

# VAMPIRES

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# VAMPIRES

A vampire is an ancient and powerful, parasitic creature that sustains its immortal existence by feeding on the life essence (in the form of blood) of other living creatures.

By the nature of their existence, and often years of conditioning spent as the thrall of a more powerful vampire; vampires are generally monstrous creatures that view humanoid life as little more than tasty lower life forms, but that is not always the case.

Often, a vampire that hasn't been tainted by countless years of monstrous acts at the command of their creator can learn to live with their blood lust and choose to maintain the sense of morality they clung to prior to their unlife, by feeding solely on animals. Some, like the elusive dhampir, are even born to it and have no need to harm other humanoids in the first place. Others are as monstrous as even the most dastardly of vampires but still accomplish generally positive deeds for the sake of maintaining a ruse, or even because it suits their real goals - the acquisition of more power by devouring other vampires and powerful beings.

Regardless of the vampire's actions, their morality, and even their possible innocence; the general populace will never look kindly upon their existence. People are afraid of vampires and rightfully so, and fear drives civilians into persecution. Some of the most noble undead-hunting vampires out there have met their ends not at the hands of the evil they prey upon, but the peasantry which they sought to protect.



## HOW TO BUILD A VAMPIRE

There are many ways to create a vampire player, or non-player character, with four major components to consider:

- **Original/Parental Race.** As parasitic lifeforms, vampires do not breed their own young. Instead, they infect and subjugate the offspring of other humanoid creatures. The result is that vampires can appear to be of any known race within the forgotten realms but those races have very little impact on the abilities of the resulting vampire. Although it is possible to retain the memories of their life before being a vampire, very little else from that life continues to be a factor. All racial abilities including ability increases are lost upon joining the ranks of the undead. The only statistical aspects that remain are the original race's size, and known languages.
- **Vampiric Race.** Vampires come in four basic varieties: dhampir, vampire, vampire spawn, and the vampiric ghoul. Each have differing origins and their own strengths and weaknesses. Each of those vampiric races are sired by one of four distinct family lines, each with their own unique, and recognizable physical traits.
- **Class.** Much like any other humanoid creature, vampires can be of any class available within the setting. For a vampire that fully embraces their new unlife however, there is only one real choice: The Strigoi class (detailed later in the book).
- **Age.** Vampires that have been released from their bonds of servitude by drinking their master's blood, or having their master fall in battle (or never having experienced servitude in the first place); that also embrace their unlife and partake in the strigoi class, grow in power with every passing year. Player characters should be considered newborns or vampires that have only recently been released from the burden of being a spawn. At the very most, a vampiric player character should have been welcomed into the loving arms of unlife for no more than 1d20 years.

# VAMPIRIC RACES

**A**s described previously, vampires take the size and language qualities of their original race and add that to the abilities gained from their choice of vampiric races.

All of the relevant explanations and elaborations mentioned in the beginning of the Player Handbook's chapter 2, are still relevant with respect to vampiric races.

## DHAMPIR

Dhampir are the rarest and most human of all the vampiric species. Dhampir are the offspring of pregnant women that have survived a bite from a vampire. Although the mother remains unchanged, the experience forever changes her offspring into a half-breed that straddles the worlds of life and unlife. As a matter of instinct, dhampir tend to dedicate their lives to preying on pure vampires, and for that very reason vampires generally tend to avoid targeting pregnant women. Yet it has been known to occur, whether it be by an accidental misidentification of a prospective target, or an intended infection by an insane vampire that hopes to direct the powerful dhampir against their enemies.

Unlike other vampires, dhampir do not gain their sustenance through the lifeblood of others, although they still crave it. As long as they can keep their instinctive desires in check, dhampir are quite capable of living mundane lives akin to that of any other humanoid and although many have done so, their natural ferocity tends to compel them to seek a life of adventure and hunt down their more despicable brethren.

## A HALF EXISTENCE

As half-breeds, dhampir can pass for a pure version of their ancestral race fairly well.

Their appearance is identical to that of their mother's species in every way except for the trait given to the dhampir by their sire line. Although those traits can be difficult to conceal, most would consider them to be simple mutations - even those that know those traits are indicators of vampirism often don't immediately jump to the conclusion of vampirism merely because this person that seems quite happy to wander in the light of day shares a trait or two with the undead menace.

## STRADDLING TWO WORLDS

Dhampir are neither alive nor dead, and that factor leaves them to feel isolated regardless of how many allies they surround themselves with.

No matter how much they try, dhampir can never truly relate to the plights of mortal humanoids and can find the trials of civilization to be far too cumbersome to bear. On the other hand, they tend to harbor an instinctive, yet often irrational hate for their vampire halves, and living as they do is equally impossible.

Often this results in an entirely solitary wilderness existence, far from the reaches of man, yet free will is always a factor. Dhampir can learn to emulate the ways of a pure humanoid, and some even reject their instincts entirely and join whatever vampire legion will take them.

## DHAMPIR NAMES

Dhampir are almost exclusively raised by their humanoid mothers, and as such, they take the names of their mother's race.

Occasionally, a dhampir can fall under the non-magical influence of a vampire and is given a name more befitting of their vampiric heritage, and sometimes a dhampir raised by their mother can even be renamed with a more appropriate vampire name after devoting themselves to a master vampire.

Either use the naming conventions of the mother race, or the vampire race, as described in the Player's Handbook, or later in this document.

## DHAMPIR TRAITS

Dhampir share a number of traits in common with each other.

**Ability Score Increase.** Your Strength or Dexterity scores increase by 1, and your Charisma score increases by 1.

**Age.** A dhampir reaches adulthood at the same age as it's mother's race, and once it reaches that point it can live indefinitely without ever succumbing to the trials of aging.

**Alignment.** Generally, the dhampir reside somewhere within the realm of neutrality. Their fear of persecution and constant internal conflict with their vampiric natures tend to prevent them from achieving ideals of greater morality. There are however, exceptions to this rule and dhampir can be as noble or monstrous as any other humanoid.

**Size.** Entirely dependent on your mother's race. You are of the same size category as any other member of that race.

**Speed.** Your base walking speed is 30 feet.

**Darkvision.** Thanks to your vampiric heritage, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

**Deadly Bite.** You have a deadly bite attack. Once per turn, as an action, you can make a melee weapon attack against any incapacitated, restrained, willing, or grappled (by you) creature for 1d6 piercing damage. You are considered proficient in this attack and your bite is considered to have the finesse quality.

**Vampiric Resistance.** You have resistance to necrotic damage.

**Fast healer.** Whenever you are out of combat, you can spend hit dice without taking a short rest.

**Immortal.** Perhaps the most obvious indicator that you are not entirely of the same species as your mother, once you reach physical maturity you will never again appear to physically age.

You suffer no ill effects from aging and will never die of natural causes.

**Blood Lust.** You can sustain yourself on both human food and blood, but the latter is what you really crave.

Roll a DC 12 Wisdom save whenever blood has been exposed within 30' of you. A failed save means you have disadvantage on all attack rolls against any non-bloodied targets. You can repeat the saving throw at the beginning of your turn, every round until a successful save is made. A successful save means you don't have to roll for blood lust again for the rest of the encounter.

