

WALROCK HOMEBREW

PRESTIGE CLASS: THE VAMPIRE



FIFTH EDITION





VAMPIRE

PRESTIGE CLASS OPTION

Skulking through the shadows, a tall female elf with skin white and cold as marble spies two night watchmen conversing. Though she hears enough to discern they are discussing a recent string of unsolved murders, the sound of their heartbeats and their blood coursing through their veins is what lingers longest on her mind. Soon one will leave the other unattended, she thinks, and then will it be feeding time.

A pale human noble clad in a blue military coat gazes over the guests at a rival lord's lavish gala. Spying his adversary amongst the rest of the rabble, a small smile approaches the noble's lips. As he meets the eyes of his nemesis, his opponent falters. Beckoning with one finger, the noble gestures to his rival, and the rival approaches, vulnerable and fully entranced.

A bat dances on wind and leather wing through a cloudless night sky, before plummeting downward and biting into the neck of a very surprised thief creeping along a rooftop. As the thief shrieks in agony, alerting a trio of nearby guards, the bat peels off into the night. Only when reaching the relative safety of the town's outskirts does the bat alight in a tree, shedding its shape to become a beautiful female halfling, wiping the blood from her lips as she straightens out her clothing.

Though once you were an unwitting or shockingly willing mortal, you have been transformed into a creature of nightmare by either an eldritch curse or the necromantic embrace of another vampire. Eternity,

darkness, and insatiable hunger are your reality now, and every day of your existence is a torturous struggle to resist the beast within you, or an unending downward spiral as you give in ever more to its voracious sanguine appetites.

CHILDREN OF THE CURSE

Depending on setting and location, vampires can be thought of by most as either a dark fable used to frighten children or a terrifying, lethal reality. Those versed in vampiric lore know that vampires are products of a dark curse levied on their blood, and that once one becomes a vampire, there is very little hope to undo this curse, outside of direct divine intervention or a *wish* spell.

None truly know the origin of this vampiric curse, but some few fragmented tales hint at it originating within

the murky pages of the Book of Vile Darkness or with an elusive and seemingly immortal figure known only as the Red Witch. In either case, finding the beginnings of the curse could hold the key to removing it, though very little good comes from unfathomly evil tomes or dark, primeval spell-casters.

Regardless, powerful vampires and some depraved mortal spellcasters carry within them the ability to spread the curse of vampirism. The first stage to becoming a vampire is either seeking out one of these individuals or, as is more frequently the case, having one of them stumble upon you.

NOBLES AND NOMADS

Whether their driving interests are discovering a cure, keeping out of trouble, or merely feeding well enough to cling to un-life, vampires typically fall into two camps. Either they choose the wilds and the open roads to escape what hunters may be on their trail, or they use their longevity and power to maneuver themselves into positions of status, thus being above the scrutiny of their lessers.

Their station aside, vampires hunger for more than just blood, and are always seeking something to give them satisfaction. Some vampires endlessly quest for power, others protect the mortals they care for, and still others endeavor to cling to their mortal lives best that they can, often weaving webs of lies, excuses, and half-truths to cover the nature of their new existence.

VAMPIRIC QUIRKS

Vampires are highly individualistic creatures by nature, and the curse of vampirism has side effects on the body and mind that vary wildly from individual to individual. Some of these effects may be closely associated with a particular house, clan, or lineage of vampires, while others occur spontaneously as a manifestation of the dark magics that cause vampirism. If you desire a vampiric quirk to give additional flavor to your vampire, you may roll or choose one from the table below. Be warned that such quirks can make concealing your vampirism even more difficult, and may add extra challenge to role-playing a vampire.

d8	Vampiric Quirk
1	Holy symbols belonging to a particular deity (usually one dealing with light, the sun, or civilization) cause you severe anxiety while you can perceive them.
2	You cannot stand the sight, smell, or taste of garlic, in any amount.
3	Beasts that have a CR of 0 and that are not under your control instinctively know your true nature, and are frightened of you while they can see you.
4	Your fangs are large and protrude visibly from your mouth, occasionally affecting the clarity of your speech.
5	You often hear voices, sometimes that say very compelling things. Whether they are real or not, who can say.
6	Your fingers are twice their normal length, an unnerving sight to most mortals.
7	You are gaunt and desiccated, your body and face appearing skeletal and deathly.
8	You hop ever so slightly when you walk, giving your movement a distinct bouncing quality.

