

Requires the use of the Dungeons & Dragons® Player's Handbook

ATHENAEUM ARCANAE SPELLS OF THE VAMPIRE



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ATHENAEUM ARCANÆ: SPELLS ⊕ F ⊕ HE VAMPIRE

INTRODUCTION

Vampires make very effective spellcasters. Their bonuses to Intelligence and Charisma make them good wizards and exceptional sorcerers, while many vampires enjoy the clerics' ability to rebuke and control other forms of undead. In either case, with their improved Hit Die and bonuses to Strength and Dexterity, they are far-more resilient and therefore independent than mortal spellcasters. This allows them to explore the boundaries of their foul magic in private, and without disturbance. For vampire spellcasters, the transformation to undeath is

only one more stepping stone on the path to absolute power.

Uninterrupted centuries in which to research and experiment have led to numerous dark, arcane spells unique to vampire-like. Some spells are designed to reflect a vampire's obsession with blood. Other spells improve a vampire's natural abilities, and compensate for its weaknesses.

Atheneum Arcane: Spells of the Vampire presents twelve spells unique to the Lords of the Night, arranged in alphabetical order.

THE SPELLS

ANTICOAGULANT

Necromancy

Level: Clr 1, Sor/Wiz 1
Components: S, M
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 round/level
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)

You make an arcane gesture with one hand, targeting a single creature within range. The subject must make a Fortitude save or its blood becomes dangerously thin. For one round per level of the caster, each successful attack against the creature acts as if by a wounding weapon (lose 1 additional hp/round from each consecutive attack). This bleeding can

only be halted with a successful Heal check (DC 15) or with the use of any *cure* spell or other healing spell.

Material Components: A mosquito.

BLOOD CLOT

Necromancy

Level: Sor/Wiz 6
Components: V, S, M
Casting Time: 1 action
Range: Touch
Target: Living creature bitten
Duration: See text
Saving Throw: Yes (see text)
Spell Resistance: Yes

After casting this spell, you must successfully drink blood from a target within 2 rounds/per level or it dissipates. Your blood drain attack deals damage as normal, but in addition your saliva contami-

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nates the victims' veins, causing blood to rapidly coagulate in its heart.

Creatures of HD less than the vampire's caster level must succeed at a Fortitude save or die instantly. On a successful save, the victim takes 2d6+1d6 per level points of damage, up to a maximum of 12d6 damage. Creatures of HD greater than the caster level take no damage on a successful save, but take suffer 2d6+1d6 per level points of damage, up to a maximum of 12d6 damage, on a failed save.

A powerful spell, it is nonetheless only selectively used by vampires because the victim is rendered dead, and thus its blood unpalatable. This ability can only be used once per casting.

This spell has no effect on creatures that are not subject to critical hits.

Material Components: A small vial of congealed blood.

BLOODSKIN

Necromancy

Level: 4

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft. +5 ft./2 levels)

Target: One creature

Duration: See Text

Saving Throw: Fortitude partial (see text)

Spell Resistance: Yes

This spell draws blood from a victim in the form of a red mist, which condenses into a stream of fluid and is then stored in a magically created flask made of human epidermis. The bloodskin is warm to the touch, ruddy in complexion with small veins crisscrossing its surface, and pulsates mildly. Blood is drained from a

victim at the casting vampire's normal rate (typically 1d4 points of Constitution per round), and can be stored within the bloodskin as sustenance for 1 day per level of the caster.

Once drained, or when the spell's duration expires (whichever comes first), the bloodskin quickly rots into a foul, maggot-infested blob of meat.

Material Component: A sliver from a waterskin that held blood.