If you have been sustaining yourself on blood (following the same rules as a vampire), then you do not need to make this saving throw when exposed to blood.

**Languages.** Entirely dependent on your mother's race. You know all of the same languages as any other member of that race.

**Subrace.** The four distinct sire lines: Morlin, Orlak, Phiaqiv, and Zekaqux; all share physical traits distinctive from one another. Choose one of these subraces.

## MORLIN

Perhaps the proudest of all of the sire lines, the morlin line is known to have the eldest surviving progenitor. Although the truth is that few really believe that Artor Morlin is the original sire of the line, he simply killed the originals and re-branded the line in his own image.

**Physical Trait.** Vampires of the morlin line cast no shadow nor reflection.

**Ability Score Increase.** Your Dexterity score increases by 1.

**Spiderclimb.** You have the ability to move up, down, and across vertical surfaces and upside down along ceilings, while leaving your hands free. You also gain a climbing speed equal to your walking speed.

## ORLAK

Formerly the most powerful and influential of all of the collective lines, the vampire Orlak's death has resulted in complete disarray, reducing the line to shambles in the process.

Unlike the morlin line, few would ever dare to challenge orlak's rightful place as the origin of this once powerful line. Even after finally being put to rest, orlak is feared as the most ancient and powerful vampire in known history.

**Physical Trait.** Vampires of the orlak line possess an extra set of fangs. In addition to the traditional, enlarged canines housed on the top row of teeth, the orlak vampires also possess a second pair of equally large canines on their bottom set of teeth.

**Ability Score Increase.** Your Strength score increases by 1.

**Double-Penetration Bite.** Your deadly bite racial feature is more powerful, inflicting 1d10 piercing damage on a successful attack.

## PHIAQIV

As one of the two more recent sire lines, the phiaqiv line has not amassed much in the way of power.

Being considered a young upstart line has not done much for the reputation of the phiaqiv, and within the vampire communities their trademark pointed ears have become a symbol of shame almost on par with being a vampiric ghoul. Still, their status has done little to quell the typical vampire's ambitions and they keep those pointed ears firmly to the ground, always listening for an opportunity to cement their own position of superiority.

**Physical Trait.** Vampires of the phiaqiv line have larger, pointed ears.

**Ability Score Increase.** Your Wisdom score increases by 1.

**Enhanced Hearing.** You have advantage on Wisdom (Perception) checks that rely on sound.

## ZEKAQUX

As one of the two more recent sire lines, the zekaqux line has not amassed much in the way of power.

Although the zekaqux is exactly as young as the phiaqiv line, they have seemed largely immune to the condescension that plagues their brother line. This is a result of one simple truth: even the more powerful families can sense the aura of darkness that uncontrollably emanates from the vampires of the zekaqux line. This aura implies a sense of power that even the strongest of vampires find hard to rebuff.

**Physical Trait.** Vampires of the zekaqux line emanate an ominous aura of invisible yet easily sensed dark energy, at all times.

Those within 30' of you have Advantage on Wisdom (Perception) checks to detect you unless you are using Shapechange: Human.

**Ability Score Increase.** Your Charisma score increases by 1.

**Aura of Presence.** You have Expertise in Intimidate. Your proficiency bonus is doubled for any ability check you make that uses your intimidate skill.

## VAMPIRE

Vampires are your traditional creature of the night that scour the darkest reaches in order to taste the sweet, sanguine nectar of the innocent.

Vampires are created by a vampire with the "Create Vampires" ability killing a humanoid with their Necrotic Bite. The humanoid slain in that way usually rises from the grave the night after being buried.

It is very rare for a vampire to be anything more than a monster that keeps up the pretense of civility, but the truth is that their origins are of a tragedy far more severe than anything they unleash upon their victims.

Vampires are born to their unlives with many of their memories and experiences of mortality intact, but as soon as they open their eyes, their identity is robbed from them by the vampire that created them. Quickly, they find themselves trapped within their own minds, under the complete thrall of their master. Existence without free will is far from a pleasant experience and the plethora of atrocities forced upon them and onto others by them, quickly destroy any semblance of morality within the vampire spawn. If that spawn is ever generously released by its master feeding it some of his own blood, or that same freedom secured by the master's death, then the monster that remains is likely to perpetuate the cycle by finding victims of its own to enslave.

On rare occasions however, a vampire spawn can receive the boon of free-will long before its transition to a monster has been finalized. On such occasions, it is possible for the new vampire to salvage its own humanity and possibly choose a path beyond that of pure, unadulterated evil. Said vampires can, and possibly will sustain themselves purely on the blood of animals; but that existence is not only cumbersome, but unsatisfying enough to usually prove more difficult than what can be reasonably expected of a creature that ultimately sees itself as the victim. It is almost inevitable that even the most noble of vampires will eventually descend to the path of evil, feasting upon the blood of others much like that of any other vampire.

## VAMPIRE SPAWNS

Vampire spawns are vampires, the same as any other. There are only two notable differences that qualify them as a spawn:

- **Susceptibility to Charm.** Although the vampire spawn is as conscious as any other life-form, they lay claim to very little in the way of free will. They automatically fail any and all saving throws against the charm attempts of the vampire that created them.
- **Ageless.** It can be said that any vampire is ageless, as they can live indefinitely and never suffer any ill-effects from their extended existences. However vampires do in fact change with the passage of time - with the passage of time, their personal power grows. Vampire spawns however do not gain those same benefits. Until a spawn is released from its enslavement, it gains no benefits from the passage of time and will forever remain as weak as the day it was made.

**Freeing a Spawn.** Spawns aren't often freed without the death of their master, but it isn't entirely unheard of. Simply drinking the blood of its master is all that is required for a spawn to be freed of its enslavement; or as previously mentioned, the death of its master will have the same effect. In either case, the vampire spawn is no longer a spawn at all. It is now a full vampire that is no longer susceptible to its master's charms and will gain age points with the passage of time.

## LIFE IN THE SHADOWS

Other than those physical qualities related to each sire line, each individual vampire appears exactly like that which they were prior to being infected with vampirism. The main indication of their vampirism isn't a result of vampirism itself, but a consequence of being forced to live one's life in the shadows.

As a result of their sunless lives, vampires tend to be extremely pale. Older vampires are almost completely absent of color. Those older still, may appear to have an entirely normal complexion; as the eldest and most powerful vampires can learn to overcome their weaknesses and find themselves not quite welcome, but undamaged in the light of day. The eldest vampires revel in their overcoming of the sun's light and consider their less pale skins a sign of status.

## PREYING ON THE WEAK

A vampire's habitat is usually largely the same as anyone else's. The continued existence of a young vampire necessitates a life of obscurity and any lifestyle choices that are too far from the norm may attract attention and ultimately result in their death.

The more arrogant, elder, and powerful vampires are an entirely different story. Rather than spend their nights hunting like a wild beast, they would rather live as lavishly as possible, and virtually send out invitations to prospective vampire hunters which usually end up being the vampire's feast for the night.

