemy check (DC 20, same cost in gold as the identify substance ability of the Alchemy skill) to identify the specific type of the creature from which the blood was taken. If you identify two different samples of blood, one immediately after the other, you are able to tell whether those samples are blood from the same creature, creatures of the same type, or unrelated creatures.

DECIPHER SCRIPT (INT; TRAINED ONLY)

Normal Use: You can decipher writing in an unfamiliar language or a message written in an incomplete or archaic form. The base DC is 20 for the simplest messages, 25 for standard texts, and 30 or higher for intricate, exotic, or very old writing.

Decrypt Message: The normal use of this skill assumes that you are deciphering a message that is simply hard to comprehend, not one that was intentionally hidden within another message or encrypted within a non-linguistic pattern. In reality, it is possible for a second message to be hidden within a first (or within gibberish). You may look for secret messages in a text, a physical puzzle, or any other item that might contain hidden information. Doing so takes 1 minute and has a DC equal to the Decipher Script roll made to encrypt the message (see Encrypt Message, below). If the check fails, or if there is no hidden message, you find nothing. You are

allowed to retry checks to find secret messages, and you may take 20 on such a check.

Once you have found a secret message, you must still decipher it. The check to decipher a secret message is the same as the normal use of this skill, except the check uses the DC of the Decipher Script check made to encrypt the message (see Encrypt Message, below).

Encrypt Message: You may create a hidden message in the text of another message, in a physical puzzle, or in just about anything else capable of containing hidden messages (paintings, murals, the layout of a building or garden, etc.). Your DM rolls a Decipher Script check for you (DC 10) to determine whether or not you were able to successfully encrypt the message. On a failure, your message cannot be deciphered at all by anyone other than yourself, but you are unaware of this fact. On a success, your message is encrypted. It may be discovered and deciphered by others. The DC to do so is the result of the check you just made to encrypt the message. You may take a 20 on this check, negating any chance that your message can only be decrypted by you.

At your option, when you are encrypting a message, you may choose to make it “obvious” that whatever medium you have chosen to hold a secret message does in fact contain such a message. A Decipher Script check is still required to decrypt each page of the message, but no check is needed to determine whether or not a message is present. Any character trained in the Decipher Script skill knows immediately upon seeing the medium that it contains some sort of hidden message.

Special: If you have 5 or more ranks in Decipher Script, you get a +2 synergy bonus on Use Magic Device checks related to scrolls. A character who has the Diligent feat gains a +2 bonus on Decipher Script checks.

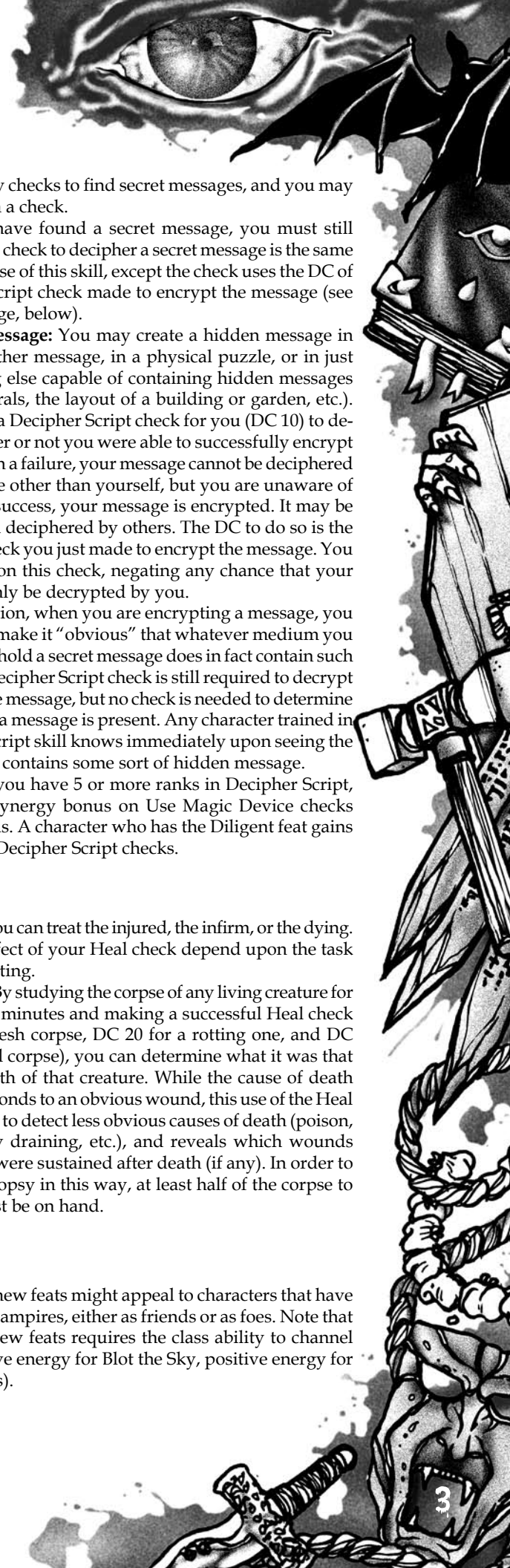
HEAL (WIS)

