

**STAM BROKER'S  
ENCYCLOPEDIA OF VAMPIRES**

## Overview

Vampires are unholy, undead, humanoid creatures that can be broadly divided into two major categories: true vampires and vampire spawn. Whether a true vampire or that of a spawn, vampires always possess the following, identifiable traits:

- Regeneration
- Inhuman strength
- A thirst for blood
- Elongated canines
- Immortality/agelessness

A living individual infected with vampirism will transform into a vampire spawn. A vampire spawn's skin is gaunt and sickly and their fingers end in long, wicked claws. Little more than beasts, vampire spawn are spurred onward only by a desire to satiate their hunger and by the will of their masters. A vampire spawn's master is always the true vampire responsible for the spawn's creation. The two are intrinsically linked, leaving the spawn at the beck and call of its master, incapable of refusing a demand. Unlike true vampires, vampire spawn possess no venom and thus cannot create spawn of their own.

True vampires, on the other hand, are no less capable of intelligent thought than that of mortal men. Cunning and incredibly dangerous adversaries, their bites contain potent venom capable of inflicting vampirism itself, temporary paralysis, and even death

depending on the quantity administered.

True vampires look as they did in life, although many suffer from paler complexions. Some experience changes in eye color, the most common changes being red or pale blue/white, the latter of which capable of encompassing even the pupil.

The longer a true vampire goes without a meal, the more it suffers. This is true even of its appearance. The hungrier it is, the less mortal it appears. If one is not careful, a starved true vampire may be confused for that of a vampire spawn. Even while starved, a true vampire is still twice as dangerous as its spawn.

 A vampire spawn may only achieve total autonomy and the return of its intellect under one of two conditions:

1. The death of its master
2. Consumption of its master's blood

Consumption of its master's blood transforms a vampire spawn into a true vampire. The death of its master, however, does not.

## Bloodlines

A vampire's existence broadly revolves around the satisfaction of desire. The most obvious and well known involves the satiation of hunger through the consumption of mortal blood, but vampires also gain vitality and power through the satisfaction of a specific desire. This power is beyond that of mortal men and ranges anywhere from increased physical capabilities to improved regeneration and innate magical prowess. Depending on the desire that holds most sway over a vampire's heart, its abilities change. There are exactly seven varieties—referred to as bloodlines—and each are, due to the undeniable and inherent correlation, named after the seven deadly sins.

It is said that a vampire spawn freed from the control of its master via said masters death is yet capable of becoming a true vampire in only one way: indulging in their cardinal desire. The more and the longer a vampire satiates this desire, the stronger the vampire becomes. Some vampires may even gain temporary sustenance from this indulgence, allowing them to go without feeding for longer periods of time.

Living individuals afflicted with vampirism become vampire spawn, a process that which takes place slowly over the course of three days. However, should an individual suffer a vampire attack and die with a wholehearted longing for their mortal sin, there is an exceedingly slim, but not impossible, chance they will rise again as a true vampire the very moment their heart stops beating.

## Wrath

Vampires of wrath are unstoppable powerhouses, their physical strength second to none. They are absolute terrors in battle, for the more damage they take, the stronger they become. Their speed and agility similarly increase, creating a worse and worse scenario the longer a fight continues. Should they choose, all vampires are capable of growing wickedly sharp claws, and a vampire of wrath's are capable of slicing through armor. A vampire of wrath's size is deceptively unequal to their strength, and it takes little effort to goad one into a fight. Of the small percentage of vampires that skip the spawn phase and transform immediately, vampires of wrath are among the most common.

## Sloth

Out of all the bloodlines, vampires of sloth are known for feeding the least. This results in an appearance both gaunt and sickly, yet this betrays their strength. A vampire of sloth's venom is by far the most potent, capable of inflicting total paralysis within seconds. They are capable of lasting incomparably long periods of time without food, as even shirking the responsibility of locating sustenance serves their indulgence, granting them power.

Vampires of sloth are capable of exuding, both consciously and passively, a powerful exhaustive effect that lulls their victims off to sleep. This paired with their potent venom and vampiric strength makes them exceedingly dangerous in battle, yet they avoid confrontation wherever possible. They primarily target creatures that are weak, injured, or sleeping and are otherwise predominantly indifferent as to where their next meal originates.

Truly powerful vampires of sloth are capable of creating realistic dream realities often indistinguishable from true reality. It is said that those who are trapped in these dreams find it difficult—or even impossible—to wake.

## Gluttony

Vampires of gluttony are the first half of what most imagine upon the utterance of the word “vampire.” Vampires of gluttony eat for the sake of eating, and are thus the spitting image of perfect health, often to the point of unnatural, elvish beauty. Their constant intake of blood provides them with vastly improved regenerative abilities, allowing them to take twice the amount of damage and for double the amount of time. Vampires of gluttony are always hungry and never full, no matter how much they eat. They refuse no opportunity for a meal and will risk difficult battles in favor of a particularly large repast.

## Lust

Vampires of lust are the second half of what most imagine upon the utterance of the word “vampire.” Seductively beautiful masters of charm, these vampires prefer not to kill their prey. Instead, they keep said prey alive, routinely satisfying their hunger and desires at once. Vampires of lust work in teams rather than singly, one or the other often the original vampire’s favorite. Their teamwork is that of a well-oiled machine: friction-less and perfect. In fact, their unity in battle is so optimal that it is believed vampires of lust may have the ability to communicate telepathically. To separate a vampire of lust from its partner provides little benefit, for both become desperate beyond measure upon the loss of their pair. Thus, if at all possible, it is better to focus one’s efforts on dispatching them simultaneously.