FRENZIED FEEDER

Transmutation

Level: 1

Components: V

Casting Time: 1 action

Range: Touch

Target: One vampire

Duration: see text

Saving Throw: None

Spell Resistance: No

You allow the target vampire to drain blood from its victims much more rapidly than is otherwise possible, invaluable when it's not possible to find a secure, secluded place to feed. Though the vampire's teeth do grow marginally larger (providing +1 to Bite attacks), the ability to drain blood faster is largely a matter of magically expanded throat and tissue (where the blood is stored prior to "digestion") capacity. A vampire under the effects of frenzied feeding drains 2d4 points of Constitution damage each round, instead of 1d4.

This spell lasts for 1 hour per level of the caster, or until such time as the vampire feeds. Once the vampire begins to drain blood, the spell remains in effect for 1 round for every 2 levels of the caster.

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RULES FOR FEEDING

Vampire's feed exclusively on the fresh blood of humanoids, draining 1d4 points of Constitution each round a bite is maintained. Only creature's that are subject to critical hits may be drained of blood: constructs, elementals (save for the extremely rare Blood Elemental), oozes, plants, and undead with the exception of other vampires are immune to this ability. Vampires cannot ingest normal food or liquids, and take 1d6 points of damage and must make a Fortitude save (DC 16) to avoid being shaken for 1d10 rounds should they elect to consume them.

Vampires prefer humanoid blood, but will also willingly drink from giants, monstrous humanoids, shapechangers, and most magical beasts. However, aberrations, animals, beasts, and vermin are typically avoided as their blood tastes foul to vampires and is somehow less nourishing.

HEART RENDER

Transmutation

Level: Sor/Wiz 5
Components: V, S
Casting Time: 1 action
Range: Touch
Target: Living Creature Touched
Duration: 1 round/level
Saving Throw: None
Spell Resistance: No

You cause the skin of the target creature's hands to transform into rowan wood, a species of tree known to be particularly deadly to vampires. The affected creature's slam attacks are thereafter treated as a +1 weapon for purposes of overcoming a vampire's damage reduction. The critical threat range of these slam attacks are 17-20 against vampires, and on a successful critical hit the target literally thrusts his fist into the vampire's heart, paralyzing the creature as if it had been staked. The target deals double damage on a successful coup de grace attack against a helpless vampire, and that vam-

pire suffers a -2 circumstance penalty on its Fortitude save against destruction.

While it would seem this spell would be most readily used by crusaders and witch-hunters, in fact it most often sees use among vampires themselves, especially younger sires seeking to partake of the power of their elders.

HUNGRY GRAVE

Transmutation

Level: Clr 3, Sor/Wiz 3
Components: V, S, M
Casting Time: 1 action
Range: Long (400 ft. + 40 ft./level)
Area: Dirt in an area 6 feet square and 6 feet deep
Duration: 2 rounds/level
Saving Throw: None
Spell Resistance: No

The earth forms skeletal-looking arms that reach out to attack a single Medium-size or smaller foe within 30 feet. Unless the foe succeeds at a grapple check (the animated earth is considered to have

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Strength 21), the arms grab hold and begin to drag the victim into the earth. In the first round, the victim sinks to his waists and can no longer move and loses any Dexterity bonus to AC. On the second round, the victim is pulled completely underground to a depth of six feet. Other characters can help pull the victim free by winning an opposed Strength check against the earth, as per the "Break Another's Pin" action (see "Grapple" in Chapter Eight of the *Players handbook*). Starting on the third round, the victim must make Fortitude saves as per drowning.

The animated earth can only attack one individual at a time, and once a victim is grappled cannot turn its attention to another until its victim is either dead or has broken free. If cast within the confines of a graveyard, the spell's duration lasts twice as long (4 rounds/level) and the animated earth is considered to have Strength 24.

Material Components: A handful of grave soil and a humanoid finger-bone.