## VAMPIRE NAMES

Vampire names vary wildly in application, although they all strive to have the most convoluted and overt names possible, as a means of signifying their power and status, only the eldest have the strength to support such grandiose announcements.

The more youthful vampires tend to know better than to assume any name beyond that which they were given upon birth (use names appropriate for the race). Others have wizened up even further and use other aliases that still fall within the confines of what is appropriate for their race. Those that are more confident in their own strengths give themselves grand names, similar to those in the following list, and often preceded by authoritative, yet usually fictional titles.

**Male Names:** Alucard, Angelus, Artor, Arturo, Deacon, Faustus, Felix, Ignacio, Julius, Kristopher, Lazarus, Marcus, Nikolai, Romulus

**Female Names:** Angelique, Aurora, Celeste, Esmeralda, Isabella, Isolde, Lilith, Magdalena, Ophelia, Rosetta

**Surnames:** Aguilar, Dreadeye, Maganti, Morlin, Nicodemus, Orlak, Phiaqiv, Rosarrio, Twistmurk, Villarreal, Zekaqux

## VAMPIRE TRAITS

Vampires share a number of traits in common with each other.

**Ability Score Increase.** Your Charisma score increases by 2.

**Age.** A vampire appears to remain the same age it was at the time of its rebirth. Typically it is considered bad form to sire children and the elderly. Vampires are immortal creatures that never succumb to the trials of aging.

**Alignment.** Vampires are traditionally evil creatures. Spawns under the thrall of more powerful vampires have very little control over their actions and their own alignment is irrelevant.

Vampires that have been raised without the burden of being a spawn can be of any alignment, although they are likely to descend into the depths of evil as their undead nature overcomes their sensibilities.

**Size.** Entirely dependent on your original race. You are of the same size category as any other member of that race.

**Speed.** Your base walking speed is 30 feet.

**Darkvision.** Thanks to your vampiric heritage, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

**Necrotic Bite.** You have a deadly bite attack. Once per turn, as an action, you can make a melee weapon attack against any incapacitated, restrained, willing, or grappled (by you) creature for 1d6 piercing + 2d6 necrotic damage. In addition to dealing damage, the necrotic portion of this attack also reduces the target's maximum hit points by an equal amount as the damage inflicted, and you regain hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

You are considered proficient in this attack and your bite is considered to have the finesse quality.

**Vampiric Resistance.** You have resistance to necrotic damage.

**Vampiric Regeneration.** You regain 10 hit points at the start of your turn if you have at least 1 hit point and aren't in sun light or running water. If you take radiant damage or damage from holy water, this trait doesn't function at the start of your next turn.

**Undead.** You are treated as an undead creature with respect to all spells and abilities that effect undead creatures differently to the living. In addition, you don't suffer the negative effects of aging, nor need to eat, drink or breathe; other than consuming blood - see the "Need for Blood" sidebar.

**Vampiric Weaknesses.** Although you will never die of natural causes, you are far from immune to death. In fact, in some instances death comes for you with far more ease than it ever could for a mortal. See the "Vampire Weaknesses" sidebar.

**Languages.** Entirely dependent on your original race. You know all of the same languages as any other member of that race.

**Subrace.** The four distinct sire lines: Morlin, Orlak, Phiaqiv, and Zekaquk; all share physical traits distinctive from one another. Choose one of these subraces.

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**Ability Score Increase.** Your Dexterity score increases by 1.

**Spiderclimb.** You have the ability to move up, down, and across vertical surfaces and upside down along ceilings, while leaving your hands free. You also gain a climbing speed equal to your walking speed.

## VAMPIRE WEAKNESSES

The vampire has the following flaws:

**Forbiddance.** The vampire can't enter a residence without an invitation from one of the occupants.

**Harmed by Running Water.** The vampire takes 20 acid damage when it ends its turn in running water.

**Stake to the Heart.** The vampire is destroyed if a piercing weapon made of wood is driven into its heart while it is incapacitated in its resting place.

**Sunlight Hypersensitivity.** The vampire takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

**Chained to the Grave.** Every vampire remains bound to its coffin, crypt, or grave site, where it must rest by day. If a vampire didn't receive a formal burial, it must lie beneath a foot of earth at the place of its transition to undeath. A vampire can move its place of burial by transporting its coffin or a significant amount of grave dirt to another location. Some vampires set up multiple resting places this way.

## ORLAK

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**Ability Score Increase.** Your Strength score increases by 1.

**Double-Penetration Bite.** Your deadly bite racial feature is more powerful, inflicting 1d10 piercing damage on a successful attack.

## PHIAQIV

As one of the two more recent sire lines, the phiaqiv line has not amassed much in the way of power.

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**Ability Score Increase.** Your Wisdom score increases by 1.

**Enhanced Hearing.** You have advantage on Wisdom (Perception) checks that rely on sound.

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**Physical Trait.** Vampires of the zekaqux line emanate an ominous aura of invisible yet easily sensed dark energy, at all times.

Those within 30' of you have Advantage on Wisdom (Perception) checks to detect you unless you are using Shapechange: Human.

**Ability Score Increase.** Your Charisma score increases by 1.

**Aura of Presence.** You have Expertise in Intimidate. Your proficiency bonus is doubled for any ability check you make that uses your intimidate skill.

