

DHAMPIR

A UNIQUE RACE OPTION FOR D&D 5E



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DHAMPIR

We thought she was trouble from day one. She creeped out all the other patrons and only ate meat so rare it was practically raw. We were just about to kick her out one night when an uppity gang came round to collect a protection fee. She made quick work of them and when she said something about putting them on a spit-roast we weren't quite sure she was joking. I was happy to have her here that night, but happier to see her leave the next morning.

—Heela, *barkeep*

Born of the union of living humanoid and vampire, dhampirs enter the world tainted by undead influence, but mortal. As a dhampir reaches pubescence its aversion to sunlight and unnatural talents betray its vampiric heritage if it wasn't already aware. By the time it reaches maturity, most dhampirs have made a decision to openly embrace, or completely reject, any connection to vampires or vampirism. Many dhampirs become vampire hunters, but just as many choose to become necromancers or seek to become vampires themselves.

HALF-MORTAL HERITAGE

A dhampir's appearance depends largely on the stock from which its mortal parent hails, most commonly dwarf, elf, or human. Unless inspected with suspicion, a dhampir will pass for a normal member of its mortal heritage. When subjected to closer scrutiny, a dhampir's relatively pale complexion, enlarged canine teeth, and slow pulse all hint at its true nature.

Despite myths to the contrary, dhampirs must eat, breathe, and sleep as all flesh and blood creatures do. Though dhampirs are intrinsically enhanced by necromantic magics, they are still living beings. Most, but not all, dhampirs are sterile and cannot sire or bear children of their own. Those rare dhampirs who can produce children rarely pass down their vampiric influence to the next generation. These children are more commonly members of whatever mortal lineage their parents share.

ONE FOOT IN THE GRAVE

Dhampirs are most often raised without the presence of their vampiric parent. In some instances their vampiric parent was destroyed prior to their birth but, in most cases, the mortal parent fled with the child for their safety. As a dhampir matures, they often become curious about why they are different from other children. Whether their parent reveals the truth to the child, or the dhampir deduces its parentage on its own, most dhampirs are well aware of their true nature by the time they reach adulthood.

Awareness of a blood relation to an immortal creature can cause a fascination with mortality in dhampirs. This can cause some dhampirs to pursue means of immortality, most often becoming vampires, while others seek to make peace with and accept their mortality, turning to religion or spiritual studies. Although they have no need to consume blood, many dhampirs experience unbidden violent thoughts and dark appetites. Every dhampir chooses for themselves whether to indulge in these impulses or spend a lifetime exercising restraint and self-discipline.

ACCURSED BLOODLINES

When a vampire sires a dhampir child, it passes along the curse that runs through its veins as well. Although more obscure curses exist, the three prevailing curses that afflict vampires are the Curse of Dread, the Curse of the Feral, and the Curse of Nobility. These curses manifest in dhampirs as three subraces: dreadblood, feralblood, and nobleblood.

Dreadblood dhampirs inspire melancholy and creeping terror in those around them, leading many to take up lives of study where they can hide away from others. Feralblood dhampirs exhibit an unnerving affinity for predatory beasts and a greater bloodlust than other dhampirs. Nobleblood dhampirs possess an unnatural charisma and hypnotic presence that they sometimes employ to build small communities or cults to their name.

AGAINST THE DARK

Many dhampirs take up adventuring for at least some portion of their life. Dhampirs tend to view the world in stark black and white and this thinking extends to their motivations for adventuring. Some dhampirs might take up adventuring to fight against the evil force of the world or to right the wrongs of their vampiric parent. Other dhampirs choose to adventure as a means of quickly amassing a personal fortune, or a collection of mystical artifacts, in pursuit of personal power or vampiric apotheosis.

DHAMPIR NAMES

Most dhampirs are named by their mortal parent in whatever naming tradition that parent uses. When a dhampir realizes their true nature they sometimes abandon their birth name as a lie and choose a new name for themselves. A chosen name often reflects the dhampir's concept of its relationship to vampirism, to good and evil, or to life and death.

Chosen Names: Amaranth, Atone, Avarice, Beast, Crimson, Everyday, Evernight, Fear, Gore, Grave, King, Light, Lord, Misery, Penance, Red, Redemption, Scarlet, Voracity

DHAMPIR TRAITS

Your dhampir character has inherited a common set of features from its vampiric ancestry.

Ability Score Increase. Your Constitution score increases by 2.

