

PLAYTEST CONTENT

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Vampire Lineages

Three Alternative Vampires by Pointy Hat

Mortal hearts are made of desires, and these desires don't leave when the heart stops beating. If someone holds a deep desire for something at the moment when the Vampire's poison snuffs out their life, that desire will come to define them in their undeath.

A Vampire's existence revolves around consuming to satisfy their desire. The most obvious is their consumption of blood, but they also gain energy by satisfying their hunger for a specific desire.

It's the satisfaction of this desire that gives vampires most of their superhuman capabilities. It is said that when they indulge in it, their hearts beat once more, even if very briefly, and for a fleeting moment they are able to feel alive again. Sure, feeding off of the blood of mortals allows them to perform feats such as superhuman healing, but it's when they have indulged in their vice to their hearts' desire that they cease to be mere spawn and become true Vampires.

Depending on the desire that holds most sway over them, their abilities change. Scholars of vampirism have tied these desires to categories that we know as the seven deadly sins, no doubt to malign those affected by vampirism even further. They call these categories lineages, one for each sin:

Vampires of Wrath unleash their anger, self-righteous or not, on those they judge to be deserving of their hatred. Those who die with a desire for revenge or retribution in their hearts often turn into Vampires of Wrath. In the battlefield, they favor moves based on pure, raw strength, and they are known for their berserk ability: the lower their HP, the more dangerous and powerful their attacks grow, both becoming harder to hit and making their attacks even more difficult to withstand.

Vampires of Envy covet what others hold dear. Those who die with a desire for something that someone other than themselves possesses turn into Vampires of Envy. When hunting, they steal the capabilities of their enemies for themselves. A wizard facing a Vampire of Envy might find themselves unable to cast the spell they just slung towards the Vampire, as the Vampire prepares to inflict that same spell upon the wizard.

Vampires of Gluttony have an animalistic desire for consumption. Those who wished to indulge in their vices past satiation, just for the joy of consumption, turn into Vampires of Gluttony. In combat they become unbreakable meat shields, tanking attack after attack, constantly healing themselves thanks to their vastly improved self-regeneration abilities -- which come at the cost of their victims, who see their life essence sapped away to satisfy the Vampire's cravings.

Vampires of Sloth are created when someone with the desire to ignore their responsibilities and live an idle existence neglecting their duties is afflicted with vampirism. Vampires of Sloth inflict a number of effects that stop their enemies in combat: stunning them, paralyzing them, and in the worst cases turning them to stone. They are also known to inflict exhaustion with their touch, further pushing their foes to ignore what they wanted to accomplish and give in to the pull of lethargy.

Vampires of Lust are Vampires who died with a desire to fulfill the most carnal desires in their hearts. Once awakened, they search high and low for someone who will love them back, to awaken that person's lust, and turn them into a Vampire, which is why they often come in pairs, called Paramours. In combat, the paramours change their abilities depending on whether they are in close proximity to one another or farther apart, with abilities based on lust if close and yearning if far away.

Vampires of Greed die and come back as vampires with an intense desire for accumulation in their hearts. Whether their desire was for riches, fame, or even adoration, the Vampires that belong to this group have the intense desire to possess something in great quantities. In the battlefield, Vampires of greed accumulate power in order to unleash it later on as devastating attacks, their potency depending on how much accumulated power they had managed to hold onto before releasing their attack.

And finally, Vampires of Pride are created from people with hearts filled with ambition. They crave to accomplish a great goal, to be recognized by their peers for their accomplishments, to be seen, respected, and valued. They are the strongest of the vampire lineages, and in combat they are able to control their acolytes to do their bidding for them, even forcing their very enemies to work for them. They are also able to feed off of the praise of those who believe in their greatness, and will stop at nothing to see their desires come to life, even if they died long ago.

Vampire of Envy

VAMPIRE OF ENVY

Medium Undead, Typically Neutral Evil

Armor Class 15 (natural armor)

Hit Points 71 (11d8 + 22)

Speed 40 ft.