Normal Use: You can treat the injured, the infirm, or the dying. The DC and effect of your Heal check depend upon the task you are attempting.

Necropsy: By studying the corpse of any living creature for no less than 10 minutes and making a successful Heal check (DC 15 for a fresh corpse, DC 20 for a rotting one, and DC 30 for a skeletal corpse), you can determine what it was that caused the death of that creature. While the cause of death usually corresponds to an obvious wound, this use of the Heal skill is also able to detect less obvious causes of death (poison, disease, energy draining, etc.), and reveals which wounds upon a corpse were sustained after death (if any). In order to perform a necropsy in this way, at least half of the corpse to be studied must be on hand.

FEATS

The following new feats might appeal to characters that have dealings with vampires, either as friends or as foes. Note that each of these new feats requires the class ability to channel energy (negative energy for Blot the Sky, positive energy for Part the Clouds).



BLOT THE SKY [GENERAL]

You are able to call upon a source of negative energy and force nature to block the light of the sun or the moon.

Prerequisites: Ability to channel negative energy.

Benefit: If you are outdoors and in plain sight of the sky, you may expend one use of your rebuke undead ability as a standard action to cause a cloud to pass over the sun or the moon, even if there were previously no clouds in the sky. This effect creates a 60-foot-radius cylinder of shade centered upon your location and extending upwards into the heavens. Within this cylinder, lighting conditions are calculated as if the sky were overcast, and creatures are protected from any detrimental effects of naturally occurring sunlight, moonlight, and starlight (if any). This effect moves with you and lasts for one round per level.

This feat is a supernatural ability. It does not produce any precipitation, though it can alter magically summoned weather conditions involving the presence or absence of clouds. If the areas affected by the results of two or more Blot the Sky feats overlap, their effects do not stack.

PART THE CLOUDS [GENERAL]

You are able to call upon a source of positive energy and part any clouds that might be blocking the sun or the moon.

Prerequisites: Ability to channel positive energy.

Benefit: If you are outdoors and in plain sight of the sky, you may expend one use of your turn undead ability as a standard action to part any clouds that might be in the sky, allowing natural light to break through. This effect creates a 60-foot-radius cylinder of natural light centered upon your location and extending upward to the sky. Within this cylinder of natural light, lighting conditions are calculated as if the sky were clear and no fog or mist were present; creatures in the area are exposed to any natural light currently emanating from the sky. This effect moves with you and lasts for one round per level.

This feat is a supernatural ability. It does not prevent precipitation other than fog or mist, even in the cylinder of light. It cannot be used to part magically created fog or mist, though it can alter magically summoned weather conditions involving the presence or absence of clouds. If the areas affected by the results of two or more Part the Clouds feat effects overlap, their effects do not stack.

BLOT THE SKY VERSUS PART THE CLOUDS

If the area of a Blot the Sky feat effect comes into contact with the area of a Part the Clouds feat effect or vice versa, the creatures using those feats must make immediate rebuking or turning checks, as appropriate. The lowest-rolling character loses concentration and the effect of his feat ends. In the case of a tie, both creatures lose concentration and the effects end. The same procedure is used if a Blot the Sky feat effect is created inside an existing Part the Clouds feat effect or vice versa.

PRESTIGE CLASSES

The following are various vampire-related prestige classes, each of which is easily adaptable to any campaign. Many of these prestige classes represent vampire hunters and those responsible for battling wider categories of creatures (such as undead, which happen to include vampires). Others are the minions of vampires or those who seek to emulate the undead.

More than a few of the prestige classes described here are allusions (or blatant references) to 'real-world' folklore. In all such cases, strict adherence to the folklore, which inspired the prestige class is intentionally neglected in favor of interesting game mechanics.

