



#### ART CREDITS:

"Orcs and a Vryloka" by Tyler Walpole

## THE VRYLOKA RACE

Reborn through the power of the blood bond ritual passed down from demonic teachings of Orcus, the Vryloka are powerful vampiric hybrids imbued with the advantages of vampirism but devoid of the drawbacks. The Vryloka are a formidable race to those who stand in the way of their unrelenting ambitions.

### ALTERED APPEARANCE

Due to the demonic transformation of the blood bond ritual, Vryloka appear subtly different from the average human. Vryloka have dark gray or blue eyes that change to deep shades of red when they feel strong emotions. Their skin is ghostly pale ranging from a pallid pink to a chalky white in hue. Most Vrylokas have reddened hair varying from deep scarlet to strawberry blonde.

### BETWEEN LIFE AND DEATH

The blood bond ritual bestowed upon the ambitious nobles of old created the first Vryloka. Their existence stands between the realms of life and death granting them an unnatural lifespan with some immune to the effects of aging entirely.

## POWER-HUNGRY CONQUERERS

Vryloka desire to subjugate and rule all they gaze upon. Driven by this deep-seated ambition, Vryloka are prone to infighting. It is typical for the families to wage clandestine wars against one another to secure modicums of power. For the Vryloka, the question is not if you will be betrayed but when.

## SECRET SOCIETIES

Vryloka are known as mysterious, foreign nobles to the world at large. Few know their demonic secret and even fewer live long enough to spread word. To prevent conflict with the other mortal races, the Vryloka hide their true nature from the world meeting in secret cabals when tending to familial business.

## VRYLOKA NAMES

While the given name of the Vryloka resemble the names of humans they once were, the surnames of the Vryloka families were hatched from the feuding progeny of the original Vryloka and have since spawned a multitude of rival clans.

**Male Names:** Aurel, Beolarr, Bogdan, Claudiu, Craus, Grigore, Mircea, Narsen, Osiran, Stelian, Talvul, Vendrik,

**Female Names:** Adela, Bellira, Crina, Elzeny, Iulia, Jessara, Kelsa, Mirela, Nashta, Sanda, Valienya, Yezva

**Family Names:** Arfoud, Dorgumir, Eldricar, Gavril, Ghenadie, Ionel, Loredana, Nirvek, Serelai, Vasili, Vaultfen, Zirkov

## VRYLOKA TRAITS

**Ability Score Increase.** Your Charisma score increases by 2 and one different ability score of your choice increases by 1.

**Age.** Due to their soul being tainted with undeath, Vrylokas can live to be 300 years old. Some Vrylokas are even said to be immune to aging, though they can still be killed by mortals. Vrylokas reach maturity at 30 years old and bare no signs of aging until their death.

**Alignment.** Vrylokas are power-hungry beings who thrive to subjugate and rule. Most Vrylokas are lawful evil caring little for freedom or mercy.

**Size.** Vrylokas vary widely in height and build, from barely 5 feet to well over 6 feet tall. Regardless of your position in that range, your size is Medium.

**Speed.** Your base walking speed is 35 feet.

**Mockery of Life** You have two creature types: humanoid and undead. You can be affected by a game effect if it works on either of your creature types.

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

**Lifeblood.** When you reduce a hostile creature to 0 hit points, you absorb some of the creature's vitality granting you a surge of power. Before the end of your next turn, your next attack roll is made with advantage.

**Immortal Tyrant.** You have advantage on death saving throws.

**Peerless Concealment.** You have proficiency in the Deception skill, and you have advantage on any Deception checks made to pass off as human.

**Languages.** You can speak, read, and write Common and one other language of your choice.

## OPTIONAL RACIAL FEATS

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

### UNNATURAL VITALITY

*Prerequisite: Vryloka*

You have mastered your ability to absorb the vitality of slain foes. When you reduce a hostile creature to 0 hit points, you gain temporary hit points equal to your Charisma modifier + your level (minimum of 1). While you have these temporary hit points, you do not need to eat, drink, or breathe, making you immune to starvation and suffocation.

## TYRANNICAL TERROR

*Prerequisite: Vryloka*

You have learned how to instill fear with your mortal strikes sowing seeds of terror among the kine. You gain the following benefits:

- Increase your Strength or Dexterity score by 1, to a maximum of 20.
- Whenever you score a critical hit on a creature within 5 feet, you can force that creature to make a Wisdom saving throw (DC 8 + your proficiency bonus + your Charisma modifier). A target automatically succeeds on the save if it can't hear or see you. On a failed save, the target becomes frightened of you for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

## BLOOD MAGIC

*Prerequisite: Vryloka*

Your study of the demonic magic used in the blood bond ritual has taught you how to harness your innate power. Drawing on the magic of your arcane blood, you can bolster your physical capabilities beyond that of mere mortals. You gain the following benefits:

- Increase your Intelligence or Charisma score by 1, to a maximum of 20.
- You learn to speak, read, and write Abyssal.
- You learn the *enhance ability* spell and can cast it on yourself once without expending a spell slot. You regain the ability to cast it in this way when you finish a short or long rest. Charisma is your spellcasting ability for this spell.

### ART CREDITS:

"Mansion in the Forest" by Flavio Bolla



THIS DOCUMENT WAS LOVINGLY CREATED  
USING **GM BINDER**.

If you would like to support the GM Binder developers,  
consider joining our [Patreon](#) community.