

Vampirism

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Overview

Vampirism is a type of Nephilism where the host needs blood and foreign Magicka in order to properly function.

Vampirism

The Bite

When a vampire is absorbing someone's Magicka they need to be in close contact with their prey, so a bite to the neck is perfect. Vampires may feed little by little on different people so as to not kill their victims. But, can drain all of their blood if the hunger strikes them. Vampires don't feel the need for Magicka, instead they feel the need for blood. Usually blood means Magicka is present as well. Vampires absorb Magicka via an instinctual bite. Whenever they are close enough to another being, and they bite them, they automatically absorb Magicka. Their Parasitic soul automatically syphons the Magicka from their prey.

Vampires that do not get enough Magicka to keep the parasitic gate's stability become feral- Magicka is syphoned out of their gates in an effort to keep the parasitic gate stable. They start suffering from Arcane Fever, becoming feral- like any mage under Arcane Fever would.

Aspect of the Dead

Since a vampire's Magicka is being syphoned into the parasitic soul, their aura is subdued similar to that of a decomposing corpse. Vampires can be sensed by mages when in their "normal" state, but can increase their Aura in exchange for increasing their Arcane Fever, and therefore, conceal themselves.

Vampires are cold to the touch, their skin becomes paler than before- they do not much melanin to combat UV rays since their thin mucus layer protects them. Most of a vampire's skin layers are formed by dead cells which are surprisingly resistant to damage, like a callus, they protect the vampire from cuts and lacerations, but in return, they easily allow UV radiation to enter the deeper layers of the body.

Children of Lilith

All Vampires are infected by the same parasitic soul; Lilith is a discarded project of the Old Ones. Lilith now acts as a sort of puppet master, slowly spreading her pawns around the world. A Nephilim's best bet to survive is to infect as many hosts as it can to ensure it has many anchor points so as to not get stuck in the Deep Waters.

Lilith, like many other Nephilim cuts off some of itself from time to time to avoid insanity. Therefore, they cannot recall everything due to the encroaching corruption.

Nightwalkers

UV radiation is harmful to most life, but to a vampire UV radiation is a nightmare. Most of their outer skin layers are dead, but since they easily allow for UV radiation to penetrate into the body deeper, a vampire's body must find a way to warn the nervous system.

The body releases histamines that causes hives in the deeper layers of the skin which react with the vampire's dead protective layer's chemicals to cause blisters and boils to jut out from underneath the vampire's skin.

To protect their bodies from UV radiation, vampires naturally secrete a thin layer of a special mucus on their skin. Water damages their mucus layer which led to the popular folklore of vampires not being able to cross large bodies of water. Their mucus layer reacts extremely poorly with their bloodlust state, making the mucus layer thinner.

The Transference

Vampirism is spread to an individual via a process called the Transference.

By Bite

Vampire blood contains a special virus that injects RNA to create specific cells to prepare an individual. It causes anemia (mid-transformation to specialized red blood cells that have enormous amounts of iron), general weakness in the limbs, and sunlight sensitivity (UV rays are the most damaging). Since vampires cut through the skin under their nails to quickly form iron claws, their blood is easily exposed to humanoids when caught surprised. And the iron dust formed from their blood has some of the virus.

Humanoids that have their blood tainted are called the Tainted. Potential for greater power juxta positioned by fragility.

Tainted blood can be cured. The virus sheds quite easily, being gone in weeks. It isn't deadly enough to kill, that isn't its purpose... Its purpose is to shift through the hosts junk DNA to find the specific genes that can be used to create a Neophyte. If the virus does not find the right DNA, it inactivates. Only some humanoids can become vampires.

Tainted individuals release pheromones signaling that they are compatible. Vampires pick up these pheromones and feel attracted to them (like finding water in a desert), this causes all their Heartstone chambers to open up (can be consciously closed with effort) and release Magicka in a certain pattern (it increases in intensity the closer the vampire is to the prey). The opening and closing of their Heartstone chambers is called the Vampiric Transference Reflex.