ARCANE PATHOLOGIST

Some of the greatest vampire hunters of legend are actually arcane pathologists by trade. These curious pseudo-scientists study diseases and afflictions of all sorts, from common illnesses to supernatural diseases and even undeath. While it is the goal of every arcane pathologist to combat all such pathogens, curses, and unnatural states of being, many are motivated as much by academic curiosity than anything else.

As their name might suggest, arcane pathologists must all be adept at magic of some sort in order to understand any supernatural maladies that they may encounter. Contrary to their name, not all arcane pathologists must practice arcane magic. Some of the most successful arcane pathologists actually hail from backgrounds steeped in divine magic, a potent force of healing, and thus a great ally in the study of diseases. Nevertheless, most arcane pathologists began their careers as wizards, as the wizard class most closely matches the arcane pathologist's enthusiasm for academia.

NPC arcane pathologists are likely to be found in areas where plagues – especially magical plagues – and hordes of the undead run rampant. Such areas make excellent places to study unnatural ailments and to fight them, as well. Of course, some arcane pathologists neglect this last objective, preferring instead to simply observe as everything comes apart around them. These arcane pathologists are the minority. Most actively fight to save the populace from menaces such as plagues and the undead.

REQUIREMENTS

To qualify to become an arcane pathologist, a character must fulfill the following criteria:

Craft (alchemy): 4 ranks

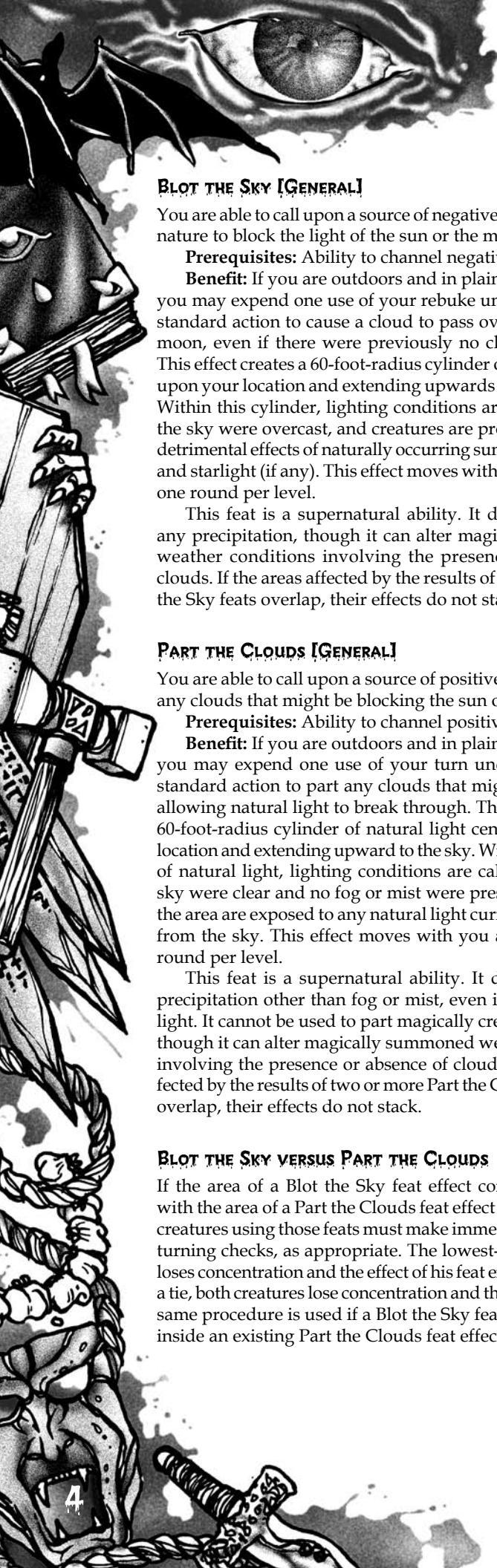
Heal: 4 ranks

Knowledge (arcana): 8 ranks

Spellcraft: 8 ranks

Feat: Skill Focus (Heal)

Spellcasting: Ability to cast *gentle repose* as an arcane or divine spell.



ARCANE PATHOLOGIST

CLASS SKILLS

The arcane pathologist's class skills are Concentration (Con), Craft (alchemy) (Int), Heal (Wis), Knowledge (anatomy, arcane, nature) (Int), Profession (Wis), Search (Int), Sense Motive (Cha), Spellcraft (Int), Survival (Wis), Use Magic Device (Cha).

