Errata

No matter how hard one tries, there's always elements that get missed or overlooked. Designers, editors, typesetters, and other people spend so much time in front of a manuscript that sometimes things that seem obvious get missed. The information presented below should help fill in any gaps (and allow you to make some corrections in your own copy).

When *Out for Blood* was released, the designer noticed some errors. These are his errata notes, and we'll add to this as we get reports of new errors. When we turn Out for Blood into a PDF, we'll make these changes as well.

Out for Blood, Introduction Errata

Page 2, left-hand column, last sentence, replace "wherein this folklore" with "wherein this folklore and other folklore used for inspiration throughout the book". This erratum more accurately reflects the debt the author of *Out for Blood* owes to the authors of the books listed in Appendix II with regards to finding inspiration for material appearing throughout *Out for Blood*, from the spells in Appendix I to much of the content that preceded them.

Page 2, right-hand column, in the first sentence of the section entitled *A Brief Note on "Vampire" vs. "Vampyr"*, replace "the terms vampire and vampyr are used quite often" with "the term vampyr is occasionally used in reference to a kind of vampire". As evidenced by numerous errata from Chapter 2, once corrections are taken into account, the word 'vampyr' is not used as often as the brief note in the Introduction implies.

Out for Blood, Chapter 1 Errata

Page 4, left-hand column, in the paragraph entitled *Blot the Sky Versus Part the Clouds*, replace "loses concentration" with "loses control of the energy sustaining the effects of his feat". In the same paragraph, replace "lose concentration" with "lose control of the energies sustaining the effects of their feats".

Page 5, left- and right-hand columns, in the section entitled *Spontaneous Caster*, all references to a caster losing a prepared spell in order to spontaneously cast another specified spell follow the rule that a domain spell cannot be lost in order to spontaneously cast any other spell.

Page 5, right-hand column, in the section entitled *Hypnotic Riposte*, replace "Hypnotic Riposte (Su)" with "*Hypnotic Riposte* (Sp)".

Page 7, left-hand column, in the section entitled *Trial of Blood*, replace "all ability and skill checks made while tracking" with "all ability and skill checks whose outcomes directly determine the success or failure of any attempt to track". As noted in its description, the bloodhound class ability generally conforms to the rules for Scent, whose ranges this erratum more accurately reflects.

Page 7, left-hand column, in the second paragraph of the section entitled *Bloodhound*, replace "generally 60 feet" with "generally 30 feet" and replace "upwind, the range is 180 feet" with "upwind, the range is 60 feet".

Page 8, right-hand column, in the section entitled *Turn Undead*, replace all text following the colon with the following: "A death guard gains the ability to turn undead as if his class levels were cleric levels".

Page 9, left-hand column, first paragraph, replace "*raise dead, resurrection,* or *true resurrection*." with "*raise dead* or *resurrection.* Additionally, any creature whose corpse has been turned into inert matter as a result of this ability cannot be restored to life with a *true resurrection* spell, even though that spell does not require the existence of that creature's corpse."

Page 10, right-hand column, in the last paragraph, replace "all types of shield" with "all shields other than tower shields".

Page 11, left-hand column, at the end of the section entitled *Slay Spawn*, replace "sunrise or sunset" with "sunrise or sunset, whichever comes later".

Page 11, left-hand column, in the end of the section entitled *Slay Sire*, replace "destroy" with "destroys".

Page 11, left-hand column, at the end of the section entitled *Slay Sire*, replace "sunrise or sunset" with "sunrise or sunset, whichever comes later."

Page 12, on *Table 16: The Fist of Light*, replace "*Ki* strike +1" with "*Ki* strike (silver)"; replace "*Ki* strike +2" with "*Ki* strike (magic)"; and replace "*Ki* strike +3" with "*Ki* strike (good)".

Page 12, left-hand column, in the section entitled *Ki Strike*, replace "+1 magical weapons" with "silvered weapons (though damage is not reduced as it would be in the case of actual silvered weapons)"; replace "+2 magical" with "magic"; and replace "+3 magical" with "good-aligned".

Page 14, left-hand column, first sentence, replace "foe" with "for".

Page 14, left-hand column, replace the paragraph entitled *Proactive Reaction*, with the following:
"   Proactive Reaction (Su): A fortune-teller is always waiting for the world to catch up with her prescient vision. Starting at 5th level, a fortune-teller ignores the initiative consequences of reading an action. Her initiative count does not change, regardless of when she takes her readied action, and she may act normally when her initiative count comes up once more, regardless of how recently she performed her readied action. If a fortune-teller's initiative count comes up before she takes her readied action, she loses that readied action, but she then gains an extra standard action on her turn. She cannot use this extra standard action to start or end a full-round action."

Page 15, left-hand column, replace the paragraph entitled *Somber Aura* with the following:
"   *Somber Aura* (Sp): A gothic pretender of at least 5th level is a particularly tragic figure. At will, as a spell-like ability, the gothic pretender can create a 15-foot radius emanation centered upon himself that causes all creatures within its area (including the gothic pretender) to suffer a –2 morale penalty to saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls for as long as that creature remains within the area. A creature leaving the area but then returning is affected once more upon its return. Each creature in the area of the *somber aura* is allowed a Will saving throw upon first being exposed to negate the emanation's effects (DC 14 + the gothic pretender's Charisma modifier). A creature that successfully saves against the *somber aura* cannot be effected by any *somber aura* created by the same gothic pretender for the next 24 hours. A *somber aura* lasts as long as the gothic pretender concentrates upon it (a standard action each round). The effect can also be dispelled as if it were a 4th-level arcane spell."

Page 15, right-hand column, in the second paragraph of the section entitled *Bloodhound*, replace "generally 60 feet" with "generally 30 feet" and replace "upwind, the range is 180 feet" with "upwind, the range is 60 feet". As noted in its description, the bloodhound class ability generally conforms to the rules for Scent, whose ranges this erratum more accurately reflects.

Page 16, left-hand column, in the paragraph entitled *Timeless Body*, replace the parenthetical text with the following: "Any age-related penalties she has already suffered still remain in place. Bonuses still accrue, and the gothic pretender still dies of old age when her time is up." Also, delete the last sentence of the paragraph to avoid creating the impression that this timeless body ability is any different from that of the druid and the monk; except for the name of the class granting the ability, all timeless body abilities are functionally identical.

