Prestige Class: Vampire

Vampires are nigh immortal undead creatures whose existence go on unending except in the rare case of a determined foe who can turn their supernatural banes against them. Solitary predators, vampires shun one another’s presence unless they believe there is some advantage to be gained by tolerating one another. Vampires use stolen life force to power their dark magic, labor under accursed bloodlines that provide them with unique gifts, and fight to the death to depose their superiors or deny power hungry rivals.

While many vampires start their undead existence evil, and even more end up that way, it is not always the case.

By Blood, Embraced

Having forsaken mortality in pursuit of an everlasting half-life, vampires do not naturally replenish their health and vital reserves. Instead vampirism drives those afflicted to feed off of the living, stealing what life force they can from the mortals they once lived among as peers. Within the body of a vampire this stolen life force is transformed into a supernatural ichor that can be expended to invigorate their physical forms or to perform supernatural miracles dictated by their curse.

In a dark mirror of their need for mortal blood, vampires must also prey upon one another to grow in power. A vampire can only hope to be a lesser version of the sire who transformed them on their own. Most vampires, having come to accept themselves their role as predators and viewing all else as their prey, have little reservation then about hunting down and destroying those vampires more aged and powerful than them. This horrific act is called diablerie and, when it is performed upon a vampire, that vampire’s very soul is destroyed in the act.

By Curse, Transformed

The first vampires were cursed by the gods for their transgressions against gods and man. These curses echo down through the blood of those vampires they have embraced. Even in the least vampires this curse takes hold and directs the supernatural power of their blood. There are three main curses afflicting vampiric kind though other, more obscure, curses certainly exist.
**Prerequisites**

You must meet the following prerequisites in order to advance as a vampire (in addition to the multiclassing prerequisites for your existing class):

- **Constitution 13.** The transition from mortal to undead requires fortitude that not all can muster.
- **Character level 5th.** The weakest of adventurers find that the curse of vampirism serves only to weaken them further or turn them into monsters. More seasoned heroes learn to conquer the voracious hunger and dark appetites instilled in them by the curse.
- **Endure a dark transformation.** You must find a vampire of at least 2nd level who will induct you into the ranks of vampirism. You can only gain levels in the vampire class equal to one lower than the level of the vampire who made you a vampire. You can bypass this limit by committing diablerie on a vampire of a higher level than you. The details of diablerie are described later in this class write up.

**Class Features**

**Hit Points**

- **Hit Dice:** 2d4 per vampire level
- **Hit Points per Level:** 2d4 (or 5) + your Constitution modifier per vampire level

**Proficiencies**

- **Tools:** None
- **Saving Throws:** None
- **Skills:** None.

**Equipment**

The vampire prestige class does not grant any special equipment.

**Vampiric Nature**

Once mortal you are now one of the living dead, cursed to prey upon the living. This vampiric nature comes with certain banes and boons.

**Banes**

You have the following banes.

- You have disadvantage on all ability checks, attack rolls and saving throws while in direct sunlight.
- You do not regain hit dice when you take a long rest.
- You are considered undead rather than humanoid.

**Boons**

You have the following boons.

- You are immune to poison and disease.
- You have darkvision to a distance of 120 feet.
- You automatically succeed on death saving throws when not in sunlight.
- You do not need to eat, drink, or breathe.
- You no longer age.

**Bloodborne Power**

The stolen blood within you is infused with the necrotic energy that keeps you animate, giving you access to unique vampiric powers.

At 1st level, you gain two bloodborne powers of your choice. Your bloodborne power options are detailed at the end of the class description. When you gain vampire levels, you gain additional bloodborne powers of your choice, as shown in the Bloodborne Powers column of the Vampire table.

**Spellcasting**

The curse of vampirism that causes a mortal to become a monster also infuses them with an innate ability to use magic. See chapter 10 of the Player’s Handbook for the general rules of spellcasting.

**Spell Slots**

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.

For example, when you cast the 1st-level spell *inflict wounds* and have a 1st-level and a 2nd-level spell slot available, you can cast *inflict wounds* using either slot.

**Spells Known**

You know all spells on the vampire spell list that are of a level for which you have the spell slots.