STR 10 (+0)	DEX 20 (+5)	CON 15 (+2)	INT 18 (+4)	WIS 16 (+3)	CHA 14 (+2)
<p>Saving Throws Dex +8, Int +7</p> <p>Skills Investigation +7, Perception +6, Sleight of Hand +8, Stealth +8</p> <p>Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks</p> <p>Condition Immunities frightened</p> <p>Senses darkvision 120 ft., passive Perception 16</p> <p>Languages the ones it knew in life</p> <p>Challenge 7 (2,900 XP) Proficiency Bonus +3</p>					
<p>Shapechanger. If the vampire of envy isn't in sunlight or running water, it can use its action to polymorph into a Tiny magpie or a Medium cloud of green mist, or back into its true form.</p> <p>While in magpie form, the vampire of envy can't speak, its walking speed is 10 feet, and it has a flying speed of 50 feet. Its statistics, other than its size and speed, are unchanged. Anything it is wearing transforms with it, but nothing it is carrying does. It reverts to its true form if it dies.</p> <p>While in mist form, the vampire of envy can't take any actions, speak, or manipulate objects. It is weightless, has a flying speed of 20 feet, can hover, and can enter a hostile creature's space and stop there. In addition, if air can pass through a space, the mist can do so without squeezing, and it can't pass through water. It has advantage on Strength, Dexterity, and Constitution damage, except the damage it takes from sunlight.</p> <p>Misty Escape. When it drops to 0 hit points outside its resting place, the vampire of envy transforms into a cloud of green mist (as in the Shapechanger trait) instead of falling unconscious, provided that it isn't in sunlight or running water. If it can't transform, it is destroyed.</p> <p>While it has 0 hit points in mist form, it can't revert to its vampire form, and it must reach its resting place within 2 hours or be destroyed. Once in its resting place, it reverts to its vampire form. It is then paralyzed until it regains at least 1 hit point. After spending 1 hour in its resting place with 0 hit points, it regains 1 hit point.</p> <p>Regeneration. The vampire of envy regains 10 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If the vampire of envy takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire of envy's next turn.</p> <p>Spider Climb. The vampire of envy can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.</p> <p>Vampire Weaknesses. The vampire of envy has the following flaws:</p> <ul style="list-style-type: none"> • <i>Forbiddance.</i> The vampire of envy can't enter a residence without an invitation from one of the occupants. • <i>Harmed by Running Water.</i> The vampire of envy takes 20 acid damage if it ends its turn in running water. • <i>Stake to the Heart.</i> If a piercing weapon made of wood is driven into the vampire of envy's heart while the vampire of envy is incapacitated in its resting place, the vampire of envy is paralyzed until the stake is removed. • <i>Sunlight Hypersensitivity.</i> The vampire of envy takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks. 					

Scoundrel. The vampire of envy can use a bonus action to disengage, dash, or hide.

Green-Eyed Monster. The vampire of envy has advantage on all Dexterity (Sleight of Hand) checks against any creature it has been actively studying for 1 minute.

Vampiric Envy. The vampire of envy is able to steal actions with its bite.

When the vampire of envy uses its bite attack against a creature, it can choose to force the creature to make a Constitution saving throw DC 15. On a failure, the vampire of envy is now able to use the last action the creature performed. The creature is unable to use that same action for 1 minute, until the vampire of envy dies, or until the vampire of envy uses its bite attack to steal another action. If the creature has not done any action in the last minute, it automatically succeeds the saving throw.

If the last action performed by the creature was a melee or ranged attack, the vampire of envy gains +1 to its ranged or melee attack rolls and damage rolls, depending on the one it stole.

If the last action performed by the creature was casting a spell, the vampire of envy is now able to cast that spell as an action or bonus action, depending on the spell, requiring no material components or spell slots and using Intelligence as the spellcasting ability (spell save DC 15, +7 to hit with spell attacks). The creature from which the spell was stolen from is unable to cast that same spell for 1 minute, but can cast other spells.

ACTIONS

Multiattack. (Vampire Form Only) The vampire of envy makes two attacks, only one of which can be a bite attack.

Claw. (Vampire Form Only). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage.

Crossbow. (Vampire Form Only). *Ranged Weapon Attack:* +8 to hit, range 80/320 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage.

Bite. (Vampire Form Only). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage plus 7 (2d6) necrotic damage. The vampire of envy regains hit points equal to the necrotic damage taken. A humanoid slain by a bite attack and then buried in the ground rises the following night as a vampire spawn under the vampire of envy's control.