Page 16, right-hand column, in the paragraph entitled *Weapon and Armor Proficiency*, replace "and shields" with "and shields (except tower shields)".

Page 17, left-hand column, at the end of the paragraph entitled *Castle of the Mists*, append the following text: "As a spell, this *guards and wards* effect requires the normal material components."

Page 17, right hand column, in the paragraph entitled *Monstrous Butcher*, replace "such inhuman cruelty that its creature type changes" with "such inhuman cruelty that, if its creature type is currently humanoid or fey, its creature type changes".

Page 18, left-hand column, in the paragraph entitled *Weapon and Armor Proficiency*, replace "and shields" with "and shields (except tower shields)".

Page 18, right-hand column, in the section entitled *Turn Undead*, replace all text following the colon with the following: "A Knight of the Phoenix gains the ability to turn undead as if his class levels were cleric levels".

Page 19, left-hand column, in the section entitled *Turn Undead*, replace all text following the colon with the following: "A kresnik gains the ability to turn undead as if his class levels were cleric levels".

Page 20, right-hand column, at the end of the section entitled *Rending Palm*, replace "can be used again the same day" with "cannot be used again the same day."

Page 23, left-hand column, in the section entitled *Turn Undead*, replace all text following the colon with the following: "A soul catcher gains the ability to turn undead as if his class levels were cleric levels and he was able to channel positive energy".

Page 24, left-hand column, in the section entitled *Rebuke Undead*, replace all text following the colon with the following: "A soul collector gains the ability to rebuke undead as if his class levels were cleric levels and he was able to channel negative energy".

Page 24, right-hand column, in the paragraph entitled *Ghost Form*, replace "*astral spell*" with "*astral projection* spell".

Page 25, right-hand column, in the paragraph entitled *Timeless Body*, replace the parenthetical text with the following: "Any age-related penalties he has already suffered still remain in place. Bonuses still accrue, and the vamp still dies of old age when his time is up." Also, delete the last sentence of the paragraph to avoid creating the impression that this timeless body ability is any different from that of the druid and the monk; except for the name of the class granting the ability, all timeless body abilities are functionally identical.

Page 26, left-hand column, in the paragraph entitled *Special* under the *Requirements* heading, replace "Must be subject to a charm or compulsion effect caused by a vampire" with "Must have been selected as a cohort or follower by a vampire with the Leadership feat. Must have been subject to a charm or compulsion effect caused by that vampire at the time of this selection." Note that this correction effectively limits the number of vampire seneschals to which a single vampire may be connected at any given time. This limit is intentional, given that the abilities of the vampire seneschal class provide significant benefits to a vampire without requiring that vampire to gain any class levels.

Page 26, right-hand column, in the paragraph entitled *Dark Thoughts*, replace the last two sentences of the paragraph with the following: "Additionally, whenever the vampire seneschal's vampire master targets the vampire seneschal with a charm or compulsion effect, the duration of that charm or compulsion effect becomes instantaneous. The effect can thus only be ended by a *break enchantment* spell."

Page 26, right-hand column, in the paragraph entitled *Madness*, replace "the vampire seneschal are" with "the vampire seneschal is".

Page 26, right-hand column, in the paragraph entitled *Psychobabble*, replace "whose area is" to "that affects all creatures other than the vampire seneschal in".

Page 27, right-hand column, in the paragraph entitled *Weapon and Armor Proficiency*, replace "and shields" with "and shields (except tower shields)".

Page 27, right-hand column, in the section entitled *Energy Sacrifice*, replace "gain two negative levels" with "gain any number of negative levels of the vampire's choice, up to a total of one negative level per Hit Die of the vampire seneschal" and delete the entire second paragraph.

Page 28, left-hand column, in the paragraph entitled *Favored Enemy (vampires)*, replace "Wilderness Lore" with "Survival".

Page 29, right-hand column, in the paragraph entitled *Shadow*, replace "Wilderness Lore" with "Survival".

Out for Blood, Chapter 2 Errata

Page 30, left-hand column, in the paragraph entitled *Allergen*, replace "evil outsiders" with "nongood summoned creatures".

Page 32, immediately before the *Astral Vampire* heading, insert the following:
"

Aberrant Vampire

An aberrant vampire is a monstrosity that shouldn't be able to exist, an aberration that has somehow become infused with negative energy. The only creatures that rise as aberrant vampires on a regular basis are the aberrations known as callicantzaros (q.v.), and it is thus that most aberrant vampires are also callicantzaros.

Sample Aberrant Vampire

The creature was vaguely humanoid but also disturbingly beast-like. Though it might have been humanoid, the gray-skinned thing was crawling around on all fours. Feral, red eyes; vicious fangs; tall, pointed ears; and coven back feet added to the monstrous nature of its appearance. Some witnesses later claimed that creature had the unusual property of glowing faintly in the twilight. We were too busy fending off its savage attacks to notice...

This example uses a callicantzaro as the base creature.

(Note that aberrant vampires do not gain the vampire subtype.)

Medium-Size Undead (Augmented Aberration)
Hit Dice: 1d12 (5 hp)
Initiative: +7
Speed: 30 ft. (6 squares)
AC: 21 (+3 Dex, +6 natural), 15 touch, 18 flat-footed
Base Attack/Grapple: +0/+0
Attack: Bite +3 melee (1d8+1 plus cling and energy drain) or javelin +3 ranged (1d6+1)
Full Attack: Bite +3 melee (1d8+1 plus cling and energy drain) or javelin +3 ranged (1d6+1)
Space/Reach: 5 ft./5 ft.
Special Attacks: Blood drain, energy drain, spell-like abilities
Special Qualities: Damage reduction 10/magic and silver, darkvision 60 ft., phase door, regeneration 10, resistance to cold 10 and electricity 10, spider climb, turn resistance +4, undead traits
Saves: Fort +0, Ref +5, Will +3
Abilities: Str 12, Dex 17, Con –, Int 2, Wis 13, Cha 6
Skills: Climb +16*, Hide +20, Intimidate +6, Listen +15, Move Silently +16, Search +4, Spot +11, Wilderness Lore +5
Feats: Alertness[B], Improved Initiative [B], Weapon Finesse (bite)
Environment: Underground
Organization: Solitary
Challenge Rating: 3
Treasure: None
Alignment: Always chaotic evil
Advancement: By character class
Level Adjustment: –

Regardless of the behavior and intelligence they possessed during life, aberrant vampires are all animal-like creatures. They exist to stalk and devour prey, as would any voracious predator, and serve no other purpose. Their existence outside of the nature insures that they have no particular reason to interact with one another except to compete for food.