**Spellcasting Ability**

Vampires are unique amongst spellcasters in that their magical prowess is based on the supernatural potency of their blood rather than one of their ability scores. Instead, you use your vampire level whenever a spell refers to your spellcasting ability. In addition, you use your vampire level 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 modifier + your vampire level

Spell attack modifier = your proficiency bonus + your vampire level

**Spellcasting Focus**

The undead magic that sustains you functions as your spellcasting focus for your vampire spells.

**Diablerie**

Vampires can only regain spent Hit Dice through the use of the spell, *blood feast*. Although they cannot regain Hit Dice by targeting vampires with that spell, they can drain the necromantic magic out of rival vampires with it. When a vampire reduces another vampire to 0 hit points, or hits a vampire who is already at 0 hit points, with the *blood feast* spell the vampire hit by the spell is completely and instantly destroyed. The vampire who attacked with *blood feast* has committed diablerie.

Committing diablerie can allow a vampire to take additional levels in the vampire prestige class, as detailed in the vampire prestige class’ prerequisites. At 5th level, vampires gain power immediately upon committing diablerie by stealing the bloodborne powers of their rivals using the Endless Hunger feature.
**The Embrace**

Starting at 2nd level, you can induct a mortal into the ranks of vampirism. When a humanoid is reduced to 0 hit points you can use your action and expend a number of hit dice equal to your vampire level. That creature must then succeed on a Constitution saving throw with a difficulty of 8 + your proficiency bonus + your vampire level or they immediately stabilize and gain the vampirism curse. If the creature succeeds, they can choose to immediately stabilize and gain the vampirism curse or reject vampirism and continue to make death saving throws.

**Vampirism**

You have the fledgling form of the vampiric curse. You take disadvantage on all ability checks, attack rolls and saving throws while in direct sunlight. In addition your thirst for blood compels you to consume fresh blood from a humanoid once a week or suffer a level of exhaustion. You cannot recover this level of exhaustion until you have consumed fresh blood.

To consume blood you must feast on a humanoid with blood that has been dead less than one minute or make an unarmed attack against a humanoid with less than its maximum hit points to steal blood from the creature. When you do so the creature loses one hit dice, if it has any.

While you have vampirism you automatically stabilize when you reach 0 hp unless you are exposed to sunlight. You lose vampirism when you take a level in the Vampire prestige class or someone casts Remove Curse on you.

**Accursed Bloodline**

At 2nd level, the curse that haunted the vampire who turned you into an undead manifests in you too. Choose the nature of that curse: the Curse of Nobility, the Curse of the Feral, or the Curse of Dread, all detailed at the end of the class description. Your accursed bloodline grants you a feature at 2nd level as well as increase the bloodborne powers available to you.

**Supernatural Prowess**

Starting at 4th level, the supernatural blood coursing through your body heightens your mortal limitations depending on your Curse.

*The Curse of Nobility.* Your Charisma ability score maximum increases to 22 and your Charisma score increases by 2.

*The Curse of the Feral.* Your Strength ability score maximum increases to 22 and your Strength score increases by 2.

*The Curse of Dread.* Your Intelligence ability score maximum increases to 22 and your Intelligence score increases by 2.

**Endless Hunger**

Starting at 5th level, the vampiric curse evolves, giving you reason to continue hunting your undead kin indefinitely. When you commit diablerie on a vampire you may learn one bloodborne power they had that you do not already know. You can only learn an additional 3 bloodborne powers in this way but you can choose to forget a bloodborne power when you commit diablerie to learn a new one.
**Accursed Bloodline**

Drawn into a lineage of monsters, vampires are empowered by the unique spells and bloodborne powers granted those of their lineage. These curses pass down from one vampire to the next, creating extended families of vampires who trace their accursed line back to a singular progenitor whose cruel and debased actions incurred the wrath of the gods.

**The Curse of Nobility**

The Curse of Nobility was bestowed upon a mortal ruler whose arrogance and political machinations led to the ruination of his people and the downfall of his family. Those vampires afflicted by the Curse of Nobility are possessed of magnetic charisma and hypnotic appeal.

**Vain Heart, Ignoble Magic**

Starting at 2nd level, your bond to the noble curse strengthens. You learn additional spells at 2nd, 3rd, and 5th level. These spells count as vampire spells for you.