MAGGOT RAIN

Conjuration (Summoning)

Level: Sor/Wiz 4
Components: V, S, M
Casting Time: 1 full round
Range: Medium (100 ft. + 10 ft./level)
Effect: Swarm of maggots in one 20-ft. cube/2 levels
Duration: Concentration + 2 rounds
Saving Throw: None, or Fortitude negates (see below)
Spell Resistance: No

A rain of vile maggots rains down on the effect's area and then pools on the floor, viciously attacking all other living crea-

tures there. A creature in the rain who takes no actions other than shielding himself from the maggots takes 1 point of damage on its turn. A creature in the rain who takes any other action, including leaving the swarm, takes 1 point of damage per caster level. Spellcasting or concentrating on spells within the swarm is impossible. Damage reduction, being incorporeal, and other special abilities makes the creature immune to damage from the swarm.

Creatures within the rain who suffer slashing or piercing wounds from may also find their wounds infested by the maggots. The creature must make a Fortitude save (DC 10+ 1 per point of damage suffered in the wound in question) to prevent maggots from burrowing into the exposed flesh. These ravenous maggots cause 1 point per two caster levels of bite damage per infected wound every hour. Cleansing the body of maggots requires a Heal roll (DC 12 +1 per hour of infestation), or a *cure light wounds* spell per infected wound.

Material Components: A single maggot and a drop of water.

MIRROR GEIST

Illusion (Figment)

Level: Sor/Wiz 2
Components: V, S
Casting Time: 1 action
Range: Long (400 ft. + 40 ft./level)
Effect: Visual figment confined to reflective surface
Duration: 1 minute/level
Saving Throw: Will disbelief
Spell Resistance: No

A vampire does not appear in mirrors, still waters, or any other reflective surface. Moreover, the sight of a mirror, or more properly his lack of a reflection in

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one, causes the creature immense anguish, reinforcing its lost ties to humanity. Vampires will therefore not willingly enter an area where a mirror, or other reflective surface, is present.

Mirror Geist is a spell directed at this problem, and has two functions. In the first instance, it can be cast upon a single reflective surface, creating an artificial reflection of the vampire that allows it to ignore his aversion to mirrors. The vampire remains uncomfortable in its presence, nonetheless, and can only disguise his feelings with successful Bluff checks.

The spell can also be used to create frightful images within a reflective surface. Those looking in an affected mirror see figures standing behind them, witness their own face growing old or rotting, and other such horrific visions. Character must make a Will save or become shaken for 1d4+1 per level rounds.

The net result, if used over an extended period of time, is that people begin to fear mirrors. As a result, vampires will often use this spell in nearby villages to cause the superstitious locals to remove their mirrors, thus allowing the creature to operate more openly without fear of being identified or warded away.

REGENERATE

BL⊕⊕D

Necromancy

Level: Clr 3, Sor/Wiz 4
Components: V, S
Casting Time: 1 action
Range: Touch
Target: Living creature touched
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

This spell allows a vampire to accelerate a victim's ability to regenerate its own blood, thereby allowing the victim to be fed from sooner. This is typically used upon a vampire's scions, willing mortals who offer their blood freely. The spell restores 1d4+1 point per level of temporary Constitution damage. However, if the spell is used on a healthy individual, it inflicts 1d8/caster level points of damage as the victim becomes so full of blood that his body cannot hold it any longer. Veins burst, internal bleeding results, and the victim may bleed from the eyes, ears, nose, mouth, or even pores. Victims who die in this manner simply explode, showering everyone within a five-foot radius with blood and gore (resulting in Will saves at DC 12 or become shaken).

SECURE C⊕FFIN

Conjuration (Creation)

Level: Sor/Wiz 3
Components: V, S, M
Casting Time: 10 minutes
Range: Close (25 ft. + 5 ft. /2 levels)
Effect: Medium-sized coffin
Duration: 3 hours/level
Saving Throw: None
Spell Resistance: No

You conjure a wooden coffin measuring 7 feet long by 3 feet wide and 2 feet deep. The coffin is lined with your native soil, allowing you to fully rest and recuperate. After you've entered the coffin, it slowly sinks into the ground (must be earth, sand, or loose stone; the coffin cannot penetrate solid rock or brick) to a depth of 6 feet and remains there until such time as either the spell expires or the inhabitant desires that it surface.