Spellcasting. The vampire of envy casts one of the following spells, requiring no material components and using Intelligence as the spellcasting ability (spell save DC 15, +7 to hit with spell attacks):

- At will: *detect thoughts*, *mage hand*
- 2/day each: *invisibility*, *locate object*, *misty step*, *pass without trace*

Vampire of Lust

VAMPIRE OF LUST

Medium Undead, Typically Neutral Evil

Armor Class 15 (natural armor)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

STR

11 (+0)

DEX

16 (+3)

CON

14 (+2)

INT

13 (+1)

WIS

14 (+2)

CHA

19 (+4)

Saving Throws Dex +6, Cha +7

Skills Deception +7, Insight +5, Persuasion +7, Stealth +6

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities frightened

Senses darkvision 120 ft., passive Perception 12

Languages the ones it knew in life

Challenge 8 (3,900 XP)

Proficiency Bonus +3

Shapechanger. If the vampire of lust isn't in sunlight or running water, it can use its action to polymorph into a Small black swan or a Medium cloud of magenta mist, or back into its true form.

While in black swan form, the vampire of lust can't speak, its walking speed is 10 feet, and it has a flying speed of 60 feet. Its statistics, other than its size and speed, are unchanged. Anything it is wearing transforms with it, but nothing it is carrying does. It reverts to its true form if it dies.

While in mist form, the vampire of lust can't take any actions, speak, or manipulate objects. It is weightless, has a flying speed of 20 feet, can hover, and can enter a hostile creature's space and stop there. In addition, if air can pass through a space, the mist can do so without squeezing, and it can't pass through water. It has advantage on Strength, Dexterity, and Constitution damage, except the damage it takes from sunlight.

Misty Escape. When it drops to 0 hit points outside its resting place, the vampire of lust transforms into a cloud of red mist (as in the Shapechanger trait) instead of falling unconscious, provided that it isn't in sunlight or running water. If it can't transform, it is destroyed.

While it has 0 hit points in mist form, it can't revert to its vampire form, and it must reach its resting place within 2 hours or be destroyed. Once in its resting place, it reverts to its vampire form. It is then paralyzed until it regains at least 1 hit point. After spending 1 hour in its resting place with 0 hit points, it regains 1 hit point.

Regeneration. The vampire of lust regains 10 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If the vampire of lust takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire of lust's next turn.

Spider Climb. The vampire of lust can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Vampire Weaknesses. The vampire of lust has the following flaws:

- *Forbiddance.* The vampire of lust can't enter a residence without an invitation from one of the occupants.
- *Harmed by Running Water.* The vampire of lust takes 20 acid damage if it ends its turn in running water.
- *Stake to the Heart.* If a piercing weapon made of wood is driven into the vampire of lust's heart while the vampire of lust is incapacitated in its resting place, the vampire of lust is paralyzed until the stake is removed.
- *Sunlight Hypersensitivity.* The vampire of lust takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Vampiric Lust. Depending if another vampire of lust is within 15 feet of the vampire, its abilities change. When the vampire of lust is within 15 feet of another vampire of lust with which it shares a strong bond, it enters a state of *lust*. In this state, the vampire of lust's Regeneration ability causes it to regain 20 hit points at the start of its turn instead of 10, it gains a +2 to its AC (AC of 17), and they can use their reaction to warn the other vampire of lust of an attack, giving the attack made against it disadvantage. When the vampire of lust is not within 15 feet of another vampire of lust with which it shares a strong bond, it enters a state of *yearning*. In this state, the vampire of lust can both cast a spell and make one claw or bite attack as part of its action. It gains 10 feet of movement (40 feet of movement), and it gains a +2 to all necrotic damage it inflicts.

ACTIONS

Multiattack. (Vampire Form Only) The vampire of lust makes two attacks, only one of which can be a bite attack.

Claw. (Vampire and Black Swan Form Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 17 (4d6 + 3) slashing damage.

Bite. (Vampire Form Only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage plus 7 (2d6) necrotic damage. The vampire of lust regains hit points equal to the necrotic damage taken. A humanoid slain by a bite attack and then buried in the ground rises the following night as a vampire spawn under the vampire of lust's control.

Eternal Flame (1/Day). The vampire of lust targets another vampire of lust within 15 feet of it with whom it shares a close bond with that is currently in mist form after using its *Misty Escape* ability. The vampire of lust in mist form regains half of its hit points (39 HP) at the start of its turn.