Aberrant vampires do not speak any languages and do not attempt to communicate with any creature.

Combat

When hungry – which is most of the time – aberrant vampires attack anything they believe they can eat without regard for their own well being. Though not particularly intelligent, aberrant vampires are cunning, possessing the same instinctive knowledge of hunting strategies shared by many natural predators.

Having no aversion to sunlight, aberrant vampires are on the prowl both at night and during the day.

Blood Drain (Ex): Every round an aberrant vampire pins a living foe, the aberrant vampire may draw out that creature's blood with its fangs, causing 1d4 points of Constitution drain. Creatures that have no blood are immune to this special attack.

Energy Drain (Su): Any living creature hit by an aberrant vampire's bite attack gains one negative level (Fortitude negates, DC 8). For each negative level bestowed, the aberrant vampire heals 5 points of damage, with healing in excess of the damage it has suffered being gained as temporary hit points. Negative levels bestowed by an aberrant vampire have a maximum duration of 24 hours. If a negative level bestowed by an aberrant vampire is not removed before its duration expires, the level (or Hit Dice) of the creature upon which it was inflicted is reduced by one (Fortitude negates, DC 8).

Spell-like Abilities: At will – *enlarge* (self only) and *reduce* (self only). While *enlarged*, an aberrant vampire gains a 10-foot natural reach but gets a –1 size penalty to AC and attack rolls, each in addition to the spell's normal effects. While *reduced*, an aberrant vampire gains a +1 size modifier to AC and attack rolls in addition to the spell's normal effects. These abilities are otherwise as the spells cast by a 5th level sorcerer.

Phase Door (Su): As part of a move or double move action, an aberrant vampire may pass through its coffin and/or up to six feet of soil as if each were a wall upon which the aberrant vampire had cast a permanent *phase door* spell. If a barrier is too thick for an aberrant vampire to pass through with one use of this ability, the aberrant vampire cannot pass through that barrier at all (not even part of the way). Neither can the aberrant vampire pass through materials other than soil unless those materials are part of its own coffin.

Regeneration (Ex): Fire deals normal damage to an aberrant vampire; all other attack forms deal nonlethal damage to an aberrant vampire instead of lethal damage. Regeneration does not restore hit points lost from starvation, thirst, or suffocation. If an aberrant vampire loses a limb or body part, the lost portion regrows in 3d6 minutes. Alternately, the aberrant vampire may instantly reattach the lost portion by holding it to the stump from which it was cut.

Resistance (Ex): An aberrant vampire has resistance to cold 10 and electricity 10.

Spider Climb (Su): An aberrant vampire permanently benefits from the effects of a *spider climb* spell.

Turn Resistance (Ex): An aberrant vampire has +4 turn resistance.

Undead Traits: An aberrant vampire is immune to mind-influencing effects, poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects that do not specifically affect undead, and any effect that both requires a Fortitude save and does not affect objects. It is not subject to critical hits, nonlethal damage, ability damage, ability drain, energy drain, or death from massive damage. An aberrant vampire cannot be raised and can only be resurrected if it is willing. It has darkvision (60-foot range). Undead do not breathe, eat, or sleep.

Skills: Aberrant vampires receive a +8 racial bonus to Climb, Hide, Intimidate, Listen, Move Silently, Search, and Spot checks. Aberrant vampires use their Dexterity modifier for Climb checks.

Creating an Aberrant Vampire

Except for the curse placed upon all callicantzaros (q.v.), there is no reliable process that brings aberrant vampires into existence. A *create greater undead* spell is not able to animate the corpses of aberrations as aberrant vampires, and no special variants of that spell are currently known to exist.

That said, "aberrant vampire" is a template that can be added to any aberration (hereafter referred to as the "base creature"). An aberrant vampire uses all of the base creature's statistics except as noted below.

Type: The base creature's type changes to "undead (augmented aberration)". Despite the template's name, the base creature does not gain the vampire subtype. Do not recalculate base attack bonus, saves, or skill points. Size is unchanged.

Hit Dice: Increase all current and future Hit Dice to d12s.

AC: The base creature's natural armor improves by +3 and its AC is modified to reflect its new Dexterity score.

Special Attacks: An aberrant vampire retains the base creature's special attacks and gains energy drain as an additional special attack. If the base creature has one or more bite attacks, it also gains blood drain as an additional special attack.

Blood Drain (Ex): Every round an aberrant vampire pins a living foe with a successful grapple attack, the aberrant vampire may draw out that creature's blood with its fangs, causing Constitution drain dependant upon its size, as per Table 2.2: Bloodsucker Damage. Creatures that have no blood are immune to this special attack.

Energy Drain (Su): A living creature hit by any of an aberrant vampire's natural weapons (excluding unarmed strike attacks) gains one negative level (Fortitude negates, DC 10 + 1/2 aberrant vampire's Hit Dice + aberrant vampire's Charisma modifier). For each negative level bestowed, the aberrant vampire heals 5 points of damage, with healing in excess of the damage it has suffered being gained as temporary hit points. Negative levels bestowed by an aberrant vampire have a maximum duration of 24 hours. If a negative level bestowed by an aberrant vampire is not removed before its duration expires, the level (or Hit Dice) of the creature upon which it was inflicted is reduced by one (Fortitude negates, DC 10 + 1/2 aberrant vampire's Hit Dice + aberrant vampire's Charisma modifier).

Special Qualities: If the base creature had either fire resistance or immunity to fire, the base creature loses that ability. An aberrant vampire otherwise retains the base creature's special qualities and gains those described below.