Skill Points at each Level: 4 + Int modifier

Hit Die: d6

CLASS FEATURES

All of the following are class features of the arcane pathologist prestige class.

Weapon and Armor Proficiency: An arcane pathologist is proficient in all light melee weapons.

Spellcasting: An arcane pathologist continues training in magic. Whenever certain class levels are gained (as determined by **Table 1.1: Arcane Pathologist**), the arcane pathologist gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before taking any arcane pathologist levels. He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, and so on) unless otherwise stated. This essentially means that he adds his arcane pathologist class level to the level of the other spellcasting class, and then determines spells per day, spells known and caster level accordingly.

If a character had more than one spellcasting class before he became an arcane pathologist, he must decide to which class he adds each level of arcane pathologist for purposes of determining spells per day when he adds that new level.

Detect Disease (Su): This ability, usable at will, duplicates the effects of a *detect poison* spell cast by a 1st level cleric, except that it detects the presence of diseases instead of the presence of poisons.

Divine Health (Su): An arcane pathologist is immune to all diseases, even those of supernatural origin.

Spontaneous Caster (Ex): Starting at 2nd level, an arcane pathologist may spontaneously cast *gentle repose* by choosing to lose any prepared spell of 2nd level or higher, just as a 3rd level cleric who channels positive energy may spontaneously

cast *cure moderate wounds* by losing any prepared spell of 2nd level or higher. At 4th level, an arcane pathologist may also spontaneously cast *remove disease* by choosing to lose any prepared spell (other than a domain spell, if any) of 3rd level or higher. At 10th level, an arcane pathologist may spontaneously cast *raise dead* by choosing to lose any prepared spell of 5th level or higher.

An arcane pathologist who does not prepare spells does not gain any benefit from this class ability. In addition, domain spells may not be lost with this ability.

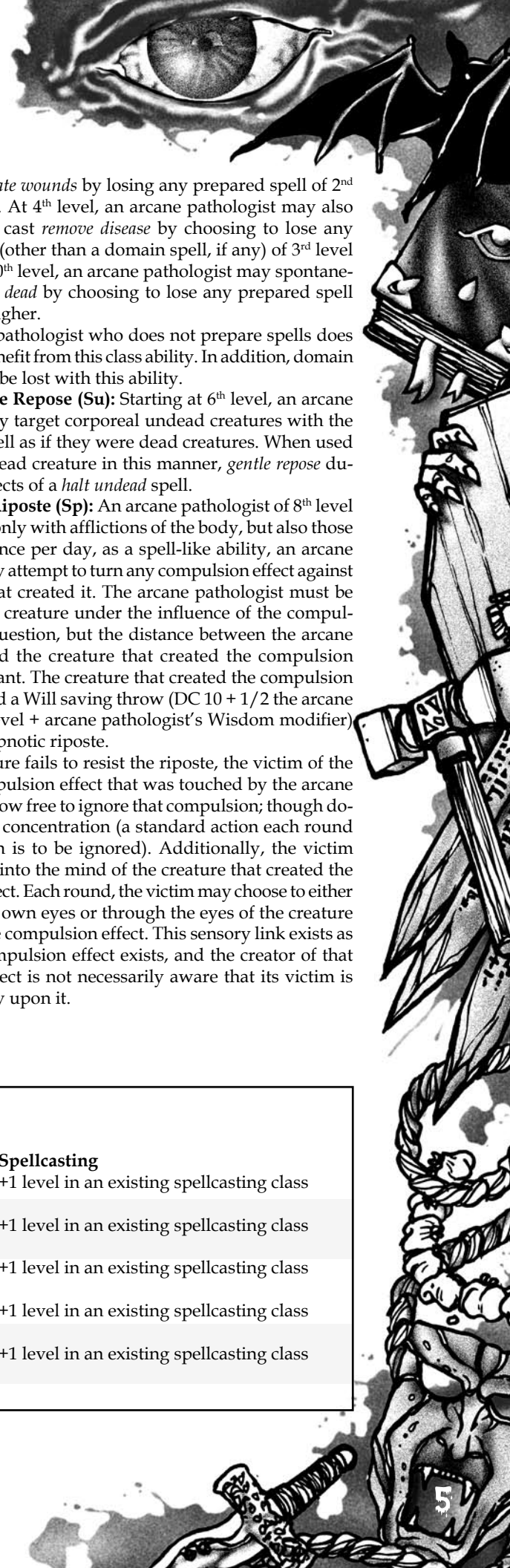
Compulsive Repose (Su): Starting at 6th level, an arcane pathologist may target corporeal undead creatures with the *gentle repose* spell as if they were dead creatures. When used against an undead creature in this manner, *gentle repose* duplicates the effects of a *halt undead* spell.

