

VAMPIRISM

Neither curse nor disease, vampirism is a terrible transformation that turns a creature who has been bitten by a vampire – or who’s accepted a dark bargain with a hexcrafter – into an Undead abomination that must sustain itself by drinking blood. Most who are transformed this way turn into near-mindless vampire spawn, beholden to their vampiric master. Some, however, manage to retain their free will while embracing their newfound powers.

FLEDGLING VAMPIRE

Prerequisite: Having been bitten by a vampire.

Your vampiric transformation has begun. You gain the following flaws and benefits:

- You have darkvision out to a range of 60 feet.
- Your creature type is Undead. You don’t age and have no need for air. You have no reflection and cast no shadow. You have no need for food or water but must instead drink at least half a gallon of blood from a Humanoid or Beast each day.
- Your fanged bite is a natural weapon, which counts as a simple melee weapon with which you are proficient. You use your choice of Strength or Dexterity for attack and damage rolls when you attack with this bite. Your bite has a reach of 5 feet and can only target a willing creature, or a creature that is grappled by you, incapacitated, or restrained. The bite deals 1d6 piercing damage plus 1d6 necrotic damage on a hit. The target’s hit point maximum is reduced by an amount equal to the necrotic damage taken, and you regain hit points equal to that amount. The reduction lasts until the target finishes a long rest.
- While in sunlight, you have disadvantage on attack rolls, ability checks, and saving throws.

NEOPHYTE VAMPIRE

Prerequisite: Character Level 4 or higher and the Fledgling Vampire feat.

Your vampiric powers grow. You gain the following traits:

- You have resistance to necrotic damage.
- You have vulnerability to radiant damage.
- You can cast the *charm person* spell at will, using Charisma as the spellcasting ability.
- You can climb difficult surfaces, including upside-down on ceilings, without needing to make an ability check.
- You can’t enter a residence without an invitation from one of the occupants.

VAMPIRE SCION

Prerequisite: Character Level 8 or higher and the Neophyte Vampire feat.

Your vampiric powers are waxing. You gain the following traits:

- The necrotic damage dealt by your bite increases by 1d6.
- You have resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks.
- As an action, you can polymorph into a **bat**, or back into your true form. While in bat form, you can’t speak, your walking speed is 5 feet, and you have a flying speed of 30 feet. Your statistics, other than your size and speed, are unchanged. Anything you’re wearing or carrying transforms with you. You revert into your true form if you die while in bat form.
- You take 20 acid damage when you end your turn in running water.

VAMPIRE

Prerequisite: Character Level 12 or higher and The Vampire Scion feat.

Your transformation into a vampire is complete. You gain the following traits:

- The necrotic damage dealt by your bite increases by 1d6.
- You regain 10 hit points at the start of your turn if you have at least 1 hit point and aren’t in direct sunlight or running water. If you take radiant damage, this trait doesn’t function at the start of your next turn.
- You take 20 radiant damage when you start your turn in sunlight.
- If a piercing weapon made of wood is driven into your heart while you’re incapacitated, you become paralyzed until the stake is removed.

Vampirism is undoubtedly cool – and powerful to boot! What I dislike about it is the not-actually-being-alive-part. I just think I’d miss eating, drinking, and... well, engaging in extra-curricular activities... too much. Plus, drinking blood just seems a bit unsanitary.

– Milano