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ALTERNATE RULES FØR VAMPIRIC SLUMBER

A Vampire must sleep from sunrise to sunset in a coffin lined with dirt from his own grave. If the coffin does not contain at least a few handfuls of soil from his burial plot, or if forced to rest in any other location, he does not truly rest. In the former case, he loses 1 hp per level upon awakening and spends several rounds (10-minus character level or HD) flatfooted until he gets his bearings. In the latter case, the vampire loses 2 hp per level and is flatfooted for the first hour of the night, or until he feeds.

The coffin is solidly constructed and provides considerable protection for the inhabitant. The lid is arcane locked and protected by an alarm spell, and despite its wooden construction the coffin resist flames and fire as if it were stone.

Material Components: A small piece of wood and a pinch of your native soil. These must be augmented by the components of the alarm and arcane lock spells if these benefits are to be included.

STILL WATER

Transmutation

Level: Drd 2, Sor/Wiz 2
Components: V, S, M
Casting Time: 1 action
Range: Close (30 feet+5 feet/ 2 levels)
Area: 5 feet wide path
Duration: 1 minute/level
Saving Throw: None
Spell Resistance: No

ALTERNATE RULES FØR VAMPIRES CROSSING RUNNING WATER

Running water carries an echo of positive energy, perhaps residue of the deity who made them. As a result, vampires cannot voluntarily cross running water (essentially any naturally forming channels; rain gutters, sewers, and drainage dykes are exempt), nor can they fly over it, though they can be carried across if they remain inactive. A vampire who wishes to cross running water must make a DC 25 Will save, and even then advances at a mere five feet per round and suffers a -2 morale penalty to all actions taken. While crossing, he must also make a Charisma check every round to avoid taking damage, with a DC of 15+ 1 per additional round. When a check is failed the vampire loses one-third of his remaining hit points. On the third failed check, the vampire is destroyed.

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You cause a strip or running water to freeze in place, allowing you to pass safely across a barrier that would otherwise be impassible to vampire-like. The bridge is five feet wide and spans a distance of 30 feet plus five feet for every two levels of the caster, and requires two anchor points on solid ground. The ford remains in existence until the spell's duration has expired, the caster wishes it cancellation, or a *dispel magic* spell is cast upon it. Anyone caught upon the ford when the spell ends plummets into the water. Those within 10 feet of either end may make a Jumping check (DC 15) to leap to safety.

Material Components: A handful of pebbles and mortar.

STONEHEART

Necromancy (Death)

Level: 2

Components: V

Casting Time: 1 action

Range: Touch

Target: One vampire

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: No

ALTERNATE RULES FOR STAKING

Weapons containing substances which the vampire is vulnerable to, rowan wood for example, have their normal critical threat range even though vampires are usually immune to critical hits; improvised weapons made of this material that might not otherwise be capable of inflicting significant damage have a critical threat range of 20. A successful critical attack with the substance paralyzes the vampire instantly, leaving him unable to move or act until the substance is removed.

The GM might allow attacks to be specifically targeted at the vampire's heart during combat. Obviously, this can only be done with piercing weapons, and it requires a full-round action with a -4 attack penalty. Ranged attacks must be done by an attacker at Point Blank Range, and incurs a further -2 attack penalty (for a total of -6 to hit).

The stoneheart spell draws additional blood to the subject's heart and hardens it into a tough, resilient stone-like organ. A vampire protected in this manner is almost immune to death by staking. An attacker attempting to make a coup de grace attack to stake the vampire must deal sufficient damage to penetrate the heart's rock-like carapace (Hardness 20, hp 10). In addition, the spell also provides +1 natural armor against piercing weapons.

This spell can be cast only on a willing subject, who therefore receives no save and does not apply spell resistance. It has no effect on creatures other than vampires.

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