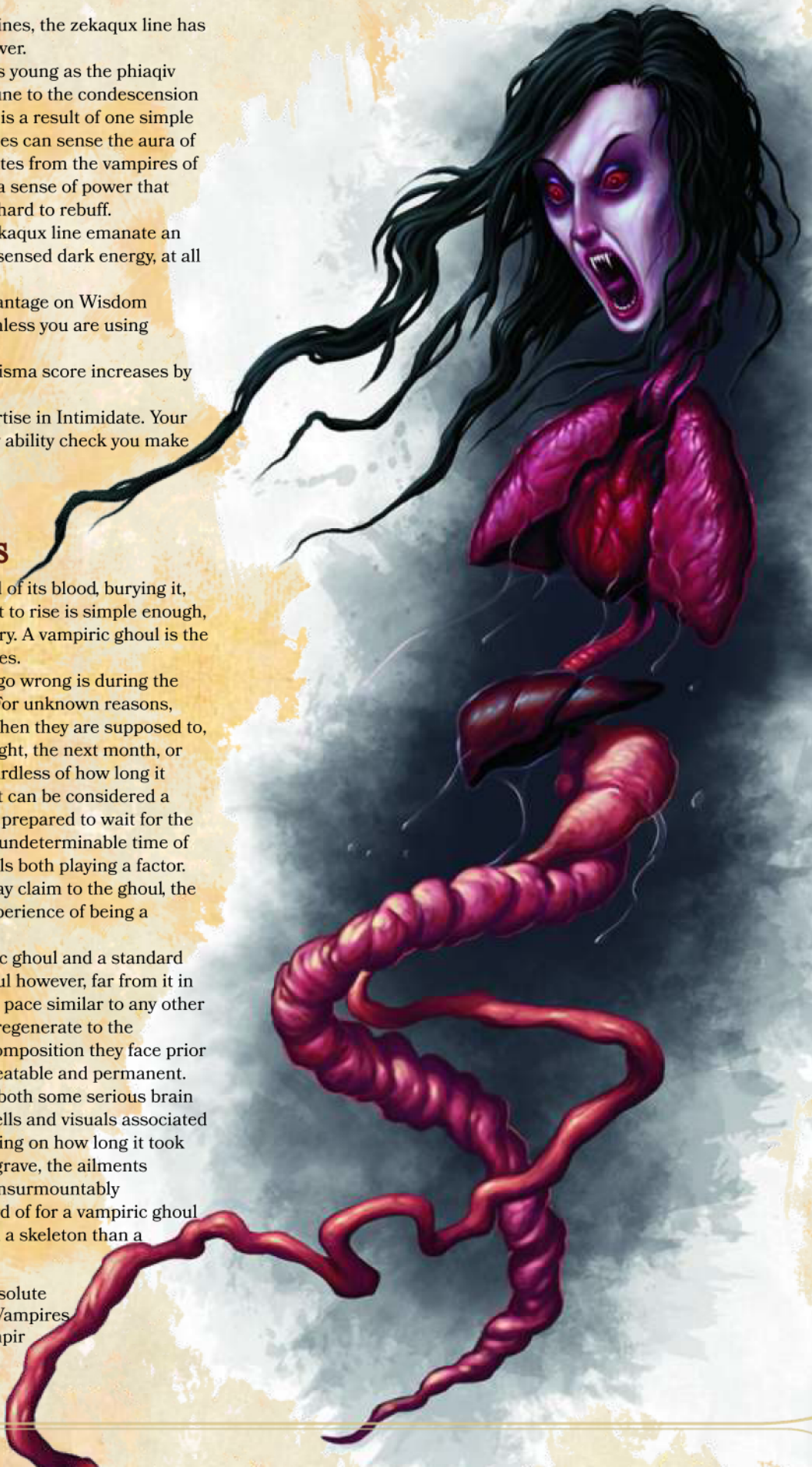
## VAMPIRIC GHOULS

The process of draining a humanoid of its blood, burying it, and waiting until the next night for it to rise is simple enough, but even so, it can sometimes go awry. A vampiric ghoul is the result of those unusual circumstances.

The notable aspect where things go wrong is during the rising during the next night phase. For unknown reasons, some vampires simply do not rise when they are supposed to, and might not arise until the next night, the next month, or even perhaps the next century. Regardless of how long it takes for a vampiric ghoul to arise, it can be considered a small mercy that no vampire is ever prepared to wait for the late arrival of a ghoul, with both the undeterminable time of arrival, and general disdain for ghouls both playing a factor. Without the master being ready to lay claim to the ghoul, the ghoul doesn't have to endure the experience of being a spawn.

The difference between a vampiric ghoul and a standard vampire isn't all positive for the ghoul however, far from it in fact. Vampiric ghouls heal at a rapid pace similar to any other vampire but their bodies will never regenerate to the standards of a living being. Any decomposition they face prior to rising as a vampiric ghoul is untreatable and permanent. That decomposition could result in both some serious brain damage as well as the unsightly smells and visuals associated with being a rotting corpse. Depending on how long it took the vampiric ghoul to rise from the grave, the ailments caused by decomposition could be insurmountably detrimental. It is not entirely unheard of for a vampiric ghoul to have much more in common with a skeleton than a zombie.

Vampiric ghouls are treated with absolute mockery by fully-fleshed vampires. Vampires even show less disdain for the dhampir that hunt them, than they do for the grotesque vampiric ghouls.





## A GHASTLY VISAGE

A vampiric ghoul that rose from the grave within the first week of its death appears very similar to the average vampire, except as a result of their ability to survive in the sun, they tend to be far less pale. Some vampiric ghouls take it as far as to brown their skin as much as possible as a means of demonstrating their lack of inferiority although the elder vampires that share the sun with the vampiric ghouls tend to slaughter the young ghouls that have the audacity to take pride in their shared boon.

Those however, are the lucky vampiric ghouls. In most cases the ghoul has been decomposing for months or even years before finally arising and putting a stop to the decomposition. Such ghouls share little in common with their vampire progenitors and often have very little remaining skin to brown. The extent of their decay varies quite dramatically, but even the most subtle decomposition seems to smell as horrendously bad as the most extensively decayed vampiric ghouls.

## NO PLACE TO CALL HOME

Vampiric ghouls tend to be far too monstrous to have much hope at successfully blending in with living humanoids, which leaves their options for habitation rather limited.

Although some short-lived vampiric ghouls allow their instincts to overcome them and prey upon civilized humanoids, most are forced choose the path of isolation and conceal themselves deep in uninhabited forests or mountains, tirelessly devouring whatever animals come upon their path in order to sustain their potentially eternal lives.

It is this lack of opportunity to devour intelligent life, combined with never having to face the hardships of being a spawn, that enable the vampiric ghouls to better maintain the humanity they laid claim to prior to being reborn a monster. Although vampiric ghouls are easily the most monstrous vampire in appearance, they have the potential to remain good people far more easily than even the most noble of vampires.

## VAMPIRIC GHOUL NAMES

Vampiric Ghouls have a wide variety of naming conventions. Those with the least decomposition often treat themselves as true vampires and choose names similar to any other vampire. Other, more humble, yet still less decomposed vampiric ghouls will continue to use the regular names associated with their original race, and quite possibly the name they were born to.

The most decomposed vampiric ghouls tend to not have a name at all. Living in isolation means that they have no need of a name and no-one to tell their name to, but more important than their lack of need, is the fact that a combination of severe brain damage and isolation usually results in recalling their original name being an impossible task. If a vampiric ghoul has need of a name at all, they tend to choose the most simplest of names, and generally do so during the moment it is required - often coming up with a new, equally simple name each and every time someone enquires about their identity.

## VAMPIRIC GHOUL TRAITS

Vampiric ghouls share a number of traits in common with each other.

**Ability Score Increase.** Your Constitution score increases by 1.

**Age.** A vampiric ghoul appears to remain the same age it was at the time of its rebirth, although depending on the severity of the decay, that may not be saying much. Typically it is considered bad form to sire children and the elderly. Vampiric ghouls are immortal creatures that never succumb to the trials of aging.

**Alignment.** Vampiric ghouls can be of any alignment. Sometimes the isolation they bear can drive them insane, resulting in a diabolically evil being that wants nothing more than to harm others. Usually however, vampiric ghouls tend to be neutral or even good. Having never suffered under the control of another vampire, they haven't experienced the depths of true evil. This allows them to maintain their humanity, and while living in isolation there is nothing to challenge that. Even their degraded brains assist them in maintaining their sense of morality, as quite often they are no longer intelligent enough to realize the true extent of their tragic existence and consequently cannot be tainted by the suffering they do not realize they are enduring.

**Size.** Entirely dependent on your original race. You are of the same size category as any other member of that race.

**Speed** Your base walking speed is 25 feet.

**Darkvision.** Thanks to your vampiric heritage, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

**Deadly Bite.** You have a deadly bite attack. Once per turn, as an action, you can make a melee weapon attack against any incapacitated, restrained, willing, or grappled (by you) creature for 1d6 piercing damage.

