

VAMPIRE

A PRESTIGE CLASS FOR THE BLOOD SUCKING UNDEAD





THE VAMPIRE

Level	Features	Bloodborne	1st-lvl	2nd-lvl	3rd-lvl
		Powers	Spells	Spells	Spells
1st	Vampiric Nature, Bloodborne Powers, Spellcasting	3	2	—	—
2nd	Accursed Bloodline, the Embrace	4	3	—	—
3rd	—	5	4	2	—
4th	Supernatural Prowess	6	4	3	—
5th	Endless Hunger	7	4	3	2

PRESTIGE CLASS: VAMPIRE

Vampires are nigh immortal undead creatures whose existence go on unending except in the rare case of a determined foe who can turn their supernatural banes against them. Solitary predators, vampires shun one another's presence unless they believe there is some advantage to be gained by tolerating one another. Vampires use stolen life force to power their dark magic, labor under accursed bloodlines that provide them with unique gifts, and fight to the death to depose their superiors or deny power hungry rivals.

While many vampires start their undead existence evil, and even more end up that way, it is not always the case.

BY BLOOD, EMBRACED

Having forsaken mortality in pursuit of an everlasting half-life, vampires do not naturally replenish their health and vital reserves. Instead vampirism drives those afflicted to feed off of the living, stealing what life force they can from the mortals they once lived among as peers. Within the body of a vampire this stolen life force is transformed into a supernatural ichor that can be expended to invigorate their physical forms or to perform supernatural miracles dictated by their curse.

In a dark mirror of their need for mortal blood, vampires must also prey upon one another to grow in power. A vampire can only hope to be a lesser version of the sire who transformed them on their own. Most vampires, having come to accept themselves their role as predators and viewing all else as their prey, have little reservation then about hunting down and destroying those vampires more aged and powerful than them. This horrific act is called diablerie and, when it is performed upon a vampire, that vampire's very soul is destroyed in the act.

BY CURSE, TRANSFORMED

The first vampires were cursed by the gods for their transgressions against gods and man. These curses echo down through the blood of those vampires they have embraced. Even in the least vampires this curse takes hold and directs the supernatural power of their blood. There are three main curses afflicting vampiric kind though other, more obscure, curses certainly exist.

PREREQUISITES

You must meet the following prerequisites in order to advance as a vampire (in addition to the multiclassing prerequisites for your existing class):

- **Constitution 13.** The transition from mortal to undead requires fortitude that not all can muster.
- **Character level 5th.** The weakest of adventurers find that the curse of vampirism serves only to weaken them further or turn them into monsters. More seasoned heroes learn to conquer the voracious hunger and dark appetites instilled in them by the curse.
- **Endure a dark transformation.** You must find a vampire of at least 2nd level who will induct you into the ranks of vampirism. You can only gain levels in the vampire class equal to one lower than the level of the vampire who made you a vampire. You can bypass this limit by committing diablerie on a vampire of a higher level in this class than you. The details of diablerie are described later in this class write up.

CLASS FEATURES

HIT POINTS

Hit Dice: 2d4 per vampire level

Hit Points per Level: 2d4 (or 5) + your Constitution modifier per vampire level

PROFICIENCIES

Armor: None

Weapons: None

Tools: None

Saving Throws: None

Skills: None

EQUIPMENT

The vampire prestige class does not grant any special equipment.

VAMPIRIC NATURE

Once mortal you are now one of the living dead, cursed to prey upon the living. This vampiric nature comes with certain banes and boons.

BANES

You have the following banes.

- You have disadvantage on all ability checks, attack rolls and saving throws while in direct sunlight.
- You do not regain hit dice when you take a long rest. You are considered undead rather than humanoid.

BOONS

You have the following boons.

- You are immune to poison and disease.
- You have darkvision to a distance of 120 feet.
- You automatically succeed on death saving throws when not in sunlight.
- You do not need to eat, drink, or breathe.
- You no longer age.

BLOODBORNE POWER

The stolen blood within you is infused with the necrotic energy that keeps you animate, giving you access to unique vampiric powers.

At 1st level, you gain the bloodborne power, Blood Feast, and two additional bloodborne powers of your choice. Your bloodborne power options are detailed at the end of the class description. When you gain vampire levels, you gain additional bloodborne powers of your choice, as shown in the Bloodborne Powers column of the Vampire table.

SPELLCASTING

The curse of vampirism that causes a mortal to become a monster also infuses them with an innate ability to use magic. See chapter 10 of the Player's Handbook for the general rules of spellcasting.

SPELL SLOTS

The Vampire table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

For example, when you cast the 1st-level spell *inflict wounds* and have a 1st-level and a 2nd-level spell slot available, you can cast *inflict wounds* using either slot.