Phase Door (Su): As part of a move or double move action, an aberrant vampire may pass through its coffin and/or up to six feet of soil as if each were a stone wall upon which the aberrant vampire had cast a permanent *phase door* spell. If a barrier is too thick for an aberrant vampire to pass through with one use of this ability, the aberrant vampire cannot pass through that barrier at all (not even part of the way). Neither can the aberrant vampire pass through materials other than soil unless those materials are part of its own coffin.

Regeneration (Ex): Fire deals normal damage to an aberrant vampire; all other attack forms deal nonlethal damage to an aberrant vampire instead of lethal damage. Aberrant vampires heal 10 points of nonlethal damage per round. Regeneration does not restore hit points lost from starvation, thirst, or suffocation. If an aberrant vampire loses a limb or body part, the lost portion regrows in 3d6 minutes. Alternately, the aberrant vampire may instantly reattach the lost portion by holding it to the stump from which it was cut.

Resistance (Ex): An aberrant vampire has resistance to cold 10 and electricity 10.

Spider Climb (Su): An aberrant vampire permanently benefits from the effects of a *spider climb* spell.

Turn Resistance (Ex): An aberrant vampire has +4 turn resistance.

Undead Traits: An aberrant vampire is immune to mind-influencing effects, poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects that do not specifically affect undead, and any effect that both requires a Fortitude save and does not affect objects. It is not subject to critical hits, nonlethal damage, ability damage, ability drain, energy drain, or death from massive damage. An aberrant vampire cannot be raised and can only be resurrected if it is willing. It has darkvision (60-foot range). Undead do not breathe, eat, or sleep.

Abilities: Modify the base creature's scores as follows: Str +2, Dex +2, Int reduced to 2 if not already lower, Wis +2, Cha reduced to 6 if not already lower. Aberrant vampires have no Constitution scores.

Skills: Aberrant vampires receive a +8 racial bonus to Climb, Hide, Intimidate, Listen, Move Silently, Search, and Spot checks. They otherwise have the same skills as the base creature. (An aberrant vampire's total ranks in all skills are not adjusted to reflect its new Intelligence score, though it loses any languages it may have possessed in life.)

Feats: Aberrant vampires gain Alertness and Improved Initiative as bonus feats. They otherwise have the same feats as the base creature.

Organization: Solitary.

Challenge Rating: As base creature +2.

Treasure: None.

Alignment: Always chaotic evil, regardless of the base creature's alignment.

Advancement: By character class.

Level Adjustment: –

Repelling an Aberrant Vampire

There are no special ways to repel an aberrant vampire.

Destroying an Aberrant Vampire

An aberrant vampire does not have any special vulnerabilities, but an aberrant vampire that is reduced to 0 hit points is forever destroyed. As a result of the aberrant vampire's regeneration ability, this can only be accomplished by the application of fire.
"

Note that the callicantzaro, a monster whose entry begins on page 38, has assorted text (including a special ability called curse of the vampire) that references the preceding text.

Page 32, right-hand column, in the paragraph entitled *Energy Drain*, replace "(see incorporeal form under special qualities, below)" with "(see incorporeal form, below)".

Page 32, right-hand column, in the paragraph entitled *Soul Theft*, replace "(see incorporeal form under special qualities, below)" with "(see incorporeal form, below)".

Page 33, right-hand column, in the paragraph entitled *Alternate Form*, replace "*polymorph self*" with "*polymorph*".

Page 34, left-hand column, in the paragraph following the *Creating an Astral Vampire* heading, replace "lesser vampyr template" with "lesser vampire template".

Page 34, right-hand column, in the paragraph entitled *Alternate Form*, replace "*polymorph self*" with "*polymorph*".

Page 36, left-hand column, in the paragraph entitled *Create Spawn*, replace "humanoid or monstrous humanoid" with "humanoid or monstrous humanoid without a swim speed".

Page 36, left-hand column, in the paragraph entitled *Allergen*, replace "evil outsiders" with "nongood summoned creatures".

Page 36, right-hand column, in the paragraph entitled *Phase Door*, replace "aberrant vampire" with "barb-tongued vampire".

Page 37, left-hand column, in the paragraph following the *Creating a Barb-Tongued Vampire* heading, replace "lesser vampyr template" with "lesser vampire template".

Page 37, right-hand column, in the paragraph entitled *Create Spawn*, replace "humanoid or monstrous humanoid" with "humanoid or monstrous humanoid without a swim speed".

Page 38, left-hand column, in the paragraph entitled *Allergen*, replace "evil outsiders" with "nongood summoned creatures".

Page 38, right-hand column, in the third paragraph of the *Callicantzaro*, note that the paragraph refers the reader to text that was cut from the book. Refer to the erratum for page 32, left-hand column, immediately before the *Astral Vampire* section for details about the deleted text.

Page 39, right-hand column, in the paragraph entitled *Curse of the Vampire*, note that the paragraph refers the reader to text that was cut from the book. Refer to the erratum for page 32, left-hand column, immediately before the *Astral Vampire* section for details about the deleted text.

Page 40, right-hand column, immediately before the *Deathgaze Vampire (Nelapsi)* heading, insert the following:
"

Crimson Moth

Diminutive Vermin
Hit Dice: 1/4 d8 (1 hp)
Initiative: +2
Speed: 10 ft. (2 squares), fly 40 ft. (good)

AC: 16 (+4 size, +2 Dex), 16 touch, 14 flat-footed
Base Attack/Grapple: +0/–5
Attack: Bite +6 melee (1d3-5 and cling)
Full Attack: Bite +6 (1d3-5 and cling)
Space/Reach: 5 ft./5 ft.
Special Attacks: Blood drain, cling
Special Qualities: Darkvision 60 ft., drawn to flame, low-light vision, vermin traits
Saves: Fort +2, Ref +2, Will +2
Abilities: Str 1, Dex 15, Con 10, Int –, Wis 14, Cha 11
Skills: Listen +11, Hide +20, Move Silently +6, Spot +11
Feats: Weapon Finesse (bite)
Environment: Warm forest
Organization: Colony (10-20) or swarm (20-50)
Challenge Rating: 1/2
Treasure: None
Alignment: Always neutral
Advancement: –

DAY 53: Our expedition returned to the area in which we had seen the small, brown caterpillars in the previous year, looking to gather more information for our catalogue. Instead, we found only a swarm of fist-sized moths, each of them the color of freshly spilled blood. The ravenous moths descended upon us in a frenzy of bloodlust, and we were forced to flee.