You are considered proficient in this attack and your bite is considered to have the finesse quality.

**Vampiric Resistance.** You have resistance to necrotic damage.

**Vampiric Healing.** Whenever you are not in daylight, you can use a bonus action to spend hit dice without taking a short rest.

**Decomposition.** Vampiric ghouls come in varying states of decay. At the cost of -1 Intelligence and -2 Charisma, you can increase a physical ability of your choice by 1. This ability can only be used at the time of becoming a vampiric ghoul, but can be used as many times as desired at that moment. With every time this ability is used, the vampiric ghoul becomes more decomposed.

**Undead Fortitude.** If damage reduces you to 0 hit points, you can make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, you drop to 1 hit point instead.

**Undead.** You are treated as an undead creature with respect to all spells and abilities that effect undead creatures differently to the living. In addition, you don't suffer the negative effects of aging, nor need to eat, drink or breathe; other than consuming blood - see the "Need for Blood" sidebar.

**Sunlight Sensitivity.** You have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight.

**Vampiric Weaknesses.** Although you will never die of natural causes, you are far from immune to death. In fact, in some instances death comes for you with far more ease than it ever could for a mortal. You suffer all of the usual weaknesses that true vampires must endure, except for one. You are not subjected to the vampire's sunlight hypersensitivity. See the "Vampire Weaknesses" sidebar.

**Languages.** Entirely dependent on your original race. You know all of the same languages as any other member of that race.

**Subrace.** The four distinct sire lines: Morlin, Orlak, Phiaqiv, and Zekaqux; all share physical traits distinctive from one another. Choose one of these subraces.

## NEED FOR BLOOD

While vampires have no need to eat, drink or breathe in a conventional sense, they are required to consume the lifeblood of others in order to sustain their own existence.

Vampires can sustain themselves on the blood of beasts and other lower lifeforms, but doing so does weaken them and they must consume significantly more quantities in order to prevent themselves from being subjected to the Ravished condition. While being sustained on the blood of lower lifeforms, the vampire loses 2 from each of its ability scores and must consume a gallon of blood each day. If the vampire has been sustaining itself with the blood of lower lifeforms, going 2 days without a sufficient amount of food will result in the Ravished condition.

Humanoids and intelligent creatures are the most ideal prey for a vampire. When feeding upon this prey, the vampire only requires a gallon of blood every 3 days and can go for a week without a sufficient amount of food before succumbing to the Ravished condition.

**The Ravished Condition.** A ravished vampire is a dangerous encounter, whether they be friend or foe. A vampire suffering this condition must make a wisdom saving throw with a DC of 14 every hour until they feed. A failed saving throw results in the vampire losing control and trying to devour the most powerful lifeform within range. After losing control, the vampire can repeat the saving throw every minute in order to regain its composure.

## MORLIN

Perhaps the proudest of all of the sire lines, the morlin line is known to have the eldest surviving progenitor. Although the truth is that few really believe that Artor Morlin is the original sire of the line, he simply killed the originals and re-branded the line in his own image.

**Physical Trait.** Vampires of the morlin line cast no shadow nor reflection.

**Ability Score Increase.** Your Dexterity score increases by 1.

**Spiderclimb.** You have the ability to move up, down, and across vertical surfaces and upside down along ceilings, while leaving your hands free. You also gain a climbing speed equal to your walking speed.

## ORLAK

Formerly the most powerful and influential of all of the collective lines, the vampire Orlak's death has resulted in complete disarray, reducing the line to shambles in the process.

Unlike the morlin line, few would ever dare to challenge orlak's rightful place as the origin of this once powerful line. Even after finally being put to rest, orlak is feared as the most ancient and powerful vampire in known history.

**Physical Trait.** Vampires of the orlak line possess an extra set of fangs. In addition to the traditional, enlarged canines housed on the top row of teeth, the orlak vampires also possess a second pair of equally large canines on their bottom set of teeth.

**Ability Score Increase.** Your Strength score increases by 1.

**Double-Penetration Bite.** Your deadly bite racial feature is more powerful, inflicting 1d10 piercing damage on a successful attack.

## PHIAQIV

As one of the two more recent sire lines, the phiaqiv line has not amassed much in the way of power.

Being considered a young upstart line has not done much for the reputation of the phiaqiv, and within the vampire communities their trademark pointed ears have become a symbol of shame almost on par with being a vampiric ghoul. Still, their status has done little to quell the typical vampire's ambitions and they keep those pointed ears firmly to the ground, always listening for an opportunity to cement their own position of superiority.

**Physical Trait.** Vampires of the phiaqiv line have larger, pointed ears.

**Ability Score Increase.** Your Wisdom score increases by 1.

**Enhanced Hearing.** You have advantage on Wisdom (Perception) checks that rely on sound.

## ZEKQUX

As one of the two more recent sire lines, the zekaqux line has not amassed much in the way of power.

Although the zekaqux is exactly as young as the phiaqiv line, they have seemed largely immune to the condescension that plagues their brother line. This is a result of one simple truth: even the more powerful families can sense the aura of darkness that uncontrollably emanates from the vampires of the zekaqux line. This aura implies a sense of power that even the strongest of vampires find hard to rebuff.

**Physical Trait.** Vampires of the zekaqux line emanate an ominous aura of invisible yet easily sensed dark energy, at all times.

Those within 30' of you have Advantage on Wisdom (Perception) checks to detect you unless you are using Shapechange: Human.

**Ability Score Increase.** Your Charisma score increases by 1.

**Aura of Presence.** You have Expertise in Intimidate. Your proficiency bonus is doubled for any ability check you make that uses your intimidate skill.

# VAMPIRIC CLASSES



vampire can choose any class it likes, and even multiclass into any class it qualifies for. However, for any vampire that truly embraces its vampirism and wants to gain the most from its undead powers, there is only one real option: the Strigoi class.

## STRIGOI

The vampire skulks in the shadows, his glowing red eyes unflinchingly fastened to his prey. He watches the man and woman fighting among themselves, in the shadowy alley, almost as dark as the emptiness in his heart. With their confrontation far from over, he takes a minute to admire his own efforts and reflect on his ability to turn a loving couple into adversaries with only a few swift words.

Tension between the two seems to be rising as the vampire lays dormant, still undecided on which he will kill and which he will eat.

Initially he curses his own fussy stomach as the decision is removed from his hands. With the confrontation reaching its peak, the woman reaches for a knife concealed in her purse and stabs her former lover through the jugular and the vampire decides on a different course of action.

Admiring her ferocity, the vampire swoops down and swiftly knocks the woman unconscious. He then sweeps her away to his hidden lair. He would not choose who to kill and who to eat, instead he would give both gifts to this one woman, and raise her the next night as his faithful spawn.

A strigoi is a vampire that has embraced its vampirism and dedicates its efforts into refining its natural talents and gaining even more power from its unlife. However, embracing ones vampirism does not necessarily indicate an evil nature - weaponizing ones natural gifts can just as easily be used as force for good, as it can be for evil.