## Envy

Vampires of envy seek to possess what others have. To make a deal with one is to sign one's own death warrant: vampires of envy cannot abide by the success of others. Although vampires of envy are not as physically capable in comparison to vampires of other bloodlines, vampires of envy possess the uncanny and terrifying ability to steal the abilities of others. Any spell slung at a vampire of envy may, at any point during battle, be volleyed back toward its caster. From that moment on and until the vampire's death (or the spell's reacquisition), said caster will find that he is no longer capable of casting that spell himself. If given enough time, vampires of envy are additionally capable of stealing any unique techniques and skills demonstrated during battle. What's worse, they are the single most dexterous bloodline, making them difficult to hit. Vampires of envy are cunning creatures that are unlikely to engage in battles with an enemy they have not studied. Woe to anyone that gives a vampire of envy enough time to do so.

## Greed

Vampires of greed crave accumulation—to possess what they deem valuable in unbridled quantities. In battle, vampires of greed are deceptive enemies capable of turning the tide in an instant, for vampires of greed hoard power the way they hoard physical items. Reluctant to let this power go, vampires of greed demonstrate only a cursory amount of their true potential, instead pouring their focus into accumulating more. A typical battle with a vampire of greed ends with the vampire suddenly releasing this power to the tune of several ruinous attacks, the strength of which always well beyond anything demonstrated previously. One often does not see a vampire of greed's true strength and live to tell the tale.

## Pride

Vampires of pride will trick, charm, and coerce others into doing their bidding. Their high charisma, magical charm, and cunning intellect allows them to easily amass a deeply loyal following. It is for this reason that vampires of pride are traditionally considered the most powerful vampires of all: to fight one is to fight an army. They feed on the praise and adoration of others, gaining strength simply at the utterance of a single word. As a result, vampires of pride are typically found in densely populated areas, using their charm, magic, and loyal following to mask their true identity.

Vampires of pride value themselves above all else and, as a result, are the pickiest of eaters, susceptible to insults, and—next to vampires of wrath—the second easiest to goad into a fight.

## Metamorphosis

The venom in a true vampire's bite, as before stated, is capable of inflicting paralysis, death, and vampirism itself. It is said that only a true vampire understands the proper dosage required for each. As no vampire has ever been known to willingly donate this venom for study, it is only an individual's metamorphosis into a vampire spawn that has been researched.

Metamorphosis is a process that occurs within a span of three day's time. Within the first two, the victim will experience weight loss, loss of appetite, discoloration of the skin and eyes, fever, fatigue, and headaches. On the third day, the victim succumbs to these symptoms. The victim will remain in a state of true death until midnight, whereupon they will rise in undeath as a complete vampire spawn.

It seems this process may have led to the folklore surrounding vampires and graveyards. Symptoms of vampirism are alarmingly similar to several natural, often-terminal illnesses and diseases. Several times victims of vampirism have been buried in cemeteries, their loved ones, acquaintances, and colleagues believing them to have expired due to one such illness. At the stroke of midnight, the new vampire spawn is then left to claw itself free of its own grave.

## Topographic Effect

The presence of several vampire spawn is a common, though not assured, observation in and around a vampire's lair. Populating an area with spawn is not the extent of a vampire's effect on its surroundings. Areas that are home to vampires can experience drastic changes in topography and wildlife. These known effects can include:

- Poor light quality even on sunny days.
- A noticeable increase in the population of bats, rats, and/or wolves.
- An abundance of withered and dead plants, all of which twisted and thorny.
- Thick, unnatural silence undisturbed by the majority of the area's natural wildlife.
- A creeping fog that clings to the ground no matter the weather. The fog occasionally takes eerie forms, such as grasping claws and writing serpents, and thickens the closer it is to a vampire's lair.

These effects may appear in any combination and at any quantity. Each one worsens with time and can take as many as several decades to begin appearing.

An area's prolonged exposure to potent and particularly powerful vampiric magic may begin attracting evil beasts of a similar nature. In the worst known scenario, creatures from the Shadowfell were found wandering the material plane.

## A Vampire's Lair

A vampire's lair is the general area, building, tomb, or crypt surrounding its resting place. Little is known about why or how vampires obtain their resting places, but one thing is certain: a resting place is of vital importance to a vampire. No matter what one does, no matter how thoroughly or violently a vampire is dispatched, it will return to undeath with nary a scratch on it if its resting place is not first destroyed. As such, a threatened vampire becomes particularly dangerous and violent the closer one gets to its resting place.

Although there are several phenomena that may give away a vampire's lair, a vampire's resting place is not so easily located. Although coffins are common—as a vampire's resting place is often quite literal in nature—they are not the sole option. Resting places are known to include anything from tangible objects to patches of earth. A resting place need not strictly be the location in which a vampire was deliberately laid to rest, as resting places may be the specific location in which a vampire died during metamorphosis. For this reason, the resting places of vampires that experienced immediate metamorphosis are known to be some of the most difficult to pinpoint.

Evidence would suggest that vampires are capable of selecting new lairs by physically moving their resting places. Vampires of lust are particularly wont to do this. Whether or not a vampire can select a new resting place altogether, however, is unknown.