Named for its distinctive carapace, the crimson moth is an often over-looked jungle hazard. A crimson moth spends most of its life as a harmless grub. Only upon reaching adulthood does a crimson moth become a ravenous bloodsucker.

In its larval stage, a crimson moth survives by scavenging for food. It can be distinguished from the caterpillars of several other, less-dangerous moths only with a successful Knowledge (nature) check (DC 15). This stage of the crimson moth's life lasts for thirteen years. In the autumn of the thirteenth year, the crimson moth quickly develops into its carnivorous adult form, spreads carnage along with its fellows for several days, then dies of old age.

Generations of crimson moths are always born thirteen years apart, and all moths in a generation reach adulthood at about the same time. Areas infested with crimson moths thus face an assault of bloodsucking vermin once every thirteen years, with relative calm in between. Entire jungle expeditions have been destroyed by such unexpected onslaughts.

Combat

Crimson moths are mindless combatants. When not being drawn towards flame, they simply swarm any creature or group of creatures that can provide them with nourishment.

Cling (Ex): If a crimson moth hits an opponent with its touch attack, the crimson moth may attempt to start a grapple as a free action that does not provoke an attack of opportunity. If the crimson moth successfully starts a grapple as a result of this special ability, the crimson moth moves into the grappled opponent's space as normal. In any case, a crimson moth calculates its size modifier to grapple checks as if it were a Medium-Size creature.

Blood Drain (Ex): Every round a crimson moth clings to a living foe, the crimson moth may draw out that creature's blood with its fangs, dealing 1d2 points of temporary Constitution damage to its opponent. Creatures that have no blood are immune to this special attack.

Drawn to Flame (Ex): While in the presence of an open flame, a crimson moth must succeed at a Will save (DC 5) each round or move towards the flame, into it if possible, heedless of danger to itself.

Low-Light Vision (Ex): A crimson moth can see four times as far as a human can in poorly lit conditions.

Vermin Traits: A crimson moth is immune to all mind-affecting effects. It has darkvision (60-foot range). Vermin breathe, eat, and sleep.
"

Note that the kuang-shi, whose monster entry begins on page 55, has an alternate form ability that references the preceding text.

Page 41, left-hand column, in the parenthetical text within the paragraph entitled *Create Spawn*, replace "lesser vampyr template" with "lesser vampire template".

Page 41, right-hand column, in the paragraph entitled *Allergen*, replace "evil outsiders" with "nongood summoned creatures".

Page 42, left-hand column, in the paragraph following the *Creating a Deathgaze Vampire* heading, replace "lesser vampyr template" with "lesser vampire template".

Page 42, right-hand column, in the parenthetical text within the paragraph entitled *Create Spawn*, replace "lesser vampyr template" with "lesser vampire template".

Page 43, left-hand column, in the paragraph entitled *Allergen*, replace "evil outsiders" with "nongood summoned creatures".

Page 44, right-hand column, in the parenthetical text within the paragraph entitled *Create Spawn*, replace "lesser vampyr template" with "lesser vampire template".

Page 45, left-hand column, in the paragraph entitled *Alternate Form*, replace "*polymorph self*" with "*polymorph*".

Page 46, left-hand column, in the first paragraph in the column, replace "lesser vampyr template" with "lesser vampire template".

Page 46, left-hand column, in the parenthetical text within the paragraph entitled *Create Spawn*, replace "lesser vampyr template" with "lesser vampire template".

Page 46, right-hand column, continuing onto page 47, left-hand column: delete the sections entitled *Manducation*, *Spells*, and *Sympathetic Link*. The sample death ringer vampire happens to have these special attacks as class abilities, but other creatures created using the death ringer template do not.

Page 47, left-hand column, in the paragraph entitled *Alternate Form*, replace "*polymorph self*" with "*polymorph*".

Page 48, right-hand column, in the paragraph entitled *Dhampir Traits*, replace the last sentence with the following: "A dhampir's natural weapons, as well as any weapons it wields, are treated as force effects when attacking undead creatures."

Page 48, right-hand column, in the section entitled *Dhampir Characters*, append the following text at the end of the first paragraph:
"   Dhampir characters possess the following racial traits.
  – +2 Wisdom, –2 Constitution: Dhampirs have excellent senses, but they also have brittle bones.
  – Medium size.
  – A dhampir's base land speed is 30 feet.
  – +2 bonus to Listen and Spot checks: Dhampirs are particularly alert.
  – Ghost strike: A dhampir's natural weapons, as well as any weapons it wields, are treated as force effects when attacking undead creatures.
  – See dead people: Dhampirs automatically see invisible undead, including ethereal or otherwise out-of-phase undead, as if they were visible creatures on the Material Plane.
  – Automatic Languages: Common. Bonus Languages: Any (except secret languages, such as Druidic).
  – Favored Class: Paladin.
  – Level Adjustment: +0."

Page 49, right-hand column, in the paragraph entitled *Trip*, replace the last sentence with the following: "Note that a grave soil gains a +4 bonus on Strength checks it makes to trip opponents as a result of its Improved Trip feat."

Page 51, left-hand column, in the paragraph entitled *Damage Reduction*, replace "10/+2" with "10/adamantine".

Page 41, right-hand column, in the parenthetical text ending on the first line of the column, replace "lesser vampyr template" with "lesser vampire template".

Page 52, right-hand column, in the paragraph entitled *Allergen*, replace "evil outsiders" with "nongood summoned creatures".

Page 52, right-hand column, in the paragraph entitled *Alternate Form*, replace "*polymorph self*" with "*polymorph*".

Page 53, right-hand column, in the paragraph following the *Creating an Irontooth Vampire* heading, replace "lesser vampyr template" with "lesser vampire template".