PRESTIGE CLASSES AND VAMPIRES

Introduced in the *Unearthed Arcana* supplement “Prestige Classes and Rune Magic,” a prestige class is a short, five (or so) level class that cannot be taken at 1st level. Instead, prestige classes are accessed through multiclassing at or after a total character level specified in the prestige class’ prerequisites. Multiclassing into a prestige class follows all the normal rules for multiclassing, including calculating spell slots, proficiency bonus, hit points, and hit dice. Concerning spell slots, the vampire prestige class is a full caster, similar to a cleric or wizard, and confers spell slots as such.

It’s also worth noting how the dark blessing of vampirism may affect your previous classes. Certain clerics and paladins in particular may find the curse incompatible with their oaths or gods (as determined by the DM). If this is the case, the Oathbreaker paladin or Death domain cleric subclasses found in the *Dungeon Master’s Guide* may be suitable replacements for your existing subclasses, and may be taken retroactively in their place, again with your DM’s approval.

PREREQUISITES

In order to initially become and then later advance as a vampire, you must meet the following prerequisites (in addition to the multiclassing prerequisites for your existing class):

- **Constitution 13.** Your body must be strong to fortify itself against the dark energies that the curse of vampirism holds.
- **Charisma 13.** Becoming a vampire requires a strong sense of self, lest you descend into becoming a ravenous mindless husk.
- **Must be of a living race.** Your character may not be of an undead race or have the Living Construct racial property (or similar).
- **Character level 5th.** The potential to become a true vampire only awakens in the sufficiently powerful, and those of lesser capability are instead transformed into vampire spawn. You must be a 5th-level character before you can gain levels in the vampire prestige class.
- **Grave apotheosis.** Your character must have died to the bite of another vampire or have been afflicted by a dread curse. In either case, to become a vampire after this event you must have been buried in a grave for an entire day and arisen. Those who can bestow the curse upon you by bite or spell must either be approached and the dark service bartered for, typically by completing a particularly nefarious deed or quest, or they may approach you of their own volition during gameplay.

CLASS FEATURES

As a vampire, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per vampire level

Hit Points per Level: 1d8 (or 5) + your Constitution modifier per vampire level

PROFICIENCIES

Saving Throws: None

Skills: None

THE VAMPIRE

Level	Blood Points	Features	—Spell Slots per Spell Level—		
			1st	2nd	3rd
1st	5	Child of the Night, Spellcasting, Vital Reserves, Blood Drinker, Blessing of Blood	2	—	—
2nd	5	Sanguine Strikes, Blessing of Form	3	—	—
3rd	10	Blessing of Hunger	4	2	—
4th	10	Sinister Nourishment	4	3	—
5th	15	Blessing of Darkness, Curse of Eternity	4	3	2

EQUIPMENT

The vampire prestige class does not grant any special equipment.

CHILD OF THE NIGHT

At 1st level, your transformation into a vampire has given you supernatural strengths and inherent weaknesses that come coupled with your condition. You gain the following benefits:

- *Undeath.* You are an undead creature. All spells and effects that would apply to undead creatures apply to you, and spells that cannot affect undead do not affect you. As an undead creature, you do not need to breathe, cannot suffocate, and you do not age. Unlike many undead, though, you still require sleep.
- *Eyes of Night.* You have darkvision to 60 feet or, if you already have darkvision, its range increases by 60 feet.
- *Creature of Darkness.* You have resistance against necrotic damage.