### RESTRICTION: VAMPIRES ONLY

Only dhampir, vampires, and vampiric ghouls can become a strigoi for obvious reasons.

### CREATING A STRIGOI

There are many aspects to consider when making a strigoi. First and foremost is why have they embraced their undead ways? What do they hope to achieve? Is it the acquisition of personal power, the destruction of the power of other vampires, or simply raising the status of both oneself and their sire line?

Another aspect of importance is how relevant your previous life is to your undeath? Do you even remember any of it? Who exactly were you prior to being raised as a vampire? How long have you been a vampire? Are there any consequences of your former life that need to be considered?

The final thing to consider is who exactly sired you. Is your sire still relevant in your life? Are they a friend or foe? Do you owe him copious amounts of ultra violence? Maybe your debt is less revenge-based and one of genuine gratitude?

### QUICK BUILD

You can make a strigoi quickly by following these suggestions. First, Dexterity should be your highest ability score. Make Wisdom your next-highest if you want to excel at self-control and defense. Choose Charisma instead if you plan to emphasize deception, social interaction, and mind control. Second, choose the urchin background.

## CLASS FEATURES

As a strigoi, you gain the following class features

### HIT POINTS

**Hit Dice:** 1d8 per strigoi level

**Hit Points at 1st Level:** 8 + your Constitution modifier

**Hit Points at Higher Levels:** 1d8 (or 5) + your Constitution modifier per strigoi level after 1st

### PROFICIENCIES

**Armor:** Light

**Weapons:** Simple weapons, short swords

**Tools:** None

**Saving Throws:** Dexterity, Charisma

**Skills:** Choose two from Acrobatics, Athletics, History, Insight, Perception, Religion, and Stealth

### EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a short sword or (b) any simple weapon
- (a) a dungeoneer's pack or (b) an explorer's pack

## STRENGTH OF THE IMMORTAL

With each strigoi level attained, you gain 5 age points that can be permanently sacrificed in order to gain abilities as described within the Powers of the Ancients section at the end of this class description. Once sacrificed in this way, age points are never regained. Vampire Spawns cannot accumulate age points. Age points can be stored up to any value and then spent over the period of a short or long rest in order to purchase new abilities.

In addition to gaining age points through levelling, age points can be earned through the means mentioned below. Age Points earned outside of levelling are limited in how many can be earned per level as per the "Max Age Points" column of your class table. For the purposes of Age points, a vampire's age is considered to be 0 until it takes the 1st level in this class.

- **Ageing.** Every 5 years of existence, the vampire gains 1 age point.
- **Drinking the Blood of a Vampire.** A vampire killed by a necrotic or killing bite gives the surviving vampire 1 age point for every 10 age points (rounded down) the dead vampire had earned in its lifetime. For example, the vampire entry in the Monster Manual is an older vampire that has accrued and spent 255 age points. Devouring that vampire would provide 25 age points to the vampire that feasts upon it.
- **Drinking the blood of powerful creatures.** Killing a CR 18+ creature with a necrotic or killing bite gives the vampire 1 age point for every 2 of the victim's CR levels above 16.

## THE STRIGOI

Level	Proficiency Bonus	Features	Unarmed Damage	Max Age Points
1st	+2	Strength of the Immortal, Natural Combatant	1d6	10
2nd	+2	Vampiric Resilience	1d6	20
3rd	+2	Keen Smell	1d6	30
4th	+2	Ability Score Improvement	1d6	40
5th	+3	Extra Attack	1d6	50
6th	+3	Silent Footsteps	1d6	60
7th	+3	Mesmerising Stare	1d6	70
8th	+3	Ability Score Improvement	1d6	80
9th	+4	Residual Vampiric Resilience	1d6	90
10th	+4	Ability Score Enhancement	1d6	100
11th	+4	Quick Bite	1d8	110
12th	+4	Ability Score Improvement	1d8	120
13th	+5	Rapid Mesmerising	1d8	130
14th	+5	Resist Hunger	1d8	140
15th	+5	Inconspicuous	1d8	150
16th	+5	Ability Score Improvement	1d8	160
17th	+6	Slippery Mind	1d8	170
18th	+6	Enter Without Permission	1d8	180
19th	+6	Ability Score Improvement	1d8	190
20th	+6	Mesmeric Stupor	1d8	Unlimited

### NATURAL COMBATANT

By harnessing your natural instincts as a predator, you can fight with much greater competence than someone with your level of training. You can take the two following abilities:

- **Unarmed Strike.** You can roll a d6 in place of the normal damage of your unarmed strike. At 11th level, this damage increases to d8, as shown in the Unarmed Damage column of the Strigoi table. All unarmed strikes made by the strigoi are considered to have the finesse weapon property.
- **Unarmored Defense.** While you are wearing no armor and not wielding a shield, your AC equals 10 + your Dexterity modifier + your Wisdom modifier.

### VAMPIRIC RESILIENCE

Starting at 2nd level, you gain the ability to cast the Blade Ward cantrip as a bonus action.

### KEEN SMELL

At 3rd level, you have advantage on Wisdom (Perception) checks that rely on smell.

### ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 10th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

### EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

### SILENT FOOTSTEPS

Starting at 6th level, your steps make no sound, regardless of the surface you are moving across. You also have advantage on Dexterity (Stealth) checks that rely on moving silently.

### MESMERISING STARE

At 7th level, you gain the ability to initiate a grapple check using your Charisma modifier, rather than your Strength modifier. This same ability is used to maintain the grapple. You can add your proficiency bonus to the check if you are not already doing so, and using this ability you can grapple foes of any size. Maintaining a grapple through this ability requires Concentration.

Additionally, you have advantage on all Charisma checks.

### RESIDUAL VAMPIRIC RESILIENCE

At 9th level, you gain resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons.

### QUICK BITE

Starting at 11th level, any bite attack you make may be made as a bonus action. You are still limited to only one bite attack per turn.

### RAPID MESMERISING

Starting at 13th level, you can initiate a grapple via your mesmerising stare as a bonus action.

## RESIST HUNGER

At 14th level, your control over your own vampiric instincts has developed to the point that you now have advantage on your Wisdom saving throws made as a response to the Ravished condition.

## INCONSPICUOUS

At 15th level, your ability to mesmerise has grown to the point that it now passively clouds the minds of all of those around you and shrouds your own existence from them. As long as you aren't doing anything to attract attention to yourself (fighting, talking etc.), you gain a +5 bonus to all passive stealth checks.

## SLIPPERY MIND

By 17th level, you have acquired greater mental strength. You gain proficiency in Wisdom saving throws.

## ENTER WITHOUT PERMISSION

By the time you reach 18th level, you have gained such power that you are beginning to overcome the very vampiric weaknesses that define your existence. You can now enter any residence without an invitation.

## MESMERIC STUPOR

At 20th level, you have mastered your ability to mesmerise and the victims of your mesmerising stare are pacified into a stupor where they can barely function. Any foes grappled by your mesmerising stare ability are also considered restrained.