SPELLS KNOWN

You know all spells on the vampire spell list that are of a level for which you have the spell slots.

SPELLCASTING ABILITY

Vampires are unique amongst spellcasters in that their magical prowess is based on the supernatural potency of their blood rather than one of their ability scores. Instead, you use your vampire level whenever a spell refers to your spellcasting ability. In addition, you use your vampire level when setting the saving throw DC for a vampire spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency modifier + your vampire level

Spell attack modifier = your proficiency bonus + your vampire level

SPELLCASTING FOCUS

The undead magic that sustains you functions as your spellcasting focus for your vampire spells.

DIABLERIE

Vampires can only regain spent Hit Dice through the use of the bloodborne power, Blood Feast. Although they cannot regain Hit Dice by targeting vampires, they can use the ability to drain the necromantic magic out of rival vampires. When a vampire reduces another vampire to 0 hit points, or hits a vampire who is already at 0 hit points, with Blood Feast the vampire hit by the power is completely and instantly destroyed. The vampire who attacked with blood feast has committed diablerie.

Committing diablerie can allow a vampire to take additional levels in the vampire prestige class, as detailed in the vampire prestige class' prerequisites. At 5th level, vampires gain power immediately upon committing diablerie by stealing the bloodborne powers of their rivals using the Endless Hunger feature.

THE EMBRACE

Starting at 2nd level, you can induct a mortal into the ranks of vampirism. When a humanoid is reduced to 0 hit points you can use your action and expend a number of hit dice equal to your vampire level. That creature must then succeed on a Constitution saving throw with a difficulty of 8 + your proficiency bonus + your vampire level or they immediately stabilize and gain the *vampirism* curse. If the creature succeeds, they can choose to immediately stabilize and gain the *vampirism* curse or reject *vampirism* and continue to make death saving throws.

VAMPIRISM

You have the fledgling form of the vampiric curse. You take disadvantage on all ability checks, attack rolls and saving throws while in direct sunlight. In addition your thirst for blood compels you to consume fresh blood from a humanoid once a week or suffer a level of exhaustion. You cannot recover this level of exhaustion until you have consumed fresh blood.

To consume blood you must feast on a humanoid with blood that has been dead less than one minute or make an unarmed attack against a humanoid with less than its maximum hit points to steal blood from the creature. When you do so the creature loses one hit dice, if it has any.

While you have vampirism you automatically stabilize when you reach 0 hp unless you are exposed to sunlight. You lose vampirism when you take a level in the Vampire prestige class or someone casts *Remove Curse* on you.

ACCURSED BLOODLINE

At 2nd level, the curse that haunted the vampire who turned you into an undead manifests in you too. Choose the nature of that curse: the Curse of Nobility, the Curse of the Feral, or the Curse of Dread, all detailed at the end of the class description. Your accursed bloodline grants you a feature at 2nd level as well as increase the bloodborne powers available to you.

SUPERNATURAL PROWESS

Starting at 4th level, the supernatural blood coursing through your body heightens your mortal limitations depending on your Curse.

The Curse of Nobility. Your Charisma ability score maximum increases to 22 and your Charisma score increases by 2.

The Curse of the Feral. Your Strength ability score maximum increases to 22 and your Strength score increases by 2.

The Curse of Dread. Your Intelligence ability score maximum increases to 22 and your Intelligence score increases by 2.

ENDLESS HUNGER

Starting at 5th level, the vampiric curse evolves, giving you reason to continue hunting your undead kin indefinitely. When you commit diablerie on a vampire you may learn one bloodborne power they had even if you do not meet the prerequisites for that bloodborne power. You can only learn an additional 3 bloodborne powers in this way but you can choose to forget a bloodborne power when you commit diablerie to learn a new one.



ACCURSED BLOODLINE

Drawn into a lineage of monsters, vampires are empowered by the unique spells and bloodborne powers granted those of their lineage. These curses pass down from one vampire to the next, creating extended families of vampires who trace their accursed line back to a singular progenitor whose cruel and debased actions incurred the wrath of the gods.

THE CURSE OF DREAD

The Curse of Dread was bestowed upon a priest who used his position of power to take advantage of the grotesque and the disturbed. Those vampires afflicted by the Curse of Dread have an unsettling appearance and radiate a palpable aura of madness.

BLACK HEART, DEMENTED MAGIC

Starting at 2nd level, your bond to the dread curse strengthens. You learn additional spells at 2nd, 3rd, and 5th level. These spells count as vampire spells for you.

CURSE OF THE DREAD SPELLS

Vampire Level	Spells
2nd	<i>disguise self, tasha's hideous laughter</i>
3rd	<i>crown of madness, invisibility</i>
5th	<i>clairvoyance, major image</i>

THE CURSE OF THE FERAL

The Curse of the Feral was bestowed upon a warlord so cruel and relentless his friends and foes likened him more to a wild animal than a ruler. Those vampires afflicted by the Curse of the Feral are physically brutish and have more in common with beasts than men.

