

# DHAMPIR, THE CURSED

*A new dark fantasy race,  
complete with  
two subraces*

*“The childe who's born from life and death alike,  
He bears the mark of grave within his soul.  
His kiss of blood the sweetest death, his gift  
The curse he feels within, unquenched thirst.”*

by FEDERICO PILLERI

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Joyce Maureira and Neil Spicer  
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DHAMPIR, THE CURSED

## DHAMPIR

Among the undead abominations that plague this world of us, vampires are perhaps those whose charade is the most lifelike. Their nature, however, is a predatory one, their farce of life one that requires constant blood sacrifices: their very existence is a cancer that dries out and corrupts natural life. Other undeads are mockeries of life; vampires are a plague aimed to consume it.

Thence it's not too unexpected that vampires, only among the undead strains, are capable of giving life; for their essence is mingled with blood, and blood is the life. Not every race, however, is capable of combining itself with undeath: only humans are adaptable enough to procreate a child tainted by vampirism.

Those children are called usually dhampir, dhampyr, or simply half-vampires; for half of their legacy comes from the undead parasites that walk the night.

## CURSED FROM BIRTH

While a vampire is cursed and condemned to such an existence at the dawn of its life, a dhampir is born with the curse in his veins. Even as a fledgling, among the normal appetites he feels the lust for blood, drinking the red ichor along with breast blood in order to survive and grow.

The light of the sun, while not deadly, is painful for him to bear, and his very appearance betrays the unnatural parentage. The skin of a dhampire is very pale, being burned and not tanned by sunlight, and gaining some complexion only when the child is well feed. Those few dhampirs whose skin is not milk-white are instead pitch black, dark as the night that spawned them.

Eyes and hair colors are more variable, usually ranging from red to white; black hair and yellow eyes are not unheard of, and some dhampirs are lucky enough to inherit those trait from their living parent.

## POWER OF BLOOD

Despite such marks of diversity, the half-vampire acquires some gifts from his immortal sire. All dhampirs tend to display better reflexes than common human beings, and some of them reveal an unnatural strength, the strength of the grave. Other dhampyr's possess strong personalities and a tantalising look, as well as a lesser version of vampire's intoxicating *charm*.

All half-vampires are equally capable of feeding on blood, a practice they must commit daily in order to remain in their prime. For among the many, unnatural powers granted by the legacy of vampires there is an unnaturally extended lifespan, as long as they are willing to feed on the blood of the living, that is.



## FEARED AND SHUNNED

Given their peculiarities, dhampires don't reach adult age unless serious efforts are made by their parents in order to protect them. Most villagers will surely burn the spawn of hell at stake, along with its family, so the true nature of a half-vampire must be kept a well-guarded secret.

Even when fully grown, a dhampir will always have to keep the utmost secrecy about his or her parentage and abilities. For, when their true nature and appetites are discovered, however, half-vampires are treated with fear, hate and superstition, and they are often chased off the cities by an angry mob, right into the welcoming embrace of their undead parents.

The most scheming vampires, indeed, often generate dhampirs in order to use them as pawns and emissaries when, predictably rejected by mankind, they'll seek acceptance among the undead. Dhampirs that embrace their dark heritage show the colors of true villains, their evil nourished by hate and disdain.

However, should a half-vampire embrace his human legacy and sharp his resentment as a weapon against undeath, the half-monster will be regarded as a true, full-fledged hero. Such dhampirs are well-known for their skills as vampire hunters; for nobody understands evil like those who suffered its cruelty even before they were born.

## DHAMPIR NAMES

Living among humans, dhampirs tend to be named like common human beings, and best suited for their country and culture. Many half-vampire, however, bear no family name, as they were rejected by their kin, or adopt a peculiar second name best suited to describe their dual nature.

Sometimes, the name of a dhampir will be imposed by the undead parent, thus reflecting ancient naming traditions, or the vile schemes behind the conception of this unfortunate child.



## DHAMPIR TRAITS

Your dhampir character has certain characteristics in common with all other half-vampires.

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

**Age.** Dhampirs mature at the same rate as humans, but age sensibly slower and usually live more than half past a century.

**Alignment.** Some dhampirs inherit the vile nature of their undead progenitor, while others fight against it and become prized undead hunters, freeing the world from the scourge of their brethren. While a good half-vampire is a conscious companion, the natural bloodlust of an evil one produces a true villain. Most half-vampires tend towards neutrality, driven by their opposite legacies.

**Size.** Dhampirs are about the same size as humans, ranging from 5 to 6 feet tall. Your size is Medium.

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

**Darkvision.** As a true child of the night, 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.

**Bloodlust.** In addition to the normal appetites and thirst of a normal human being, you need to satiate periodically your own bloodlust in order to avoid exhaustion. It is enough to drink blood once a day, even from an animal, in order to satiate this thirst.

**Embrace of Shadows.** Adept at moving in the dark like darkness itself, you have proficiency in the Stealth skill.

**Sunlight Vulnerability.** You have disadvantage on attack rolls and ability checks as long as you are in direct sunlight. Thick clothes or simple shadow remove this penalty, but you still suffer disadvantage on attack rolls and Perception checks that rely on sight if the target of your attack or whatever you are trying to perceive is in direct sunlight.

**Vampire Bite.** You can use your action to bite the neck of a grappled, unconscious or willing target, drinking his blood to restore your own energies. The target takes 1d4 necrotic damage, and you regain the same

amount of hit points. The damage increases to 2d4 at 6th level, 3d4 at 11th level and 4d4 at 16th level. If you are unconscious, an adjacent ally can use his action to cut his own wrist and let you drink his blood, activating your vampire bite with himself as the target.

After you use your vampire bite, you can't use it again until you complete a short or long rest.

**Languages.** You can speak, read, and write Common and one extra language of your choice. Half-vampires live among humans, and learn to speak as they do.

**Subrace.** Two subraces of dhampirs are found among the worlds of D&D: loveborns and tainted ones. Choose one of these subraces.



## LOVEBORN

While not always the fruit of genuine passion, these dhampirs are born from a natural act of lovemaking. These half-vampires, be them the spawn of affection, simple lust or vile coercion, are known as loveborn.

Thanks to the act of their conception, loveborn dhampirs inherit the most charming aspects of vampires, including their seductive looks.

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

**Seduction of the Blood.** You know the *friends* cantrip. When you reach 3rd level, you can cast the *charm person* spell once per day. When you reach 5th level, you can also cast the *alter self* spell once per day. Charisma is your spellcasting ability for these spells.

## TAINED ONE

Despite their facade of life, few vampires are capable of true acts of procreation, and it is nearly unheard of a female vampire who bare a child. But sometimes, when a pregnant woman is bitten by a vampire and survives the experience, the taint of vampirism nevertheless infects her unborn baby.

Later on, if the fetus survives, it becomes a strange dhampir, a childe “gifted” with the most unnatural powers of a vampire and its undead strength.

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

**Power of the Blood.** You know the *blade ward* cantrip. When you reach 3rd level, you can cast the *fog cloud* spell once per day. When you reach 5th level, you can also cast the *spider climb* spell once per day. Constitution is your spellcasting ability for these spells.



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