### Curse of Nobility Spells

<table>
<thead>
<tr>
<th>Vampire Level</th>
<th>Spells</th>
</tr>
</thead>
<tbody>
<tr>
<td>2nd</td>
<td>charm person, command</td>
</tr>
<tr>
<td>3rd</td>
<td>entrall, suggestion</td>
</tr>
<tr>
<td>5th</td>
<td>hypnotic pattern, tongues</td>
</tr>
</tbody>
</table>

**Bloodborne Powers**

If a bloodborne power has prerequisites, you must meet them to learn it. You can learn a bloodborne power at the same time that you meet its prerequisite.

**Bloodhound’s Senses**

*Prerequisite: the Curse of the Feral*

As a bonus action you can spend a Hit Die to enhance your perception for the next minute. While this power is active each time you make an Insight, Investigation, or Perception ability check you roll and add the Hit Die you spent to activate this bloodborne power to the result of that check. Additionally, while you are under the effect of this bloodborne power you can sense invisible creatures and objects as if they were visible.

**Claws of the Beast**

*Prerequisite: the Curse of the Feral*

As a bonus action you can spend a Hit Die to transform your hands into powerful claws for the next minute. Use the same type of die as the one expended to activate this bloodborne power for the claws’ slashing damage. The claws count as unarmed strikes, have the finesse property, and are considered magical.

**Disquieting Presence**

*Prerequisite: the Curse of Dread*

When a creature you can see makes a saving throw against an illusion or frightened effect you can use your reaction to spend and roll a Hit Die, adding the result to the DC of that saving throw. You can do this after the creature makes its saving throw but before the DM declares whether or not it was successful.

**Forked Tongue**

*Prerequisite: the Curse of Nobility*

As a bonus action you can spend a Hit Die to enhance your persuasiveness with humanoids and beasts for the next minute. While this power is active each time you make an Animal Handling, Deception, or Persuasion ability check you roll and add the Hit Die you spent to activate this bloodborne power to the result of that check. Additionally, while you are under the effect of this bloodborne power you can communicate telepathically with humanoids and beasts you can see.

**Horrible Visage**

*Prerequisite: the Curse of Dread*

As a bonus action you can spend a Hit Die to transform your countenance into one of heartstopping terror for the next minute. While under the effect of this bloodborne power you can use an action and make a ranged spell attack against a creature within 60 feet who can see you and is not immune to being frightened. On a hit, you roll that Hit Die and deal that much psychic damage to the creature.

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**The Curse of the Feral**

The Curse of the Feral was bestowed upon a warlord so cruel and relentless his friends and foes likened him more to a wild animal than a ruler. Those vampires afflicted by the Curse of the Feral are physically brutish and have more in common with beasts than men.

**Savage Heart, Primal Magic**

Starting at 2nd level, your bond to the feral curse strengthens. You learn additional spells at 2nd, 3rd, and 5th level. These spells count as vampire spells for you.

### Curse of the Feral Spells

<table>
<thead>
<tr>
<th>Vampire Level</th>
<th>Spells</th>
</tr>
</thead>
<tbody>
<tr>
<td>2nd</td>
<td>find familiar, speak with animals</td>
</tr>
<tr>
<td>3rd</td>
<td>alter self, beast sense</td>
</tr>
<tr>
<td>5th</td>
<td>conjure animals*, gaseous form</td>
</tr>
</tbody>
</table>

*Unless you learn conjure animals from a different source, the animals conjured are considered undead rather than fey as the spell describes.*

**Bloodborne Powers**

If a bloodborne power has prerequisites, you must meet them to learn it. You can learn a bloodborne power at the same time that you meet its prerequisite.

**Bloodhound’s Senses**

*Prerequisite: the Curse of the Feral*

As a bonus action you can spend a Hit Die to enhance your perception for the next minute. While this power is active each time you make an Insight, Investigation, or Perception ability check you roll and add the Hit Die you spent to activate this bloodborne power to the result of that check. Additionally, while you are under the effect of this bloodborne power you can sense invisible creatures and objects as if they were visible.

**Claws of the Beast**

*Prerequisite: the Curse of the Feral*

As a bonus action you can spend a Hit Die to transform your hands into powerful claws for the next minute. Use the same type of die as the one expended to activate this bloodborne power for the claws’ slashing damage. The claws count as unarmed strikes, have the finesse property, and are considered magical.