SAVAGE HEART, PRIMAL MAGIC

Starting at 2nd level, your bond to the feral curse strengthens. You learn additional spells at 2nd, 3rd, and 5th level. These spells count as vampire spells for you.

CURSE OF THE FERAL SPELLS

Vampire Level	Spells
2nd	<i>find familiar, speak with animals</i>
3rd	<i>alter self, beast sense</i>
5th	<i>conjure animals*, gaseous form</i>

*Unless you learn *conjure animals* from a different source, the animals conjured are considered undead rather than fey as the spell describes.

THE CURSE OF NOBILITY

The Curse of Nobility was bestowed upon a mortal ruler whose arrogance and political machinations led to the ruination of his people and the downfall of his family. Those vampires afflicted by the Curse of Nobility are possessed of magnetic charisma and hypnotic appeal.

VAIN HEART, IGNOBLE MAGIC

Starting at 2nd level, your bond to the noble curse strengthens. You learn additional spells at 2nd, 3rd, and 5th level. These spells count as vampire spells for you.

CURSE OF NOBILITY SPELLS

Vampire Level	Spells
2nd	<i>charm person, command</i>
3rd	<i>enthral, suggestion</i>
5th	<i>hypnotic pattern, tongues</i>

BLOODBORNE POWERS

If a bloodborne power has prerequisites, you must meet them to learn it. You can learn a bloodborne power at the same time that you meet its prerequisite.

APEX PREDATOR

Prerequisite: 5th level in Vampire prestige class

When you commit diablerie on a vampire who had 5 levels in this class you can choose to take this Bloodborne Power in place of one of the Bloodborne Powers that vampire had. If you do, your spellcasting ability is considered 6 for the purposes of determining spell attack and spell save DCs.

BLOOD FEAST

You gain a bite attack. You are proficient with the bite attack and use your vampire spellcasting ability for attack and damage rolls with this attack. Your bite attack deals 1d6 necrotic damage. When you hit a creature with this attack you can expend a spell slot to do an additional 1d6 damage per level of spell slot. The creature's maximum hit points are reduced by the damage you deal and if the creature is not a construct, plant, ooze, or undead you regain a number of Hit Dice equal to the level of spell slot spent on this attack.

BLOODHOUND'S SENSES

Prerequisite: the Curse of the Feral

As a bonus action you can spend a Hit Die to enhance your perception for the next minute. While this power is active each time you make an Insight, Investigation, or Perception ability check you roll and add the Hit Die you spent to activate this bloodborne power to the result of that check. Additionally, while you are under the effect of this bloodborne power you can sense invisible creatures and objects as if they were visible.

CLAWS OF THE BEAST

Prerequisite: the Curse of the Feral

As a bonus action you can spend a Hit Die to transform your hands into powerful claws for the next minute. Use the same type of die as the one expended to activate this bloodborne power for the claws' slashing damage. The claws count as unarmed strikes, have the finesse property, and are considered magical.

DISQUIETING PRESENCE

Prerequisite: the Curse of Dread

When a creature you can see makes a saving throw against an illusion or frightened effect you can use your reaction to spend and roll a Hit Die, adding the result to the DC of that saving throw. You can do this after the creature makes its saving throw but before the DM declares whether or not it was successful.



FORKED TONGUE

Prerequisite: the Curse of Nobility

As a bonus action you can spend a Hit Die to enhance your persuasiveness with humanoids and beasts for the next minute. While this power is active each time you make an Animal Handling, Deception, or Persuasion ability check you roll and add the Hit Die you spent to activate this bloodborne power to the result of that check. Additionally, while you are under the effect of this bloodborne power you can communicate telepathically with humanoids and beasts you can see.

HORRIFYING VISAGE

Prerequisite: the Curse of Dread

As a bonus action you can spend a Hit Die to transform your countenance into one of heartstopping terror for the next minute. While under the effect of this bloodborne power you can use an action and make a ranged spell attack against a creature within 60 feet who can see you and is not immune to being frightened. On a hit, you roll that Hit Die and add your vampire level and deal that much psychic damage to the creature.

MESMERIZING PRESENCE

Prerequisite: the Curse of Nobility

When a creature you can see makes a saving throw against an illusion or charm effect you can use your reaction to spend and roll a Hit Die, adding the result to the DC of that saving throw. You can do this after the creature makes its saving throw but before the DM declares whether or not it was successful.