Page 54, left-hand column, in the parenthetical text within the paragraph entitled *Create Spawn*, replace "lesser vampyr template" with "lesser vampire template".

Page 54, right-hand column, in the paragraph entitled *Alternate Form*, replace "*polymorph self*" with "*polymorph*".

Page 55, left-hand column, in the paragraph entitled *Allergen*, replace "evil outsiders" with "nongood summoned creatures".

Page 55, left-hand column, on the line beginning *Medium Undead*, replace "(Augmented Humanoid, Augmented Outsider, Native, Vampire)" with "(Augmented Humanoid, Augmented Outsider, Chaotic, Evil, Native, Vampire)". As noted in the *Size and Type* paragraph under the *Creating a Kuang-Shi* heading, the base humanoid gains the alignment subtypes of the base fiend. As noted above the kuang-shi stat block, this sample kuang-shi uses a succubus as a base fiend. It must therefore have the Chaotic and Evil alignment subtypes.

Page 55, right-hand column, on the line entitled *Alignment*, replace "Any evil" with "Always chaotic evil". As noted above the kuang-shi stat block, this sample kuang-shi uses a succubus as a base fiend. It must therefore be chaotic evil in alignment.

Page 56, left hand column, replace the section entitled *Spell-like Abilities* with the following: "Spell-like Abilities: At will—*charm monster* (DC 22), *detect good, detect thoughts* (DC 20), *ethereal jaunt* (self plus 50 pounds of objects only), *polymorph* (self only, humanoid form only, no limit on duration), *suggestion* (DC 21), *greater teleport* (self plus 50 pounds of objects only). Caster level 12th. The save DCs are Charisma-based."

Page 56, left-hand column, in the paragraph entitled *Allergen*, replace "evil outsiders" with "nongood summoned creatures".

Page 56, left-hand column, in the paragraph entitled *Alternate Form*, replace "*polymorph self*" with "*polymorph*". Note that the paragraph refers the reader to content that was cut from the book. Refer to the erratum for page 40, right-hand column, immediately before the *Deathgaze Vampire* section for details about the deleted text.

Page 57, left-hand column, at the end of the section entitled *Damage*, add the following text: "If the base creature gained claw attacks as a result of this template, those claw attacks deal damage based upon the first size category smaller than the base creature's own size (minimum Fine), as detailed on *Table 2.1: Vampire Damage*."

Page 57, right-hand column: delete the section entitled *Spell-like Abilities*. The sample kuang-shi happens to have these spell-like abilities as a result of the base fiend used in it creation, but other creatures created using the kuang-shi template do not. They instead have spell-like abilities as noted at the beginning of the section entitled *Special Attacks* in the left-hand column of the same page.

Page 57, right-hand column, in the paragraph entitled *Alternate Form*, replace "*polymorph self*" with "*polymorph*". Note that the paragraph refers the reader to content that was cut from the book. Refer to the erratum for page 32, right-hand column, immediately before the *Deathgaze Vampire* section for details about the deleted text.

Page 57, right-hand column, in the section entitled *Regeneration*, insert the following sentence before the sentence that starts on page 57 and continues onto page 58: "A kuangi-shi heals 5 points of nonlethal damage per round."

Page 58, left-hand column, on the line entitled *Alignment*, replace "Any evil" with "same as base fiend". Mentally, the kuang-shi and the base fiend are the same creature, so if the base fiend has an alignment more specific than 'any evil', the kuangi-shi must share that alignment.

Page 58, left-hand column, on the line entitled *Level Adjustment*, replace "same as base creatures +4" with "as base humanoid +4 or as base fiend +4, whichever is higher".

Page 58, left-hand column, in the paragraph entitled *Allergen*, replace "evil outsiders" with "nongood summoned creatures".

Page 58, right-hand column, in the first paragraph, replace every instance of "vampyr" with "vampire", then replace "the lesser vampire is most representative" with "the lesser vampyr is most representative".

Page 58, right-hand column, replace the heading, "*Sample Lesser Vampyr*", with "*Sample Lesser Vampire (Lesser Vampyr)*". The 'lesser vampyr' is the specific kind of the 'sample lesser vampire' presented in the following text.

Page 58, right-hand column, in the text following the italicized paragraph, replace "1st level human fighter" with "vampyr 1st level human fighter".

Page 58, right-hand column, on the line beginning *Medium Undead*, replace "(Augmented Aberration)" with "(Augmented Humanoid, Vampire)"

Page 59, left-hand column, in the paragraph entitled *Energy Drain*, replace "aberrant vampire" with "lesser vampyr".

Page 59, left-hand column, in the paragraph entitled *Allergen*, replace "evil outsiders" with "nongood summoned creatures".

Page 59, left-hand column, in the paragraph entitled *Fast Healing*, replace "5 per round" with "2 per round".

Page 59, right-hand column, replace the heading, "*Creating a Lesser Vampyr*" with "*Creating a Lesser Vampire*".

Page 59, right-hand column, in all paragraphs following the heading beginning with "*Creating a Lesser*", replace every instance of "vampyr" with "vampire".

Page 60, entire left-hand column, replace every instance of "vampyr" with "vampire".

Page 60, right-hand column, at the beginning of the section entitled *Repelling a Lesser Vampyr*, replace "A lesser vampyr suffers" with "The lesser vampire (a sample lesser vampire) suffers". Also, append the following text to the end of the first paragraph in the section: "Other lesser vampires instead retain the properties described in the section of the base creature's description related to repelling vampires of its specific kind."

Page 60, right-hand column, in the paragraph entitled *Allergen*, replace "evil outsiders" with "nongood summoned creatures".

Page 60, right-hand column, at the beginning of the section entitled *Destroying a Lesser Vampyr*, replace "A lesser vampyr's rejuvenation special quality" with "The rejuvenation special quality of the lesser vampyr (a sample lesser vampire)" and replace "A lesser vampyr also has" with "The sample lesser vampire also has". Also, append the following text to the end of the first paragraph in the section: "Other lesser vampires retain the properties described in the section of the base vampire's description related to destroying vampires of its specific kind."

Page 62, right-hand column, in the paragraph entitled *Allergen*, replace "evil outsiders" with "nongood summoned creatures".