## POWERS OF THE ANCIENTS

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

### ANIMAL SUSTENANCE

- *Age Point Cost:* 10

Whenever you consume animal blood, treat the blood as if it were humanoid blood.

### CHARM

- *Prerequisite:* Strigoi level 14
- *Age Point Cost:* 25

As an action, you can target one humanoid you can see within 30 feet of you. If the target can see you, the target must succeed on a Wisdom saving throw with a DC of 8 + your proficiency bonus + your Charisma modifier, or be charmed by you. The charmed target regards you as a trusted friend to be heeded and protected. Although the target isn't under your control, it takes your requests or actions in the most favorable way it can, and it is a willing target for your bite attacks.

Each time you or your companions do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until you are destroyed, are on a different plane of existence than the target, take a bonus action to end the effect, or the victim consumes some of your blood. If the victim consumes your blood, it becomes immune to all further attempts at being charmed by you through this ability.

This ability is automatically successful when you use it against any vampire spawns created by you.

### IMPROVED CHARM

- *Prerequisite:* The Charm power of the ancients.
- *Age Point Cost:* 15

Your charm ability has its duration increased from 24 hours to indefinite. The victim can re-roll their saving throw once per month if the charm is not re-established prior to that time elapsing.

### THRALL FAMILIAR

- *Prerequisite:* The Charm power of the ancients.
- *Age Point Cost:* 20

You can telepathically communicate with, and spend an action to perceive the surroundings of anyone under the effects of "Charm" or "Improved Charm", that is within 100' of you as if they were your Familiar via the Find Familiar spell. You can also cast touch range spells through your thrall if it is within that 100' range as per the find familiar spell.

### IMPROVED THRALL FAMILIAR

- *Prerequisite:* The Thrall Familiar power of the ancients.
- *Age Point Cost:* 20

Thrall Familiar's range is extended to anywhere on the same plane of existence as you.

### CHILDREN OF THE NIGHT

- *Prerequisite:* Strigoi level 11
- *Age Point Cost:* Varies

By spending age points as indicated by the first number listed under the Age Point Cost of the below table "Children of the Night", you can spend an action summoning the indicated number of animals. The animal arrive within 1d4 rounds, acting as your allies and obeying your spoken commands. The beasts remain for 1 hour, until you die, or until you dismiss them as a bonus action.

Once you use this ability, you must finish a long rest before you can use it again.

You can choose this power of the ancients up to 4 times, each time choosing a different animal type. Regardless of how many times you have purchased this ability, it can only be used once per long rest. When choosing this ability for the 2nd, 3rd, and 4th times, pay the second age point cost listed under the Age Point Cost heading of the below table "Children of the Night".

### CHILDREN OF THE NIGHT

Age Point Cost	Animal Type	Number Summoned
15/5	Swarm of Bats	2d4
20/10	Swarm of Insects	2d4
15/5	Swarm of Rats	2d4
20/10	Wolves	3d6

### SUPERIOR CHILDREN OF THE NIGHT

- *Age Point Cost:* 20

Your children of the night ability can now be used twice between long rests.

You can choose this power of the ancients a second time in order to be able to use your children of the night ability 3 times between long rests.

### CREATE VAMPIRES

- *Prerequisites:* Must not be a dhampir or vampiric ghoul, strigoi level 12.
- *Age Point Cost:* 20

If your bite attack kills your target and that target is a humanoid, once that body has been buried, it will rise again that night as a vampire spawn.

### DAMAGE RESISTANCE

- *Age Point Cost:* 15

You gain resistance to one damage type of choice. You can choose any damage type other than bludgeoning, piercing, and slashing.

You can choose this power of the ancients multiple times, each time choosing a different damage type.

### DARKVISION

- *Age Point Cost:* 10

Your darkvision ability has its range increased by 60 feet.

You can choose this power of the ancients multiple times, each time increasing the range of your darkvision ability by a further 60 feet.

### ENHANCED ABILITY

- *Age Point Cost:* 20x the number of points that the maximum of your chosen ability's is over 19

You increase one ability of choice by 1 and increase that ability's maximum by that same amount.

You can choose this power of the ancients multiple times.

### ENHANCED REGENERATION

- *Age Point Cost:* 30

Whenever you regain hit points for any reason, double the amount of hit points regained.

### FLIGHT

- *Prerequisite:* Strigoi level 9
- *Age Point Cost:* 1 or 2

By spending a number of age points equal to your movement speed, you gain a flight speed equal to that same value.

You can choose this power of the ancients multiple times, each time after the first you can increase your flight speed by 1 foot at a cost of 2 age points.

### INSTINCTIVE ADAPTABILITY

- *Age Point Cost:* 10

You gain proficiency in 1 skill, tool, weapon, shield, or armor.

You can choose this power of the ancients multiple times, each time choosing a different skill, tool, weapon, shield or armor proficiency.

### KILLING BITE

- *Age Point Cost:* 15

Your bite attack gains + 1d6 necrotic damage. In addition to dealing damage, the necrotic portion of your bite attack also reduces the target's maximum hit points by an equal amount as the damage inflicted, and you regain hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

You can choose this power of the ancients multiple times, each time adding an additional 1d6 necrotic damage. The maximum amount of necrotic damage each of your bites can inflict is restricted by your strigoi level, as shown below in the Maximum Number of Dice column of the "Killing Bite" table.

### KILLING BITE

Strigoi Level	Maximum Number of Dice
1-4	1d6
5-8	2d6
9-12	3d6
13-16	4d6
17-20	5d6

### LEGENDARY FORTITUDE

- *Age Point Cost:* 2

Your maximum hit points increase by 1.

You can choose this power of the ancients multiple times.

### LEGENDARY RESISTANCE

- *Prerequisite:* Strigoi level 15
- *Age Point Cost:* 25

If you fail a saving throw, you can choose to succeed instead. Once you have used this ability, you must complete a long rest before using it again.

You can choose this power of the ancients a 2nd and 3rd time. On each of those times you can use this ability one more time before having to complete a long rest.

### RESIST TURN DEAD

- *Age Point Cost:* 10

You gain advantage on your Wisdom saving throw against the effects of Turn Undead.



### SHAPECHANGE: BAT

- *Prerequisite:* Must be either a vampire or vampiric ghoul
- *Age Point Cost:* 15

If you aren't in sunlight or running water, you can use your action to polymorph in to a Tiny bat, or back into your true form.

While in bat form, you can't speak, your walking speed is 5 feet, and you have a flying speed of 30 feet. Your statistics, other than your size and speed, are unchanged. Anything you are wearing transforms with you, but nothing you are carrying does. You revert to your true form if you die.

### SHAPECHANGE: SWARM OF BATS

- *Prerequisite:* Must be either a vampire or vampiric ghoul
- *Age Point Cost:* 20

If you aren't in sunlight or running water, you can use your action to polymorph in to a swarm of bats, or back into your true form.

While in the swarm of bats form, you can't speak, your walking speed is 0 feet, you have a flying speed of 30 feet, and can use a half-damage version of your bite attack without first having to meet the usual requirements of your bite attack. Your statistics, other than the above, are unchanged. Anything you are wearing transforms with you, but nothing you are carrying does. You revert to your true form if you die.