MONSTROUS ACUMEN

Prerequisite: the Curse of Dread

You can use a bonus action and spend one Hit Die to gain monstrous acumen for one minute. While this power is active each time you make a Wisdom ability check or saving throw you roll and add the Hit Die you spent to activate this bloodborne power to the result of that check. Additionally, while this power is active you gain resistance to psychic damage.

MONSTROUS GRACE

Prerequisite: the Curse of Nobility

You can use a bonus action and spend one Hit Die to gain monstrous grace for one minute. While this power is active each time you make a Dexterity ability check or saving throw you roll and add the Hit Die you spent to activate this bloodborne power to the result of that check. Additionally, while this power is active you can use a bonus action on each of your turns to take the Dash or Disengage action.

MONSTROUS MIGHT

Prerequisite: the Curse of the Feral

You can use a bonus action and spend one Hit Die to gain monstrous might for one minute. While this power is active each time you make a Constitution ability check or saving throw you roll and add the Hit Die you spent to activate this bloodborne power to the result of that check. Additionally, while this power is active you gain resistance to nonmagical damage other than fire and your carrying capacity is doubled.

POTENT VITAE

Prerequisite: 3rd level or higher in Vampire prestige class

With age the necrotic power animating your body enhances the potency of your stolen blood. The hit dice you gain from levels in the vampire prestige class change to d6s. Your hit point maximum increases by an amount equal to your vampire level when you gain this bloodborne power.

STOLEN SCARLET SECRETS

Prerequisite: 5th level in Vampire prestige class

When you commit diablerie on a vampire who does not share your curse you can choose to take this Bloodborne Power in place of one of the Bloodborne Powers that vampire had. If you do, you gain the 2nd level feature of that vampire's curse.

THE CURSED CROWN

Prerequisite: 5th level in Vampire prestige class

When you commit diablerie on a vampire who shares your curse you can choose to take this Bloodborne Power in place of one of the Bloodborne Powers that vampire had. If you do, you gain the following benefit based on your curse.

The Curse of Dread. You can cast the spell *hallucinatory terrain* as if it were a vampire spell without expending a spell slot. You can use this Bloodborne Power again after you complete a long rest.

The Curse of the Feral. You can cast the spell *polymorph* on yourself to become a bat, a wolf, or other DM approved beast without expending a spell slot. You can use this Bloodborne Power again when you complete a short or long rest.

The Curse of Nobility. After interacting with a humanoid for one minute you can beguile their mind with your supernatural charisma as if you had cast the spell *dominate person*. You do not need to expend a spell slot to cast the spell in this way and it uses your vampire spell save DC. You can use this Bloodborne Power again when you complete a long rest.

UNNATURAL CELERITY

You can use a bonus action on your turn and spend a Hit Die to move with supernatural speed for the next minute. Whenever an attack roll is made against you during the time this bloodborne power is active you can use your reaction to roll the Hit Die expended to use this power and add it to your AC against that attack. You can choose to use your reaction to do this after the attack roll is made but before the DM declares whether or not it is successful.



UNNATURAL RANCOR

You can use a bonus action on your turn and spend a Hit Die to hone your supernatural thirst for violence for the next minute. Whenever you make an attack roll during the time this bloodborne power is active you can use your reaction to roll the Hit Die expended to use this power and add it to the result of the attack roll. You can choose to use your reaction to do this after the attack roll is made but before the DM declares whether or not it is successful.

UNNATURAL VIGOR

As a bonus action you can spend one Hit Die to roll it and regain hit points equal to the result of that die + your Constitution modifier.

VAMPIRE SPELL LIST

1ST LEVEL

Detect Good & Evil
False Life
Feather Fall
Fog Cloud
Inflict Wounds
Sleep

2ND LEVEL

Darkness
Hold Person
Levitate
Pass Without Trace
See Invisibility
Spider Climb

3RD LEVEL

Animate Dead
Bestow Curse
Fear
Feign Death
Vampiric Touch
Speak With Dead

Prestige Class: Vampire by

[Benjamin Huffman](#)

<http://sterlingvermin.com/>

Art Credits in Order of Appearance

“*Mountain At Night*” by Ners

“*Fangs*” by Ners

“*Undead Sorceress*” by Lawrence van der merwe

“*Garlic, Wooden stake, Cross, and Holy water*” by

“Publisher’s Choice Quality Stock Art © Rick Hershey / Fat Goblin Games” www.fatgoblingames.com

“*Snowy Forest*” by Ners

“*Vampire*” by Kristen Collins

“*Female Vampire*” by Lawrence van der merwe

“*Graveyard*” by Ners

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, the dragon ampersand, and all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries.

This work contains material that is copyright Wizards of the Coast and/or other authors. Such material is used with permission under the Community Content Agreement for Dungeon Masters Guild.

All other original material in this work is copyright 2016 by Benjamin Huffman and published under the Community Content Agreement for Dungeon Masters Guild.

