

BLOOD FROM BLOOD

Dhampirs are amongst the most dreaded (and intoxicating) subjects of discussion in the Vampiric underworld. Solitary creatures, where the nightkin make common cause or hold communion out of some dark desire to further mutual goals there is always an implicit understanding: nobody wants Dhampirs to exist, but everyone wants Dhampirs' blood. What goes thought, but largely unspoken, is the idea that perhaps a Dhampir could be used as the ultimate assassin against one's rivals.

Why such fear? Dhampirs are the living offspring of Vampires, and so in a very literal sence are their kindred. Their status as yet living and breathing draws the ultimate ire of their sires, and where it does not lead immediately to their undoing surely feeds a grand resentment.

To make matters worse, Dhampirs are uniquely suited to hunt Vampires. Possessing a preternatural skill for slaying the undead and proving particularly deadly to Vampires, the curse of Vampiric unlife ultimately brings about its own worst enemy—mortal progeny. While some Vampires manage to raise their young to be subservient, it is rarely a healthy or consensual experience. If the Dhampir raised amongst Vampires hates them not for their nature, they surely come to despise them from the abuse.

Holy Refuge Not all Dhampirs exist in the house of their father. Frequently the target of assassination or abduciton, they are best guarded by those who have come to see their value in spite of their vile origins—holy orders devoted to destroying the undead, and Vampires in particular, will frequently take them in. Being living creatures and uncannily able to dispatch the unliving, all but the most rigidly dogmatic will see the innate value of such a child. And if they can be raised to give glory to the right gods and show no mercy where they find their favoured foe, then all the better.

Dhampirs raised under such conditions generally take on the alignment and faith of those that raised them. While some rebel, the order in question usually saved them from a certain death, so a degree of gratitude is to be found in all but the most obsintante and self-centered Dhampirs.

Unwated Aberrations Ultimately, there are few places the Dhampir may ever feel truly at home. While they are adored by those who require their services to be free of the scourge of the undead, Vampires in particular, Dhampirs are not widely understood. Sometimes they are maligned as blood suckers themselves due to their prominent fore-teeth, and indeed some Dhampirs do sport fangs. Their generally eery countenance does not contribute much to this, even if they tend to have above-average presences, and tend to posses a certain force of personality that is hard for even the superstitious and bigoted to deny.

This state of affairs leaves the Dhampir to wander endlessly without true refuge, save amongst those willing to take in uncommon humanoid. In this fashion, even the more home-minded Dhampirs are generally forced to some sort of life of adventure, even if it is simple mercenary work dealing with their foes. Some come to resent Vampires in particular for the curse of their existence, but most who wander spurned by society simply come to resent society itself. These Dhampirs wander endlessly, else seek diverse metropoli where they can find a semblence of belonging.

Attribute Score: +1 Dexterity, +1 Charisma

Languages Known: Common, 1 Other

Movement Speed: 40 Feet

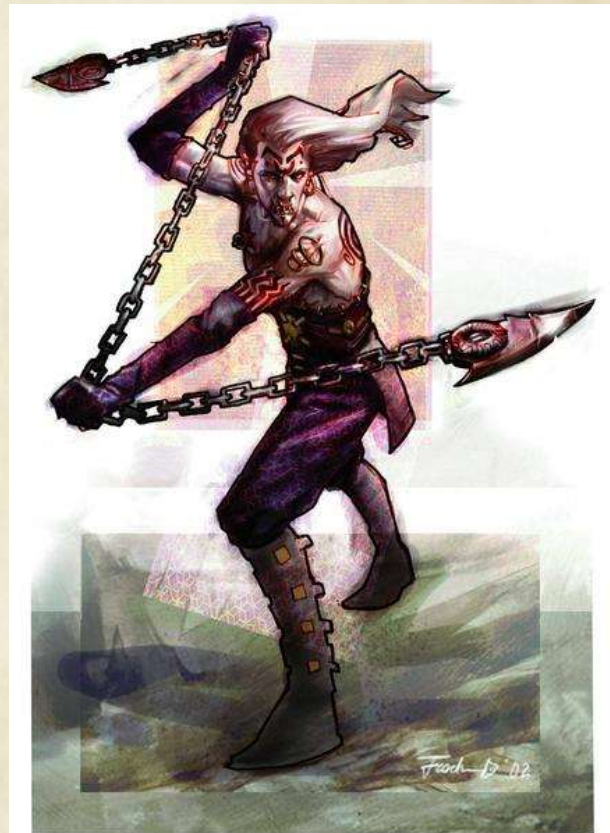
Age The Dhampir matures at the age of her mother's race, but can live 250-300 years before dying a natural death. However, due to the supreme danger, and enticement, they pose to their Vampiric fathers the Dhampir is unlikely to die a natural death.

Darkvision Born from darkness, 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.

Size The Dhampir is a medium creature.