Once the parasitic soul recognizes the specific pattern it prepares itself to do a transference leap when the pattern reaches a sudden stop. Biting into the select prey causes an enormous amount of pleasure to the vampire and stops their Heartstone chambers from opening. That sudden stop signals to the parasitic soul to open a conjoined gate into the prey and then split the gate into two. After the gate has been split into two, the parasitic soul.

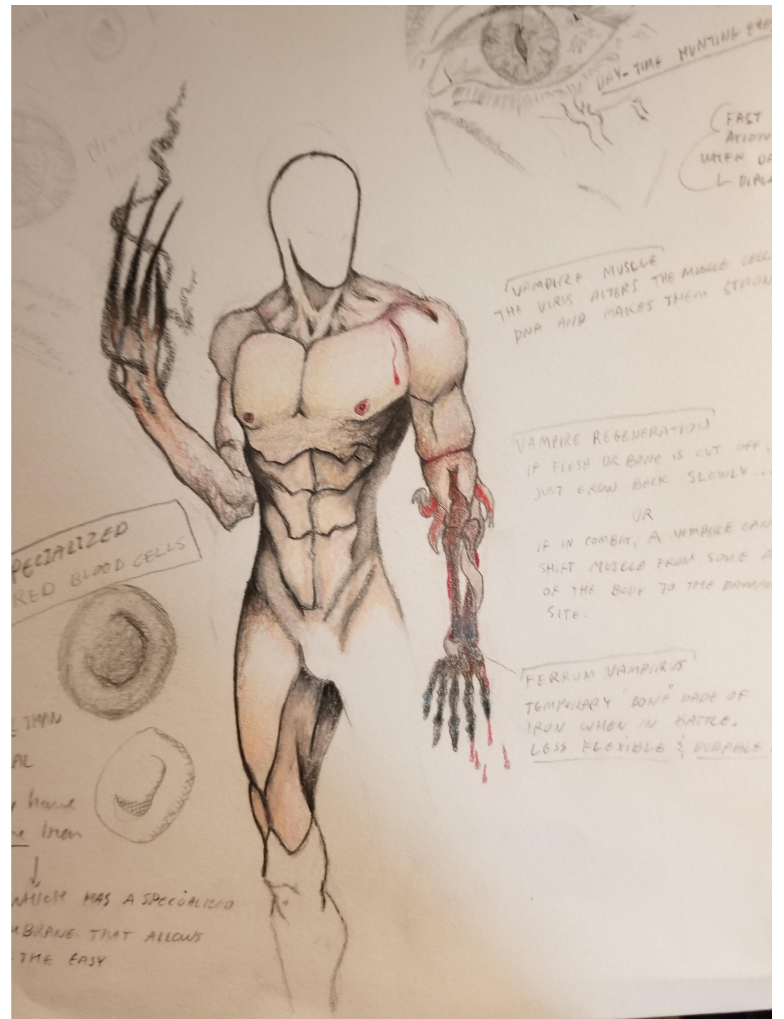
By Death

When a vampire dies, their parasitic soul tries to implant its gate into the closest tainted humanoid (alive or Dead). Usually not as successful. This is called a Transference Leap. (Illustrate this). When such a thing occurs and the individual being infected was dead, they can come back if the original host was in worse shape than the corpse. Vampires turned when dead are called Revenant Vampires. Any being whose brain dies, yet comes back to life is called a Revenant.

Vampiric Revenant

Vampiric Revenants are Vampires turned after death. These vampires are special due to the circumstances of their turning.