Age. Dhampirs mature at the same rate as humans but can live up to 300 years.

Alignment. Dhampirs are given to dark appetites by their nature, pushing many dhampirs towards evil or neutral alignments. Dhampirs are as likely to be lawful as chaotic.

Size. Dhampirs stand between 5 and 6 feet tall and weigh, on average, 140 pounds. Your size is Medium.

Speed. Your base walking speed is 30.

Darkvision. Thanks to your vampiric heritage, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet 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.

Daywalker. You can use an action to ignore your Sunlight Sensitivity feature for 1 hour. You can use this trait again after you complete a long rest.

Hard to Kill. While you are not in direct sunlight, you have advantage on death saving throws.

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.

Languages. You begin with Common and one extra language of your choice.

Subraces. Dhampirs are influenced by the specific nature of their vampiric parent's curse, manifesting in dhampirs as the subraces: dreadblood, feralblood, and nobleblood. Choose one of these subraces.

DREADBLOOD TRAITS

Dreadblood dhampirs inherit a lesser version of the curse that drove their vampiric parent to the edge of madness and gave them a palpable aura of fear. Whether they like it or not, dreadblood dhampirs inherit

that ability to inspire terror and unnerve others by their mere presence. Due to their difficulty establishing and maintaining relationships with others, many dreadblood dhampirs become bookish and withdrawn.

Ability Score Increase. Your Intelligence score increases by 1.

Creeping Terror. After you make an Intimidation, Perception, or Stealth ability check, but before the DM declares whether or not you were successful, you can spend and roll a Hit Die to add the result to your ability check.

Dread Legacy. You can cast the *tasha's hideous laughter* spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 3rd level, you can cast the *crown of madness* spell once with this trait and regain the ability to do so when you finish a long rest. Intelligence is your spellcasting ability for these spells.

FERALBLOOD TRAITS

Feralblood dhampirs inherit a lesser version of the curse that turned their vampiric parent into a raging bestial predator in humanoid skin. Feralblood dhampirs possess an unnatural strength which they are prone to use as a solution to all their problems. Known primarily for their inhuman ferocity, feralblood dhampirs also have a rapport with wild beasts.

Ability Score Increase. Your Strength score increases by 1.

Bestial Claws. As an action, you can spend a Hit Die to transform your hands into powerful claws for 1 minute. These claws are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal slashing damage, instead of the bludgeoning damage normal for an unarmed strike. The slashing damage dealt is equal to the Hit Die expended to activate this trait + your Strength modifier.

Feral Legacy. You can cast the *speak with animals* spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 3rd level, you can cast the *beast sense* spell once with this trait and regain the ability to do so when you finish a long rest. Wisdom is your spellcasting ability for these spells.

NOBLEBLOOD TRAITS

Nobleblood dhampirs inherit a lesser version of the curse that made their vampiric parent an irresistible force of personality that inspired obedience and adoration in others. Nobleblood dhampirs exude this magnetism and find others easy to manipulate to their will. Because of nobleblood dhampirs' natural charisma, they often develop a bad habit of seeing others as pawns rather than companions.

Ability Score Increase. Your Charisma score increases by 1.

Charming Monster. After you make a Deception, Insight, or Persuasion ability check, but before the DM declares whether or not you were successful, you can spend and roll a Hit Die to add the result to your ability check.

Noble Legacy. You can cast the *charm person* spell as a 1st-level spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 3rd level, you can cast the *suggestion* spell once with this trait and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.

OPTIONAL DHAMPIR FEATS

If your DM allows the use of feats from chapter 6 of the *Player's Handbook*, your dhampir character has access to the following special feats.

FEROCIOUS BITE

Prerequisite: Dhampir

You can reflexively extend your canines, giving you a vicious bite that you can use to make unarmed strikes. If you hit with it, you deal piercing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

When you deal damage to a creature with your bite attack, you can use your reaction to absorb a measure of their lost vitality. When you do, you gain temporary hit points equal to the damage dealt. You cannot use this reaction ability again until you finish a short or long rest.

PROTEAN MAGIC

Prerequisite: Dhampir

When you are not in direct sunlight, you can use an action to cast the *gaseous form*, *meld into stone*, or *polymorph* spell on yourself. You do not need to provide material components to cast the spell and, if you cast *polymorph* with this trait, you can only choose to turn into a bat or a wolf. Once you have cast a spell with this trait, you must finish a long rest to cast a spell using this trait again.

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