Hypnotic Riposte (Sp): An arcane pathologist of 8th level is familiar not only with afflictions of the body, but also those of the mind. Once per day, as a spell-like ability, an arcane pathologist may attempt to turn any compulsion effect against the creature that created it. The arcane pathologist must be able to touch a creature under the influence of the compulsion effect in question, but the distance between the arcane pathologist and the creature that created the compulsion effect is irrelevant. The creature that created the compulsion effect is allowed a Will saving throw (DC 10 + 1/2 the arcane pathologist's level + arcane pathologist's Wisdom modifier) to resist the hypnotic riposte.

If the creature fails to resist the riposte, the victim of the creature's compulsion effect that was touched by the arcane pathologist is now free to ignore that compulsion; though doing so requires concentration (a standard action each round the compulsion is to be ignored). Additionally, the victim can now reach into the mind of the creature that created the compulsion effect. Each round, the victim may choose to either see through its own eyes or through the eyes of the creature that created the compulsion effect. This sensory link exists as long as the compulsion effect exists, and the creator of that compulsion effect is not necessarily aware that its victim is now able to spy upon it.

TABLE 1.1: THE ARCANE PATHOLOGIST

Level	Attack Bonus	Fort. Save	Ref. Save	Will Save	Special	Spellcasting
1	+0	+2	+0	+2	<i>Detect disease</i> , Divine health	+1 level in an existing spellcasting class
2	+1	+3	+0	+3	Spontaneous caster	
3	+1	+3	+1	+3		+1 level in an existing spellcasting class
4	+2	+4	+1	+4	Spontaneous caster	
5	+2	+4	+1	+4		+1 level in an existing spellcasting class
6	+3	+5	+2	+5	Compulsive repose	
7	+3	+5	+2	+5		+1 level in an existing spellcasting class
8	+4	+6	+2	+6	Hypnotic riposte	
9	+4	+6	+3	+6		+1 level in an existing spellcasting class
10	+5	+7	+3	+7	Spontaneous caster	





BLOOD HUNTER

Some hunters hunt to obtain food while others hunt for sport. Even still, then there are those who hunt because it is through this act—and this act alone—that they are able to perfect themselves. These individuals hunt to hone their martial abilities above and beyond the level of those who do not understand the power of the hunt, the glory of spilling the lifeblood of worthy quarry. These are the blood hunters, masters of tracking, sniping, and felling even the most dangerous of foes.

The obvious candidates for the blood hunter class are former barbarians and rangers, as these two classes quickly acquire the necessary martial and wilderness skills, but anyone can become a blood hunter, given time. Clerics devoted to gods of the hunt are just as likely to become blood hunters, as are druids which particularly admire predatory animals. Further, rogues possess certain skills which lend themselves to becoming particularly lethal blood hunters. While arcane spellcasters may be equally adept at both tracking down and destroying prey, their methods tend to clash with the martial flavor of the blood hunter class; few wizards and sorcerers choose to become blood hunters.

Blood hunters are also the stuff of which memorable heroes and villains are made. An NPC blood hunter may be a valiant champion of good who challenges and defeats the mightiest of evils to ever threaten the land, or a bloodthirsty assassin looking to test his skills against heroes of renown.

REQUIREMENTS

To qualify to become a blood hunter, a character must fulfill the following criteria:

Base Attack Bonus: +5

Craft (trapmaking): 8 ranks

Survival: 8 ranks

Feats: Alertness, Point Blank Shot, Track

CLASS SKILLS

The blood hunter's class skills are Climb (Str), Craft (trapmaking) (Int), Hide (Dex), Jump (Str), Listen (Wis), Move Silently (Dex), Spot (Wis), Survival (Wis), Swim (Str), Use Rope (Dex)