Revenant Vampires are black in coloration, their cells are in a constant battle to repair themselves. They have cancerous growths of Heartstones all over their bodies which are called Blood Glass. The growths are all connected to veins which can constrict or open to store Magicka. (Blood Glass is just like Heartstones but can't store as much Magicka). Revenant Vampires consume flesh in conjunction to blood to stay "alive". Due to their cannibalistic



Heartstones

Heartstones, also known academically as Hematokreus, are Spirit Crystals formed from organic materials by a Lilith possessed individuals; Vampires. Heartstones are living quantum computers formed from blood and any other organic material found in the body and Aeternium. Blood gems release Magicka like Magician's Glass when broken and also when in contact with blood.

Heartstones are located near a vampire's heart in special hollow, insulated chambers called heart chambers which can open up so blood enters in contact with the Heartstones. Heart chambers are controlled by the Hematobasal ganglia.

Heartstones are used not only as Magicka storage, but also as a means for the body to communicate with the parasitic soul. The Hematobasal Ganglia detects certain hormones which it then determines if it should open the vampire's heart chambers.

Heartstones are considered living. They, like their hosts, desiccate. When starved, appear to be lifeless and dehydrate themselves to survive the drought of sustenance. When desiccated they are called inactive Heartstones (they look dark red and transparent when inactive, and they look vibrant red and opaque when active). To become active they must be drenched in blood, and depending on the availability of nutrients, they can be active for several hours.

The amount of Magicka Heartstones release is dependent on the amount of blood they receive. Heartstones absorb blood upon contact.

Heartstones slow down magical decay instead of stopping it entirely. Vampires that are farther away from the original blood line have a harder time keeping ahold of magical energy, and thus become feral quite easily. Older, purebred vampires have higher quality Heartstones.

Heartstones can hold an extreme amount of Magicka without succumbing to a magical storage limit due to explosion, and thus are used for high-level techniques that require extreme amounts of raw Magical energy at once. Since Heartstones have a higher storage limit, they can still be used as Thunder Runes (runes made specifically for putting large amounts of a specific type of magic with the intention of causing magical explosion).

Blood Gems

Heartstones come in two types, Bloodstones and Blood Gems. Blood Gems are a special type of Heartstone. Its center looks similar to an unpolished rock with an outer layer formed by Magicka forming a dense, crystalline structure. The Magicka that composes the outer layer of Blood Gems are formed from accumulating the vampire's slaughtered prey's Soul Memories. The Gem itself looks purple in color with a dark purple core.

The older the vampire, the higher the chance for a Blood Gem. Blood Gems do not release Magicka upon contact with blood, and are usually a hindrance to vampires since they cannot be used to store Magicka. The conglomeration of Soul Memories that form the outer layer of the Blood Gem are frozen in a stasis-like state until broken. Once broken, the Souls fragments trapped inside break out with streaks of electricity flying out. Blood Gems broken while inside a vampire may cause the fragmented souls inside to tear the vampire apart from the inside out.

Older vampires may hunt younger vampires they've turned in an effort to obtain more heart stones which they can simply ingest when they shed to assimilate it into themselves.

Vampires can feel when a Heartstone becomes a full Blood Gem due to Magicka not being released as frequently when they need it. Vampires remove Blood Gems from themselves by creating iron claws from blood magic and carefully cutting them out.

Blood Gem Applications

Removed Blood Gems can be purified into Heartstones. The purification process involves transferring the fragmented souls into Magicka that can decay. First a crack is made in the outer crystalline layer which cascades into the fragmented souls and then Magicka is applied outside the crystal- the soul fragments will little by little transfer into the Magicka which will then decay.

Blood Gems can be made consciously by a vampire if they fully absorb a person's

members. They have cancerous growths or heartstones all over their bodies which are called Blood Glass. The growths are all connected to veins which can constrict or open to store Magicka. (Blood Glass is just like Heartstones but can't store as much Magicka). Revenant Vampires consume flesh in conjunction to blood to stay "alive". Due to their cannibalistic nature, they are sometimes called Vampiric Ghouls. Vampiric Revenants have a harder time to blend in than normal Vampires.