Page 63, left-hand column, in the paragraph entitled *Alternate Form*, replace "*polymorph self*" with "*polymorph*".

Page 64, left-hand column, in the paragraph following the *Creating a Nosferatu Vampire* heading, replace "lesser vampyr template" with "lesser vampire template".

Page 64, right-hand column, in the paragraph entitled *Alternate Form*, replace "*polymorph self*" with "*polymorph*".

Page 65, left-hand column, in the paragraph entitled *Allergen*, replace "evil outsiders" with "nongood summoned creatures".

Page 66, left-hand column, in the parenthetical text within the paragraph entitled *Create Spawn*, replace "lesser vampyr template" with "lesser vampire template".

Page 66, right-hand column, in the paragraph entitled *Allergen*, replace "evil outsiders" with "nongood summoned creatures".

Page 66, right-hand column, in the paragraph entitled *Alternate Form*, replace "*polymorph self*" with "*polymorph*".

Page 67, left-hand column, in the paragraph following the *Creating a Plague Vampire* heading, replace "lesser vampyr template" with "lesser vampire template".

Page 67, right-hand column, in the parenthetical text within the paragraph entitled *Create Spawn*, replace "lesser vampyr template" with "lesser vampire template".

Page 68, left-hand column, in the paragraph entitled *Alternate Form*, replace "*polymorph self*" with "*polymorph*".

Page 68, right-hand column, in the paragraph entitled *Allergen*, replace "evil outsiders" with "nongood summoned creatures".

Page 69, left-hand column, on the lines entitled *Special Attacks*, replace "greater dominating gaze" with "dominating gaze". Note that the dominating gaze special attack is specifically referenced on page 60, left-hand column. As demonstrated upon page 60, it is possible for certain monster templates to alter the way in which the dominating gaze special ability functions. This causes some monsters to have 'lesser' dominating gaze attacks and others to have 'greater' dominating gaze attacks, but all of these effects have the same name. This lack of distinction is intentional. The idea is to demonstrate that templates can change the ways in which existing special attacks function in addition to giving base creatures new special attacks or taking existing ones away. The differences between modified and unmodified special abilities are a function of the templates modifying those abilities, not functions of those abilities themselves.

Page 69, left-hand column, in the paragraph entitled *Allergen*, replace "evil outsiders" with "nongood summoned creatures".

Page 69, right-hand column, in the parenthetical text within the paragraph entitled *Create Spawn*, replace "lesser vampyr template" with "lesser vampire template".

Page 69, right-hand column, in the section entitled *Greater Dominating Gaze*, replace "Greater Dominating Gaze" with "Dominating Gaze". See the erratum for page 69, left-hand column, on the lines entitled *Special Attacks* for details.

Page 69, right-hand column, in the paragraph entitled *Alternate Form*, replace "*polymorph self*" with "*polymorph*".

Page 70, right-hand column, in the paragraph following the *Creating a Vampyr* heading, replace "lesser vampyr template" with "lesser vampire template".

Page 71, left-hand column, in the parenthetical text within the first paragraph of the column, replace "lesser vampyr template" with "lesser vampire template".

Page 71, left-hand column, in the section entitled *Greater Dominating Gaze*, replace "Greater Dominating Gaze" with "Dominating Gaze". See the errata for page 69, left-hand column, on the lines entitled *Special Attacks*, above, for details.

Page 71, left-hand column, in the paragraph entitled *Alternate Form*, replace "*polymorph self*" with "*polymorph*".

Page 71, right-hand column, in the paragraph entitled *Allergen*, replace "evil outsiders" with "nongood summoned creatures".

Page 73, left-hand column, in the paragraph entitled *Allergen*, replace "evil outsiders" with "nongood summoned creatures".

Page 73, left-hand column, in the paragraph entitled *Alternate Form*, replace "*polymorph self*" with "*polymorph*".

Page 73, left-hand column, in the paragraph entitled *Damage Reduction*, delete the last sentence of the paragraph.

Page 73, right-hand column, in the paragraph following the *Creating an Undead Lycanthrope* heading, replace "lesser vampyr template" with "lesser vampire template".

Page 73, right-hand column, in the paragraph entitled *Size and Type*, replace "Do not recalculate, base attack" with "Do not recalculate base attack".

Page 74, right-hand column, delete the paragraph entitled *Damage Reduction*; damage reduction is a property of the lycanthrope template, not the undead lycanthrope template.

Page 74, right-hand column, in the paragraph entitled *Allergen*, replace "evil outsiders" with "nongood summoned creatures".

Page 75, left-hand column, in the paragraph entitled *Optional Rule: Virulent Lycanthropy*, replace "whenever a humanoid" with "whenever a giant or humanoid"; replace "such meat of a humanoid, monstrous humanoid, or animal" with "meat taken from an animal, giant, or humanoid"; and replace "if a humanoid eats" with "if a giant or humanoid eats".

Page 75, left-hand column, replace the *White Beast* heading with "*White Wolf*". "White beast" is the name of a template in which the word "beast" is a placeholder for the name of the animal to which the template is applied.

Page 76, left-hand column, in the first paragraph following the *Creating a White Beast* heading, replace "Known as black animals" with "Known as black beasts" and replace "Black animals are" with "black beasts are".

Page 76, left-hand column, in the second paragraph following *Creating a White Beast*, replace the period at the end of the first sentence with ", as is 'Black Beast', which is functionally identical."

Out for Blood, Chapter 3 Errata

Page 78, left-hand column, in the section entitled *Headquarters*, replace "make the hearts of druid's" with "made the hearts of druids".

Page 78, left-hand column, in the section entitled *Members*, replace "of the Order of the Pheonix is" with "of the Brotherhood of Pheonix are".

Page 78, left-hand column, in the section entitled *Members*, replace "as so" with "and so".

Page 82, right-hand column, in the section entitled *Members*, replace "in city" with "in the city".

Page 83, left-hand column, in the second paragraph of the *Recruiting* section, replace "small about" with "small amount".

Page 84, right-hand column, in the paragraph entitled *Secrecy*, replace "Extremely" with "Extreme".

Page 86, right-hand column, in the second line, replace "hat" with "that".