Skill Points at each Level: 4 + Int modifier

Illustration by David Hendee

DEATH GUARD

TABLE 1.2: THE BLOOD HUNTER

Level	Attack Bonus	Fort. Save	Ref. Save	Will Save	Special
1	+1	+2	+0	+0	Trail of blood
2	+2	+3	+0	+0	Bloodhound
3	+3	+3	+1	+1	Marksmanship (1 increment)
4	+4	+4	+1	+1	Bonus feat: Precise Shot
5	+5	+4	+1	+1	Hunter's sight
6	+6	+5	+2	+2	Marksmanship (2 increments)
7	+7	+5	+2	+2	Hunter's hearing
8	+8	+6	+2	+2	Bonus feat: Far Shot
9	+9	+6	+3	+3	Marksmanship (3 increments)
10	+10	+7	+3	+3	Wounding

Hit Die: d10

CLASS FEATURES

The following are class features of the blood hunter prestige class.

Weapon and Armor Proficiency: A blood hunter is proficient with all simple and martial weapons that deal piercing and/or slashing damage. Each blood hunter is also proficient with any one exotic weapon that deals piercing and/or slashing damage.

Trail of Blood (Ex): Whenever a blood hunter successfully damages a creature that has blood, the blood hunter gains a +4 circumstance bonus to all ability and skill checks whose outcomes directly determine the success or failure of any attempt to track.

Bloodhound (Ex): Starting at 2nd level, a blood hunter's ability to smell blood has become astoundingly acute, allowing the blood hunter to detect and track wounded creatures that have blood by sense of smell. In effect, the blood hunter gains the Scent special quality as long as she is tracking a creature that has blood and is wounded.

The blood hunter can detect wounded creatures that have blood – and exposed blood independent of a creature – by sense of smell, generally within 30 feet. If the creature is upwind, the range is 60 feet. If it is downwind, the range is 15 feet. The exact location of the creature is not revealed unless it is within 5 feet, though the blood hunter may discern the direction toward the creature as a standard action.

The blood hunter can track a wounded creature that has blood by following its scent, making a Wisdom check to find or follow such a trail (DC 10 + 2 for each hour that has passed since the wounded creature passed). While finding or following a creature's scent, a blood hunter ignores surface conditions and poor visibility, but otherwise follows the rules for the Track feat.

A blood hunter with the bloodhound ability can identify familiar, blood-related odors just as others do familiar sights. Water – particularly running water – ruins a trail for air-breathing hunters. Water-breathing blood hunters, however, can use the bloodhound ability in the water without penalty.

False, powerful odors can easily mask other scents. The presence of such an odor completely spoils the ability to properly detect or identify creatures, and the base Wisdom check DC to track becomes 20 rather than 10.

Marksmanship (Ex): Starting at 3rd level, a blood hunter gains the ability to attempt difficult but devastating ranged attacks. Whenever a blood hunter makes a ranged attack, he may choose before making the attack roll to either make the attack normally or to make the attack as if the target were one range increment farther away than it actually is. If the

blood hunter chooses to do the later, the critical threat range of the weapon making the attack is increased by one for that attack only.

At 6th level, a blood hunter may instead choose before making a ranged attack to make the attack as if the target were two range increments farther away, increasing the critical threat range of the weapon making the attack by two for that attack. At 9th level, a blood hunter may choose to make a ranged attack as if the target were three range increments farther away, increasing the threat range of the weapon making the attack by three.

Bonus Feats: At 4th level, a blood hunter gains Precise Shot as a bonus feat, and at 8th level, a blood hunter gains Far Shot. A blood hunter who already has these feats upon reaching these levels may instead choose an additional feat at each level.

Hunter's Sight (Ex): At 5th level blood hunter gains a +2 competence bonus to Spot checks.

Hunter's Hearing (Ex): At 7th level blood hunter gains a +2 competence bonus to Listen checks.

Wounding (Su): Whenever a blood hunter damages a creature that has blood, if that attack dealt piercing and/or slashing damage, the injured creature takes one point of Constitution damage for each successful strike. A critical hit does not multiply the Constitution damage. Creatures immune to critical hits (such as plants and undead) are immune to the Constitution damage from this attack.

DEATH GUARD

In a world where undead menaces use the fallen to increase their own ranks and evil spellcasters can imprison the souls of the departed, not even the dead are safe from the schemes of evil-doers. A death guard is a warrior devoted to the protection of the dead from such schemes. He does everything in his power to keep evil from exploiting the fallen; everything from holding vigil over expired comrades to hunting down those who would defile the bodies of the dead.

Many death guards are clerics or paladins and the abilities of the death guard class compliment those of classes with the