Revenants can regrow their bodies without needing to Shed. Since these Revenants cannot Shed, they become more disfigured and cancer-filled as time goes by. Revenants reach their limit after a few years at most and end up dying.

Bloodlust

Vampires experience all the bodily needs a normal human does, hunger, thirst, and lust. All that plus another, Bloodlust, an extreme feeling of thirst that can only be sated by blood.

When they are in their bloodlust form, their body releases a hormone that signals the liver (Their body has a very strong liver that can safely store huge amounts of iron) to release all the excess iron to the blood, making their blood pitch-black and the white part of their eyes (Sclera) black as well. Their skin also darkens slightly and sometimes their black blood can be seen beating in their bodies.

The vampire body can handle this form for about a few minutes at first, but in time it can handle it better.

The increased iron in the blood is used for Blood Magic.

Blood Magic

The parasitic soul that preys on the vampire also gives it a boon. Blood magic is a type of magic that involves giving Magicka a specific set of physical properties that make it highly ferromagnetic to a specific type of iron found in vampire blood, and with enough practice it can become moderately ferromagnetic towards iron found inside a human body. Vampires can also practice enough to be able to make their blood magic work on iron found in weapon to a lesser degree when compared to using it on biological iron.

Even though the name blood magic suggests, it is actually a magic involving ferromagnetism rather than just blood. When in bloodlust, a vampire will have an increased amount of iron in their blood, and thus will be able to use it. When in bloodlust, black sand can be seen appearing from under a vampire's nails, mouth and eyes and forming a black aura around itself. The iron sand can be used to make large shard spears, claws, shields, armor, or act as camouflage in the dead of night.

The parasitic soul for the first few sheddings controls the vampires blood magic, meaning that it is reflexive than conscious. After a while, the vampire will through observation and exposure learn how to fine tune and use blood magic.

The parasitic soul will sense when the vampire can use blood magic and stops protecting it reflexively when in bloodlust unless the vampire has been mortally wounded, and under a lot of stress. The parasitic soul does not detect biological changes in the vampire directly, but instead detects the unique pattern let out by Heartstones.

Blood Magic can be used to negate Arcane Fever by dissipating electrical charge throughout the body- but this doesn't negate it forever since the state of Bloodlust is not sustainable for long periods of time.

Immortality

"When time is meaningless, practice, indeed, makes perfect."

-Unknown, probably a vampire.

A vampire's consciousness and soul can live forever- their bodies still age as normal, but when it has reached its limit by either old age, wound, or defect, they "shed" their bodies.

When a vampire is close to death due to any circumstance, they are stricken with an instinct to hoard their prey, whether they be dead or alive in a single dark place. Since vampires need large amounts of dead, fresh battlegrounds and certain catacombs can be used to shed.

After the vampire has hoarded enough prey, they'll lie down in the fetal position. Their dead skin layers remain intact while their internal body liquefies like a caterpillar in a chrysalis. Their body will then create stem cells which will use their old body as a fuel source to create the new one.

The process of shedding will take roughly 3 days to complete. The vampire will then emerge as a child or teen depending on their old body's health. The vampire will then consume their hoarded prey and grow quickly to their adult form.

Vampires leave behind their old dead skin which led the process to be called shedding.

Since vampires can live for an absurd amount of time, they need a way to retain their sanity across the millenniums. Some of their biological memories- traumatic ones or ones deemed unnecessary are erased while shedding. To maintain coherence between the soul and mind, the soul locks away memories which are erased from the vampire.

Vampires call their bodies sleeves as they can change them effortlessly into younger better versions of themselves. A vampire's new form is determined by their subconscious. If they see their ideal self as beautiful, or ugly, they become it. If they always see themselves as crippled, they'll stay that way. Since vampires are immortal, they can practice to enter a trance right before shedding to chose their new form, but such a feat requires years if not decades.

Transition

A vampire's original body is not highly mutated, only some of the characteristics of a vampire are present. They must shed for the first time to become fully fledged Vampires.

