

LIVING VAMPIRES

Based off of Tiedfling variants like the plane shift vampires, 4e Vryloka's, and info from Van Richten's Guide to Vampires to create a more balanced and logical PC Vampire race that can fit into multiple settings.

THE TOUCH OF DEATH

Living Vampires can be made through many means. Some are the children of a living person and a vampire, called "Dhampirs" these beings aren't too unlike Tiedflings in how they're typically treated by the fully living. Other means could be via becoming tainted by undeath due to a few various ways, such as a vampire feeding on them to the point of being on the brink of death but then stopping for whatever reason leaving them to recover but not quite the same, or by some freak accident during a legitimate revival causing them to not come back without the taint of death, while others attempt to cure vampirism and find it hard to fully remove the shackles of the curse. Finally, it is suspected that the Red Witch, a mysterious being thought to be tied to the goddess known as the Raven Queen holds some secret to creating a specific kind of Living Vampires, known as "Vryloka".(Vryloka originated in Points of Light and as such don't have much a real place in 5e, although due to the Raven Queen's connection to Shadowfell, Nurell, and Kelemvor it can be suspected that they can be used as natives of the Greyhawk setting, with possible migration to the Realms.)

UNNATURAL BIOLOGY

You're capable of eating and drinking normal food and drink, but all this does for you is help you blend in and hide your affliction. You can still be poisoned as normal but you can only gain sustenance from blood, although stories do tell of vampires that require other things from the living, such as the cerebrospinal fluid, the fluid from eyes, or even the spirit or life force itself. In an emergency you can consume the blood (or whatever is necessary) from a non-humanoid creature, but this is considered half rations for you. The corruption and taint of undeath also tends to take priority and overpower your true ancestry, causing you to lose most abilities or powers related to bloodlines or lineage leaving your only ties to that of your affliction. Though there are tales of some whose blood aren't easily corrupted, leaving them with some of their original abilities instead of having them replaced by ones fueled by undeath.



LIVING VAMPIRE TRAITS

You can choose a normal race as a base, using their height, weight, size, and second language as like usual vampires they're created from existing people and races.

Ability Score Increase. Your Intelligence score increases by 1.

Age. The taint of undeath causes living vampires to live to be two hundred or more years than they would normally for their kind, and they retain their energy and vitality to their dying days. The more powerful living vampires can even be outright immune to the effects of aging indefinitely, though they can still be killed like any other mortal creature.

Alignment. You and those like you might not have an innate tendency toward evil, but similarly to other tainted races like Half-Orcs and Tieflings many end up evil anyway. Otherwise you tend toward whatever you previously were before being changed.

Size. Same as race of origin. (Vryloka can only have human averages and size.)

Speed. Your base walking speed is 30 feet.

Darkvision. You can see in dim light within 60 feet as if bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Necrotic Resistance. You have resistance to Necrotic damage.

Living Dead. Because your soul is tainted by undeath, you are both living and undead. You're treated at living for most purposes, but detection magic such as a Detect Good And Evil spell or a Paladin's Divine Sense feature show you as undead.

Languages. You can speak, read, and write Common and one other language of your original race.

Subrace. There are two general subraces of Living Vampire to be found wandering the world. The Stalker and the Beguiler bloodlines. Choose one of these subraces.

STALKER BLOODLINE

The power of your tainted blood sets loose the predatory and physical side of Vampirism. Although you live for the chase and the kill, your hold on your humanity helps you control your bestial spirit and learn to take advantage of your predatory nature. The monster within is your connection between the world of mortals and the world of shadow, and it makes you strong.

Ability Score Increase. You have the supernatural strength or agility of a vampire. Your Strength or Dexterity score increases by 2.

Stalker's Legacy. You know the Primal Savagery Cantrip. When you reach 3rd level, you can cast the False Life spell as a 2nd-level spell once with this trait and regain the ability to do so when you finish a Long Rest. When you reach 5th level, you can cast the Spider Climb spell once with this trait and regain the ability to do so when you finish a Long Rest. You use Intelligence as the spellcasting modifier for these spells.

BEGUILER BLOODLINE

Through the magic of your tainted blood you gain the charm of Vampirism. However, though the common folk would call you a monster if they knew your true nature, you cannot simply forsake the memory of the person you once were. When you reveal your power others believe and accept you as they overlook your strangeness.

Ability Score Increase. You have the supernatural charm of a vampire. Your Charisma score increases by 2.

Beguiler's Legacy. You know the Friends cantrip. When you reach 3rd level, you can cast the Charm Person spell as a 2nd-level spell once with this trait. When you reach 5th level, you can cast the Enthrall spell once with this trait. You must finish a long rest to cast these spells once again with this trait. Charisma is your spellcasting ability for them.



BOON AND RACIAL FEATS

Child of the Night. You gain the type Shapechanger, spells and abilities now effect you as such. You can use an action to transform into a Tiny beast with a flight speed, such as a bat, hawk, or other birds/beast of that nature called a Crimson Wing Form, as well as a Medium wolflike beast called a Darkwolf Form, and lastly a Medium cloud of mist, or back into your true form. Additionally your spells gained via your Legacy trait can be cast while in your Crimson Wing and Darkwolf Forms. You cannot shapechange through this ability in direct sunlight. Alternatively you can gain each individual transformation as Racial Feats.

- In Crimson Wing Form your walking speed is 5 and you have a flying speed of 30 feet. Your statistics, other than size and speed are unchanged.
- In Darkwolf Form your walking speed is 40. Your statistics, other than speed and attacks are unchanged, as you gain all the attacks a wolf has.
- While in mist form, you act as if transformed with the Gaseous Form spell but with a flying speed of 20 feet, and the ability to take an action to tranform back into humanoid form.



VARIANT OPTIONS

Here are different options you can choose to take if allowed by the DM.

Resistances. You can replace the Necrotic resistance with a resistance or similar trait from your origin race. Such as Fey Ancestry for Elves and Half-Elves, Dwarven Resilience from Dwarves, or the Half-Orc's Relentless Endurance for example.

Drain Life. You gain a natural attack that deals 1d6 Necrotic damage and restores the same number of hit points to you as the damage dealt. This trait replaces the Legacy trait of your subrace.

WARNING

The following traits are the Ixalan and Zendikar official Plane Shift traits. They seem heavily unbalanced and I would not recommend taking or allowing them, but they are the options officially released by Wizards of the Coast.

Bloodthirst. You can drain blood and life energy from a willing creature, or one that is grappled by you, incapacitated, or restrained. Make a melee attack against the target. If you hit, you deal 1 piercing damage and 1d6 Necrotic damage. 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. The target dies if this effect reduces its hit point maximum to 0. If taking this option you also gain either the Zombie Transformation or Feast of Blood trait. This trait replaces the Legacy trait of your subrace.

- **Zombie Transformation.** A humanoid killed with your Bloodthirst ability becomes a Zombie.

Or

- **Feast of Blood.** When you drain blood with your Bloodthirst ability, you experience a surge of vitality. Your speed increases by 10 feet, and you gain advantage on Strength and Dexterity checks and saving throws for 1 minute.