You also gain the following weaknesses or drawbacks:

- *Forbiddance.* You can't enter a residence that isn't owned by you under your own will without an invitation from one of the occupants.
- *Harmed by Running Water.* You take 10 acid damage if you end your turn in running water.
- *Stake to the Heart.* If a piercing weapon made of wood is driven into the your heart while you are incapacitated during a long rest, you are paralyzed until the stake is removed.
- *Sunlight Hypersensitivity.* You take 10 radiant damage when you start your turn in sunlight and lack protective clothing that completely obscures the sun. While exposed to sunlight and suffering this damage from it, you have disadvantage on attack rolls and ability checks.

SPELLCASTING

Vampires are inherently creatures of dark and sinister magic, beings that leech life from others and use it to sustain the false life-force that animates them. This cursed life-force can be channelled outwardly to achieve a number of magical effects, and as your mastery over your vampiric nature increases, so too does your ability to cast magical spells.

PREPARING AND CASTING SPELLS

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.

Any spell on the Vampire spell list available to your level is always considered to be prepared, and does not count against the number of spells you can prepare each



day. Casting a vampire spell doesn't remove it from your list of prepared spells.

SPELLCASTING ABILITY

When you take your first level of the vampire prestige class, choose Intelligence, Wisdom, or Charisma. This ability is your spellcasting ability for your vampire spells. You use this chosen ability whenever a vampire spell refers to your spellcasting ability. In addition, you use this ability's modifier 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 bonus + your Intelligence, Wisdom, or Charisma modifier

Spell attack modifier = your proficiency bonus + your Intelligence, Wisdom, or Charisma modifier

SPELLCASTING FOCUS

You can use a holy symbol or an arcane focus as a spellcasting focus for your vampire spells.

VAMPIRE SPELLS

You gain the following spells at the vampire levels listed.

VAMPIRE SPELLS

Vampire Level	Spells
1st	<i>fog cloud, sleep</i>
3rd	<i>darkness, misty step</i>
5th	<i>animate dead, conjure animals*</i>

**Unless you receive this spell from another source, the only animals you may conjure are bats, wolves, rats, or insects, and creatures conjured by this spell count as fiends rather than fey.*

VITAL RESERVES

Beginning at 1st level, you have a store of blood inside you that you use to sustain yourself and empower your vampiric abilities. You gain a pool of five blood points that increases to 10 at 3rd level, and 15 at 5th. Every time you complete a long rest, or a day passes without your completing a long rest, you expend a single blood point from your pool.

If there are no blood points in your pool and you are required to expend a blood point, you begin to wither and take one cumulative level of exhaustion, which may only be removed by expending a blood point for each level of exhaustion you have gained in this way.

BLOOD DRINKER

Starting at 1st level, your teeth grow into fangs and you gain a bite attack, which is counts as an unarmed attack with which you possess proficiency. This bite attack has the finesse property and deals 1d6 + your choice of Strength or Dexterity piercing damage on a hit. When you deal damage with this attack to an enemy of a type other than construct, ooze, plant, elemental, or undead, you gain temporary hit points equal to twice your vampire level, and you gain two blood points.

If you use your bite attack on a tiny-sized or dead target that meets the type restrictions above, you gain no temporary hit points and only gain one blood point.

A target may be fed from in this way a number of times per day dependent on its size: a tiny or small creature may be fed upon once, a medium-sized creature may be fed on twice, and a large or greater sized creature

may be fed on three times. A bite attack made after this limit is reached still deals damage, but gains no temporary hit points or blood points. At your DM's discretion, a creature that is inherently magical may award extra blood points per feeding, while similarly feeding from a creature that is tainted or of the aberrant type may deal damage or cause unpredictable magical effects to you, such as those found on the sorcerer's Wild Magic table (found on page 104 of the *Player's Handbook*).

BLESSING OF BLOOD

At 1st level, as you transition into becoming a true creature of the night, your body adapts itself to process the magical properties of the blood you consume. Choose one of the following blessings from the list below:

Arterial Vision. As a bonus action, you may expend a blood point. The next attack you make this turn against a target without the ooze, undead, construct, elemental, or plant types has advantage.