To fully transition into a vampire, the neophyte must have a large enough prey. Their sleep becomes plagued with nightmares, and nothing can satiate their thirst. The thirst becomes more and more unbearable until they enter a pseudo-bloodlust state; their brain's ability to limit their strength and speed to not cause self harm is gone, and human blood and flesh becomes quite appetizing.

Usually the neophyte will slaughter their family or a local village or two without actually wanting to. Then when they have enough nutrients and raw flesh, they shed their past body and emerge into their new existence.

Hideous Seducers

Vampire's release pheromones that can induce humans to feel attracted to them. At first the pheromones are released without their direct control, but within a few sleeves, they can control the pheromone release and amount released at will. Vampires do not need to be beautiful to attract their preferred prey.

A vampire's saliva has a compound that causes their prey to become calm and docile, making them easier to manipulate. Vampires are immune to the compound in their own saliva due to their special physiology.

souls and then Magicka is applied outside the crystal- the soul fragments will little by little transfer into the Magicka which will then decay.

Blood Gems can be made consciously by a vampire if they fully absorb a person's soul. They can then change the person's psyche by sculpting the gem like a gem cutter would. Most of it is trial and error. The gem can then be implanted into a corpse to function as an undead thrall. Undead thralls follow their master's commands, but must be fed a constant supply of Magicka to be functional and so normal Heartstones are implanted into the corpse. Undead thralls are used to guard a vampire's nest. They are better than humans since they need no nutrition and can be put into a stasis easily to not need a constant source of Magicka.

Blood Gems with only one soul inside them are sought after by Qahars, Warlocks, and Corpsecharmers alike to create powerful Runed items, and thus vampire hunting is a deadly, albeit lucrative profession in Kyro. Since the gem can be sculpted to provide an A.I. like being that can also be conditioned for casting.

Devils and Fiends

Vampires have extremely dense muscles, they have little sarcoplasm and instead have more muscle fibers in given muscle. For a human, a vampire's looks are deceiving, a frail looking woman asking for help could rip apart an unwary traveler in seconds.

Vampires also have unusually strong and dense bones which make it harder for them to swim, that along with their extra weight in muscle and mucus layer being weak to water, causes vampires to fear large bodies of water at all costs.

Vampire Slaying

The Heart

A vampire's number one weakness is its heart. Stab it in the heart with a wooden stake. Metals can be removed with blood magic, but wood becomes shrapnel lodged in the heart. With their Heart chambers damaged along with the heart, their Blood Magic becomes harder to control (If done correctly, a vampire can be staked before entering Bloodlust and thus cannot then enter bloodlust effectively since the iron cannot flood veins that do not flow), and their magical lifeline is cut off.

Older vampires are especially weak to attacks to the heart since they'll have Blood Gems. A cracked Blood Gem would cause the souls inside it to tear open the vampire inside out.

Shadow Dwellers

Vampires have a layer of dead skin that protects them from cuts and piercing damage, but it comes with a deadly side effect; extreme flammability, their skin can be ignited easily. But, vampires can circumvent this by shedding their dead skin, they do this by using Magicka or iron (found in the blood) to separate the dead layers from the live ones- this tactic is reserved for more experienced vampires.

Fire is also quite useful against vampires with strong regenerative abilities- some vampires can cause micro-sheddings in which they liquefy their damaged limbs and then rebuild them (if there is blood nearby, they can absorb it to use its nutrients for healing). Carbonized cells do not regenerate- thus vampires cannot repair the limb that was burned while in a battle (they need focus to remove the carbonized tissue and repair it).

Silver Fearing Devils

Meteorite silver is what holds the world in balance- what keeps mages from ruling over everything, and vampires from achieving infinite power. Meteorite silver causes acute and spontaneous magical decay.

Vampires poisoned with Meteorite silver cannot use Blood Magic, or magic in general. If meteorite silver is thrown into the air, it creates a cloud that protects against blood magic.