**Disquieting Presence**

*Prerequisite: the Curse of Dread*

When a creature you can see makes a saving throw against an illusion or frightened effect you can use your reaction to spend and roll a Hit Die, adding the result to the DC of that saving throw. You can do this after the creature makes its saving throw but before the DM declares whether or not it was successful.

**Forked Tongue**

*Prerequisite: the Curse of Nobility*

As a bonus action you can spend a Hit Die to enhance your persuasiveness with humanoids and beasts for the next minute. While this power is active each time you make an Animal Handling, Deception, or Persuasion ability check you roll and add the Hit Die you spent to activate this bloodborne power to the result of that check. Additionally, while you are under the effect of this bloodborne power you can communicate telepathically with humanoids and beasts you can see.

**Horrible Visage**

*Prerequisite: the Curse of Dread*

As a bonus action you can spend a Hit Die to transform your countenance into one of heartstopping terror for the next minute. While under the effect of this bloodborne power you can use an action and make a ranged spell attack against a creature within 60 feet who can see you and is not immune to being frightened. On a hit, you roll that Hit Die and deal that much psychic damage to the creature.
Mesmerizing Presence
Prerequisite: the Curse of Nobility

When a creature you can see makes a saving throw against an illusion or charm effect you can use your reaction to spend and roll a Hit Die, adding the result to the DC of that saving throw. You can do this after the creature makes it saving throw but before the DM declares whether or not it was successful.

Potent Vitae
Prerequisite: 3rd level or higher in Vampire prestige class

With age the necrotic power animating your body enhances the potency of your stolen blood. The hit dice you gain from levels in the vampire prestige class change to d6s. Your hit point maximum increases by an amount equal to your vampire level when you gain this bloodborne power.

Unnatural Celerity
You can use a bonus action on your turn and spend a Hit Die to move with supernatural speed for the next minute. Whenever an attack roll is made against you during the time this bloodborne power is active you can use your reaction to roll the Hit Die expended to use this power and add it to your AC against that attack. You can choose to use your reaction to do this after the attack roll is made but before the DM declares whether or not it is successful.

Unnatural Rancor
You can use a bonus action on your turn and spend a Hit Die to hone your supernatural thirst for violence for the next minute. Whenever you make an attack roll during the time this bloodborne power is active you can use your reaction to roll the Hit Die expended to use this power and add it to the result of the attack roll. You can choose to use your reaction to do this after the attack roll is made but before the DM declares whether or not it is successful.

Unnatural Vigor
As a bonus action you can spend one Hit Die to roll it and regain hit points equal to the result of that die + your Constitution modifier.

Vampire Spell List

<table>
<thead>
<tr>
<th>1st Level</th>
<th>3rd Level</th>
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<td>Blood Feast</td>
<td>Animate Dead</td>
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<tr>
<td>Detect Good &amp; Evil</td>
<td>Bestow Curse</td>
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<tr>
<td>False Life</td>
<td>Fear</td>
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<tr>
<td>Feather Fall</td>
<td>Feign Death</td>
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<tr>
<td>Inflict Wounds</td>
<td>Vampiric Touch</td>
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<td>Sleep</td>
<td>Speak With Dead</td>
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</table>

<table>
<thead>
<tr>
<th>2nd Level</th>
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</thead>
<tbody>
<tr>
<td>Darkness</td>
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<td>Hold Person</td>
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<tr>
<td>Levitate</td>
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<tr>
<td>Pass Without Trace</td>
</tr>
<tr>
<td>See Invisibility</td>
</tr>
<tr>
<td>Spider Climb</td>
</tr>
</tbody>
</table>

New Spells

Blood Feast
1st-level necromancy

Casting Time: 1 bonus action
Range: Self
Components: S
Duration: Concentration, up to 1 minute
Class: Vampire

When you cast this spell, fangs extend from your mouth as you prepare to feast on the blood of the living. You gain a bite attack. You are proficient with the bite attack and use your spellcasting ability for attack and damage rolls with this attack. If the target of the attack is grappled you gain advantage on this attack roll. Your bite attack deals 2d6 necrotic damage and the creature’s maximum hit points are reduced by the amount of damage you deal with this attack.

When you hit a creature that is not a construct, plant, ooze, or undead with your bite attack you regain a number of Hit Dice equal to the level of spell slot spent on this attack. Once you have regained Hit Dice in this way, this spell ends.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage of your bite attack increases by 1d6 for each slot level above 1st.

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