Lifeblood. Expend a blood point as a bonus action and choose Strength, Dexterity, or Charisma. For the next minute, the first check or saving throw you make with the chosen ability has advantage.

Undead Fortitude. As a bonus action, you may expend two blood points. If you do, for one hour your AC while not wearing any armor becomes 10 + your Constitution modifier + your Dexterity modifier. You can use a shield and still gain this benefit.

SANGUINE STRIKES

Beginning at 2nd level, you may use your magic to agonizingly draw out your enemies' blood from the wounds you inflict, channelling it back to yourself to feed upon.

Whenever you succeed on a melee or ranged attack of any type against a living target of a size larger than tiny without the ooze, undead, construct, elemental, or plant types, you may expend a spell slot of up to 3rd level. Add necrotic damage equal to 1d8 per level of the spell slot you expended to your attack, and gain a number of blood points equal to the spell slot's level.

This counts as a feeding for the purposes of the Blood Drinker feature, and a creature with no feedings remaining will grant no blood points from Sanguine Strikes, regardless of the spell level used. If you use this ability

SANGUINE STRIKES, BLOOD AND SMITES

As designed, the Sanguine Strikes feature can be used with any attack, be it melee weapon, ranged weapon, or spell attacks. This is to enable the vampire to be a viable option to as many classes as possible, as all classes have some manner of attacks at their disposal.

A use of Sanguine Strikes draws the blood out from a victim's wounds either in long, thin streams or floating droplets that the attacker is then able to feed upon. As this ability is inherently magical, the blood drawn out by Sanguine Strikes can cover great distances, enabling ranged weapon and spell attacks to grant blood points, as well.

Sanguine Strikes also occupies a notably similar niche to a paladin's Divine Smite feature. If a character possesses both paladin levels and vampire levels, a single attack may benefit from both Divine Smite and Sanguine Strikes, though spell slots must be spent on each. This enables the character to strike harder and faster, but burns through available resources much quicker than otherwise. An incautious vampire paladin may find themselves quickly without spell slots, holding a much weaker arsenal for late-day encounters than would be available to their peers.

with the bite attack granted to you by the Blood Drinker feature, you may either gain blood points from Blood Drinker or the number of blood points granted by this ability, not both.

BLESSING OF FORM

Starting at 2nd level, you can manipulate the life-force contained in the blood you consume to change your shape. Choose one blessing, from the options below:

Bat Form. As a bonus action, you can expend two blood points to transform into a tiny bat (*Player's Handbook*, page 304) for up to an hour, whereupon you revert to your natural form, unless you use another bonus action to end this effect early. While in this form, you are still able to use the bite attack granted by your Blood Drinker feature. During this transformation, you are still able to use and benefit from any other vampire abilities that require the expenditure of blood points.

This transformation follows the same guidelines as outlined in the bullet points of the druid's Wild Shape feature on page 67 of the *Player's Handbook*. You may use this transformation an unlimited number of times per day, as long as you have the appropriate amount of blood points to consume when you transform.

Mist Form. You may expend two blood points as an action to cast the spell *gaseous form* on yourself. When *gaseous form* is cast through this feature, you gain a flying speed of 60 feet instead of the flying speed the spell would normally grant.

In addition, you may expend three blood points to cast *gaseous form* as a reaction when you take damage. If you use the ability in this way, you have resistance to the triggering damage unless it is psychic damage, radiant damage, or the damage you take from sunlight or running water.

Wolf Form. As an action, you may expend two blood points to transform into a wolf (*Player's Handbook*, page 311) for up to an hour, whereupon you revert to your natural form, unless you use a bonus action to end this effect early. While in this form, you are still able to use the bite attack granted by your Blood Drinker feature, and its damage die increases to a d8. During this transformation, you are still able to use and benefit from any other vampire abilities that require the expenditure of blood points.