### SHAPECHANGE: SWARM OF INSECTS

- *Prerequisite:* Must be either a vampire or vampiric ghoul
- *Age Point Cost:* 25

Choose one insect type from the below table "Swarm of Insects"

If you aren't in sunlight or running water, you can use your action to polymorph in to your chosen swarm of insects, or back into your true form.

While in the swarm of insects form, you can't speak, your movement speeds are replaced by those in the below table "Swarm of Insects", and can use your bite attack without first having to meet the usual requirements of your bite attack. Your statistics, other than the above, are unchanged. Anything you are wearing transforms with you, but nothing you are carrying does. You revert to your true form if you die.

You can choose this power of the ancients multiple times, each time choosing a different insect type.

### SWARM OF INSECTS

Insect Type	Movement Speeds
Beetles	20' walk, 20' climb, 5' burrow
Wasps	5' walk, 30' fly
Other Land-Based Insects	20' walk, 20' climb

### SHAPECHANGE: HUMAN

- *Age Point Cost:* 15

You can use your action to polymorph in to a human, or back into your true form.

Your human form must appear the same, each and every time it is used. Your transformation is so complete that it will fool any and all means of detecting the undead, including but not limited to, Divine Sense and True Sight.

While in human form, your statistics are unchanged. You revert to your true form if you die.

### SHAPECHANGE: MIST

- *Prerequisite:* Must be either a vampire or vampiric ghoul
- *Age Point Cost:* 20

If you aren't in sunlight or running water, you can use your action to polymorph in to mist, or back into your true form.

While in mist form, you can't take any actions, speak, or manipulate objects. You are weightless, have a flying speed of 20 feet, can hover, and can enter a hostile creature's space and stop there. In addition, if air can pass through a space, you can do so without squeezing, and you can't pass through water. You have advantage on Strength, Dexterity, and Constitution saving throws, and you are immune to all nonmagical damage, except the damage you take from sunlight.

### MISTY ESCAPE

- *Prerequisite:* The Shapechange: Mist power of the ancients
- *Age Point Cost:* 25

When you drop to 0 hit points outside of your resting place, you transform into a cloud of mist (as in the Shapechange: Mist power of the ancients) instead of falling unconscious, provided that you aren't in sunlight or running water. If you can't transform, you are destroyed.

While you have 0 hit points in mist form, you can't revert to your vampire form, and you must reach your resting place within 2 hours or be destroyed. Once in your resting place, you revert to your vampire form. You are then paralyzed until you regain at least 1 hit point. After spending 1 hour in your resting place with 0 hit points, you regain 1 hit point.

### SHAPECHANGE: WOLF

- *Prerequisite:* Must be either a vampire or vampiric ghoul
- *Age Point Cost:* 10

If you aren't in sunlight or running water, you can use your action to polymorph in to a wolf, or back into your true form.

While in wolf form, you can't speak, and your walking speed is 40 feet. Your statistics, other than the above, are unchanged. Anything you are wearing transforms with you, but nothing you are carrying does. You revert to your true form if you die.

### SPELLCASTING

- *Age Point Cost:* Varies

At the cost of 5 age points, you gain both the spells known and spell slots as shown by the 1st caster level row of the Strigoi Spellcasting table.

- **Spell Slots.** The Strigoi Spellcasting 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, if you know the 1st-level spell burning hands and have a 1st-level and a 2nd-level spell slot available, you can cast burning hands using either slot.

- **Spells Known of 1st Level and Higher.** You know two 1st-level spells of your choice from the wizard spell list.

The Spells Known column of the Strigoi Spellcasting table shows when you learn more wizard spells of your choice. Each of these spells must be of a level for which you have spell slots. For instance, when you reach 3rd level in this class, you can learn one new spell of 1st or 2nd level.

- **Spellcasting Ability.** Intelligence is your spellcasting ability for your wizard spells. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a wizard spell you cast and when making an attack roll with one.

$$\text{Spell save DC} = 8 + \text{your proficiency bonus} + \text{your Intelligence modifier}$$

$$\text{Spell attack modifier} = \text{your proficiency bonus} + \text{your Intelligence modifier}$$

- **Spellcasting Focus.** You can use an arcane focus (found in chapter 5 of the Player's Handbook) as a spellcasting focus for your wizard spells.

### STRIGOI SPELLCASTING

— SPELL SLOTS PER SPELL LEVEL —

Caster Level	Spells Known	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	2	2	—	—	—	—	—	—	—	—
2nd	3	3	—	—	—	—	—	—	—	—
3rd	4	4	2	—	—	—	—	—	—	—
4th	5	4	3	—	—	—	—	—	—	—
5th	6	4	3	2	—	—	—	—	—	—
6th	7	4	3	3	—	—	—	—	—	—
7th	8	4	3	3	1	—	—	—	—	—
8th	9	4	3	3	2	—	—	—	—	—
9th	10	4	3	3	3	1	—	—	—	—
10th	11	4	3	3	3	2	—	—	—	—
11th	12	4	3	3	3	2	1	—	—	—
12th	12	4	3	3	3	2	1	—	—	—
13th	13	4	3	3	3	2	1	1	—	—
14th	13	4	3	3	3	2	1	1	—	—
15th	14	4	3	3	3	2	1	1	1	—
16th	14	4	3	3	3	2	1	1	1	—
17th	15	4	3	3	3	2	1	1	1	1
18th	15	4	3	3	3	3	1	1	1	1
19th	15	4	3	3	3	3	2	1	1	1
20th	15	4	3	3	3	3	2	2	1	1

You can choose this power of the ancients multiple times, each time spending 5 age points to increase your caster level as shown in the Strigoi Spellcasting table by 1. You can never raise your caster level higher than your Strigoi level by spending age points. For the purpose of multiclassing, consider yourself a full caster of a level equal to your caster level.

Alternatively, you can spend a number of age points equal to twice the spell's level to know a spell of a level of which you have spell slots. That spell does not count as one of your known spells as per the spells known column of the Strigoi Spellcasting table. Purchasing a cantrip in this manner costs 6 age points and does not require you to possess spell slots of that level.



### SUNLIGHT RESISTANCE

- *Age Point Cost:* 10

You now take half of the normal damage from sunlight.

### SUNLIGHT IMMUNITY

- *Prerequisite:* The Sunlight Resistance power of the ancients
- *Age Point Cost:* 40

You are no longer subjected to the vampire's sunlight hypersensitivity. See the "Vampire Weaknesses" sidebar.

Instead you gain the following weakness:

**Sunlight Sensitivity.** You have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight.

### TELEPATHY

- *Age Point Cost:* 10

You can communicate telepathically with any creature you can see within 30 feet of you. You don't need to share a language with the creature for it to understand your telepathic utterances, but the creature must be able to understand at least one language.

You can choose this power of the ancients multiple times, each time increasing the range of the ability by 30 feet.

### VAMPIRIC SPEED

- *Age Point Cost:* 10

Your walking speed increases by 5 feet.

You can choose this power of the ancients multiple times, each time increasing your walking speed by an additional 5 feet.