Alignment Dhampirs raised by their fathers tend to be evil, whereas those who wander society at large are usually taken in by those with a vested interest in destroying Vampires—Lawful Neutral or Lawful Good temples arrayed against the Undead are the most common way for wayward Dhampirs to survive til adulthood, and they generally train them for the eventuality of killing their undead kin.

Those who mak their way in the world with their have a strong enough force of personality as to evade generalization in the realm of alignment. They may be great forces for good, evil, or simply themselves.



Credit: DMs Guild Creator Resource - Humanoid Art

Benediction of the Father & Gift of the Mother Dhampirs gain a gift from their mother dependent upon her race, and generally appear like a member of her race would except where *Child of the Grave* & *Blood Sigil* contradict this. Dhampirs further gain two features from the Benediction of the Father table.

Lair Detection Dhampirs intrinsically feel the presence of a Vampiric Lair within 100 miles of their present location. Their dreams are filled with nightmarish visages of the lair's reflection in the Shadowfell, except drenched in a constant tide of blood.

Smell of the Grave Dhampirs know if a Vampire is within 120ft of them, and also their cardinal direction (North, North-West, etc) in relation to them.

Child of the Grave Dhampirs have black hair, blood red eyes, and soft pale skin—even if this would be abnormal for their race. While they have two abnormally pointed fore-teeth, they are not full-fledged fangs unless they have *Killer Bite* from *Benediction of the Father*.

Blood Sigil There is a prominent, black tattoo-like birthmark across the lower half of a Dhampir's back. All Dhampirs with the same father have identical Blood Sigils, and this is generally the only way that Dhampirs will be able to identify one another—similarly, Vampiric Servants or Vampires sired by the same Vampire will leave similar Blood Sigils on their Dhampiric offspring. In this fashion a "family resemblance" can be traced through these markings, though few scholars can say what they truly mean.

Cold Gaze Dhampirs gain advantage on saving throws against any charm effect with a Somatic component or which requires they see the creature attempting to charm them.

Caustic Blood When ingested, the Dhampir's blood deals 1d6 radiant damage. When ingested by a Vampire or Vampire Spawn, it deals 2d6 radiant damage—furthermore, the healing that would be imparted by the Bite attack is transformed into Radiant damage directed back towards the Vampire/Vampire Spawn. In spite of this, the Dhampir's blood is intoxicating to Vampires, as it allows them to temporarily feel "alive" again.

Thirst for Blood The Dhampir's dark parent instills it with a thirst not for the blood of the living, but that of the unliving: the blood of a Vampire or Vampire Spawn provides the Dhampir with a rush of preternatural reflexes and viciousness. Upon consuming Vampire blood, Dhampirs gain +1 AC and +1 damage to all melee attacks for the next hour. However, this leaves them enamoured with the thought of drinking more, and they must make a DC 15 Wisdom saving throw to avoid attacking any Vampire/Vampire Spawn they have light of sight on for the duration of the effect.

Natural Predator When the Dhampir scores a critical hit against any Undead, they roll an additional damage die whose type becomes Radiant.

Undeathable Dhampirs, when dead, are not able to be raised as Undead of any kind, nor may they live on as Wights. While this does not prevent their resurrection through more healthy means, it does make it impossible for their Vampiric fathers to bring them back as Vampire Spawn—although many Vampires have tried, thinking this the key to create the ultimate terror of the night. Methods which merely animate their corpse without involving their soul, however, work as normal.

Susceptible to Silver Dhampirs are susceptible to silvered weapons, and they deal an extra die of damage to them. The damage type from this die is radiant.

GIFTS OF THE MOTHER

Mother's Race	Gift
Elf	+1 Dex, Proficient in Perception, Elf Weapon Training
Human	+1 Any Attribute, Gain 1 Feat at 6th Level
Dragonborn	Draconic Ancestry (Silver, White, or Black), Breath Weapon
Tiefling	+1 Charisma, Fire Resistance
Orc	+2 Str, Proficient in Intimidate

BENEDICTION OF THE FATHER

Benediction	Description
Killer Bite	Gains bite attack, reach 5 feet, deals 1d6+1 Radiant damage (2d6+1 to Vampires/Vampire Spawn).
Fatal Embrace	May use Athletics to grapple a foe in a flying leap with a range of 20 feet, lands 5ft behind if failure.
Intoxicating Eyes	Gain the Vampire's <i>Charm</i> ability from DMM pg 297 with a DC of 8 + Dhampir's level, max DC 20.
Flow with the River	Swim movement speed same as land movement in running water.
Vampiric Blow	Twice per long rest, upon scoring a hit, the Dhampir heals for half the damage dealt.
Bat's Grace	Every 10 feet fallen, you may maneuver 5 feet in any direction; take 1d6 less falling damage.
Arcane Sigil	Blood Sigil imbued with a single Enchantment Cantrip from any spell list. Charisma to cast.