This transformation follows the same guidelines as outlined in the bullet points of the druid's Wild Shape feature on page 67 of the *Player's Handbook*. You may use this transformation a number of times equal to your vampire level before requiring a long rest to refresh this ability's uses.

BLESSING OF HUNGER

Hunger, whether for blood, power, or something else entirely, is the force that drives all vampires. At 3rd level, you have learned to refine your hunger into a useful tool and you gain one of the following blessings:

Deathly Reflexes. Before rolling initiative, you may expend a blood point to gain advantage on the roll. Additionally, you may spend a blood point on your turn to take the Dash action as a bonus action. Your movement does not provoke opportunity attacks on a turn in which you use a blood point to take the Dash action.

Predatory Gaze. As an action, you may expend two blood points. One creature within 30 feet of you that you can see must make a Wisdom saving throw or drop whatever it is holding and become frightened of you for up to a minute. While frightened by this ability, a creature must take the Dash action and move away from you by the safest available route on each of its turns, unless



there is nowhere to move. The creature repeats the Wisdom saving throw at the end of each of its turns, and a success ends this effect.

Eyes of the Enticer. You may expend two blood points as an action. One creature within 30 feet of you that you can see must make a Wisdom saving throw (with advantage if you or your companions are fighting it) or become charmed by you if it fails. The charmed target regards you as a trusted friend to be heeded. The target isn't under your control, but it takes your requests or actions in the most favorable way it can, and it is a willing target for your bite attack. Each time you or your companions do anything harmful to the target (including hitting it with your bite attack), it can repeat the saving throw with advantage, ending the effect on itself on a success. Otherwise, the effect lasts a minute, or until you lose consciousness or take a bonus action to end the effect.

SINISTER NOURISHMENT

Beginning at 4th level, the blood you drink not only revitalizes you, but lends you additional power as you digest it into your dark life-force.

Whenever you expend a blood point during a long rest for your Vital Reserves class feature, you can choose to increase one ability score of your choice by 2 or increase two ability scores of your choice by 1, until the next time you must expend a blood point for Vital Reserves. Whenever you later expend a blood point during a long rest for Vital Reserves, you can alter this choice, reducing the scores you previously increased and improving different scores. As normal, you cannot increase an ability score above 20 using this feature.

BLESSING OF DARKNESS

At 5th level, your relationship with the night deepens, and the shadows themselves empower you. Choose one of the following blessings:

Masquerade. As an action, you can expend a blood

point to cast the spell *disguise self*.

Heartbeat Sense. You may expend a blood point as a bonus action. For the next minute, you know the location of all living creatures with a heartbeat within 60 feet. This effect can penetrate barriers, but 2 feet of rock or 2 inches of any metal blocks this sense.

Veil of Shadows. As an action, expend two blood points and begin concentrating. You become invisible for up to a minute, or until you attack, cast a spell, or take a bonus action to end the effect.

CURSE OF ETERNITY

Starting at 5th level, you can impart your powerful curse to those you drain with your bite.

When you kill a humanoid creature with your bite attack, you may perform a ritual over the course of a short rest, burying the creature in a makeshift grave for the duration. After the ritual is completed, the creature arises from the grave as a ghoul, ghast, or wight (your choice) that is completely loyal to you. and lasts until it dies, you perform this ritual again, or you use an action to cause it to disintegrate into dust. Creatures raised by this ability have the statistics listed for them in the *Monster Manual*, with the exception of being unable to themselves raise and command minions. Once you reach a total character level of 15, you may choose to raise a vampire spawn with this ability, rather than the other listed options.

In addition, if you perform this ritual on another player character, you may raise them as a vampire independent of your control. The character must meet the requirements for this prestige class, and possess enough experience to take the first level of this prestige class, or the ritual will not function. If all requirements are met, the player character will rise from their grave on completion of the ritual multiclassed with the first level of the vampire prestige class.

CREDITS:

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