Page 88, left-hand column, in the section entitled *Secrecy*, replace "limited in number" with "limited".

Page 89, left-hand column, in the first line on the page, replace "met" with "meet".

Page 90, right-hand column, in the section entitled *21*, replace ", the living" with "and the living".

Page 91, left-hand column, in the section entitled *Castles*, replace the second sentence with the following: "A castle used as a lair was probably chosen as such by its resident vampire because that vampire enjoys being far removed from society."

Page 91, left-hand column, in the third paragraph of the *Castles* section, replace "the keep may larger" with "the keep is likely to be larger".

Page 91, right-hand column, in the first paragraph of the *Churches* section, replace the first sentence with the following: "While castle-dwelling vampires are made more dangerous by their lairs, church dwelling vampires are extremely powerful in their own right."

Out for Blood, Appendix 1 Errata

Page 93, left-hand column, in the section entitled *Dripping Blood*, replace "Willpower" with "Will". Also note that, at the GM's option, the dripping blood version of the *bleeding walls* spell may be a separate spell from the writing on the walls version. The combat uses of *bleeding walls* were intended to be an afterthought, and may make the spell a bit too powerful with the inclusion of the *black tentacles* effect. Even ignoring its usefulness in combat, *bleeding walls* is comparable to the 5th-level spell, *dream*, in that it is able to send messages over any distance – even across planar boundaries. Sending disturbing messages is the primary function of *bleeding walls*. Its combat use was intended to be incidental, of use only when a cleric prepared for noncombat situations is forced to make due in unexpected combat with spells not designed for such situations.

Page 93, left-hand column, in the text of the *blood tendons* spell, replace the text of the spell with the following:
"   Upon casting this spell, a scarlet globe of energy appears in the caster's raised hands or equivalent appendages. The globe darts forth and releases beams of necromantic energy that attach to the limbs of all creatures in the area of effect as if they were strings attached to marionette puppets. These beams then disappear. Any creatures in the area that fails a saving throw against this spell is tormented by the sensation of ghostly tendons yanking upon its limbs (whether or not those limbs are corporeal). An effected creature can safely take one move-equivalent action and any number of free actions each round. Every other action that the creature takes results in its flesh being rent apart by the ghostly tendons working upon its limbs.
        Whenever an effected creature takes any standard action or any full-round action, it must roll another saving throw against this spell. If it is using the full attack action, it must instead make another saving throw against this spell for each separate attack that it makes. For each failed saving throw, the effected creature suffers 1 point of temporary Constitution damage and 1 point of temporary Dexterity damage. If the creature suffers damage in this way during an attack, the creature calculates its attack roll and weapon damage as if it had no Strength bonus. (Any Strength penalty the creature has still applies, as normal.) If the creature suffers damage in this way while casting a spell, the creature must successfully make a Concentration check (DC 20 plus the level of the spell being cast) or lose the spell.
        The effects of a *blood tendons* spell can be removed with a successful *dispel magic* spell, or with any Conjuration (healing) spell of 4th-level or higher.
        Material Components: Bone powder and blood, which are mixed together as the spell is cast to form the globe of scarlet energy."

Page 94, left-hand column, in the description of the *dissolution* spell, replace the first sentence of the second paragraph with the following: "A corpse subjected to this spell cannot be restored to life unless the spell used to restore it is able to affect a dead creature of the corpse's effective age."

Page 94, right-hand column, in the paragraph at the top of the column, replace the sentence beginning "Treat all submerged corpses…" with the following: "Treat all submerged corpses within the affected area as if they were creatures with a swim speed of 30 feet that each immediately performs a single-move action towards the surface, using any remaining movement to then move towards the nearest shore within the area of the spell."

Page 94, right-hand column, insert the following immediately before the *Thirsting Weapon* heading:
"

Sanguine Flood
Conjuration (creation)
Level: Blood 9
Components: V, S, DF
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Area: One 10-foot cube resting upon a horizontal surface/level (S)
Duration: Instantaneous
Saving Throw: See text
Spell Resistance: No

A wave of blood appears, crashes into the area of this spell with great force, and then just as quickly disappears without a trace. All creatures caught in the area of the *sanguine flood* suffer 9d6 points of bludgeoning damage (Reflex half) and are knocked prone (Reflex negates), with fire-based creatures suffering an additional 15d6 points of lethal damage (no save). All structures in the area suffer 9d6 points of bludgeoning damage per 10-foot cube of the spell's area that they occupy (Fortitude half). The hardness of a structure applies against this damage just as if the damage dealt by the *sanguine flood* were caused by an attacking siege engine.

All non-magical fires in the area are extinguished by the *sanguine flood*. Additionally, fire spells and magical effects within the area are dispelled, though the caster of *sanguine flood* must succeed at a dispel check of 1d20+15 against each spell in order to dispel it. The DC to dispel a fire spell in this way is 11 + the level of the fire spell's caster.

Any creature caught in a *sanguine flood* suffers a –8 morale penalty to all attacks, damage rolls (both weapon and spell), saving throws, and skill checks for one round per level of the *sanguine flood's* caster (Will negates). Any creature witnessing the effects of a *sanguine flood* from outside the area of the spell is nauseated for 1d4 rounds (Will negates). Both of these effects are mind-affecting fear effects. They are non-magical side effects of the *sanguine flood* spell and cannot be disjoined, dispelled, or negated by an anti-magic effect."

Page 94, right-hand column, on the line entitled *Duration*, replace "10 minutes/level" with "1 hour/level". The *thirsting weapon* spell lasts much longer than other spells that enhance weapons on account of its higher spell level, and on account of the fact that it produces an effect that can no longer be duplicated by a magic weapon property. (If a magic weapon property still existed that duplicated the effects of this spell, game balance would dictate that the *thirsting weapon* spell have a shorter duration in order to keep from undermining the value of a weapon with the corresponding magic weapon property. As it is, *wounding* weapons already have a property more effective than that created by this spell, and the spell's longer duration thus does not devalue any magic weapons.) Optionally, the GM is free to rule that this spell's duration is not modified as noted in this erratum, but that the spell instead grants the effected weapon the *wounding* property for 10 minutes per caster level.