Spellcasting. The vampire of lust casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 16, +8 to hit with spell attacks):

- At will: *burning hands, continual flame*
- 2/day each: *entangle, misty step, suggestion*

- 1/day each: flaming sphere

Vampire of Wrath

VAMPIRE OF WRATH

Medium Undead, Typically Chaotic Evil

Armor Class 17 (natural armor)

Hit Points 152 (16d8 + 80)

Speed 35 ft.

STR
20 (+5)

DEX
16 (+3)

CON
20 (+5)

INT
14 (+2)

WIS
16 (+3)

CHA
18 (+4)

Saving Throws Dex +7, Con +9, Wis +7

Skills Athletics +9, Intimidation +8, Perception +7

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities frightened

Senses darkvision 120 ft., passive Perception 17

Languages the ones it knew in life

Challenge 10 (5,900 XP)

Proficiency Bonus +4

Shapechanger. If the vampire of wrath isn't in sunlight or running water, it can use its action to polymorph into a Medium wolf or a Medium cloud of red mist, or back into its true form.

While in wolf form, the vampire of wrath can't speak and its walking speed is 40. Its statistics, other than its speed, are unchanged. Anything it is wearing transforms with it, but nothing it is carrying does. It reverts to its true form if it dies.

While in mist form, the vampire of wrath can't take any actions, speak, or manipulate objects. It is weightless, has a flying speed of 20 feet, can hover, and can enter a hostile creature's space and stop there. In addition, if air can pass through a space, the mist can do so without squeezing, and it can't pass through water. It has advantage on Strength, Dexterity, and Constitution damage, except the damage it takes from sunlight.

Misty Escape. When it drops to 0 hit points outside its resting place, the vampire of wrath transforms into a cloud of red mist (as in the Shapechanger trait) instead of falling unconscious, provided that it isn't in sunlight or running water. If it can't transform, it is destroyed.

While it has 0 hit points in mist form, it can't revert to its vampire form, and it must reach its resting place within 2 hours or be destroyed. Once in its resting place, it reverts to its vampire form. It is then paralyzed until it regains at least 1 hit point. After spending 1 hour in its resting place with 0 hit points, it regains 1 hit

point.

Regeneration. The vampire of wrath regains 10 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If the vampire of wrath takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire of wrath's next turn.

Spider Climb. The vampire of wrath can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Vampire Weaknesses. The vampire of wrath has the following flaws:

- *Forbiddance.* The vampire of wrath can't enter a residence without an invitation from one of the occupants.
- *Harmed by Running Water.* The vampire of wrath takes 20 acid damage if it ends its turn in running water.
- *Stake to the Heart.* If a piercing weapon made of wood is driven into the vampire of wrath's heart while the vampire of wrath is incapacitated in its resting place, the vampire of wrath is paralyzed until the stake is removed.
- *Sunlight Hypersensitivity.* The vampire of wrath takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Vampiric Wrath. When the vampire of wrath drops below 50% of its hit points (below 76 HP), it enters a berserk state. In this state, it cannot cast spells and automatically loses concentration on any spell it had cast before. While in this state, its damage dice that deal piercing, slashing, or bludgeoning damage are increased from a d6 to a d8, it gains a +1 to its AC (AC of 18), and it gains 5 feet of movement (40 feet of movement). When the vampire of wrath drops below 25% of its hit points (below 38 HP), its berserk state becomes even more aggressive. Its damage dice that deal piercing, slashing, or bludgeoning damage are increased from a d8 to a d10, it gains a +2 to its AC (AC of 19), it gains 10 feet of movement (45 feet of movement), and it has resistance to all bludgeoning, piercing, and slashing damage, regardless of whether they are magical. The berserk state continues for 1 hour, until the vampire of wrath's HP goes above any of the thresholds, it dies, or it's forced to use its *Misty Escape* ability.

ACTIONS

Multiattack. (Vampire Form Only) The vampire of wrath makes two attacks, only one of which can be a bite attack.

Claw. (Wolf or Vampire Form Only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 19 (4d6 + 5) slashing damage.

Bite. (Wolf or Vampire Form Only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 8 (1d6 + 5) slashing damage plus 10 (3d6) necrotic damage. The vampire of wrath regains hit points equal to the necrotic damage taken. A humanoid slain by a bite attack and then buried in the ground rises the following night as a vampire spawn under the vampire of wrath's control.

Spellcasting. The vampire of wrath casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 16, +8 to hit with spell attacks):

- At will: *jump*
- 1/day each: *haste, locate creature, phantasmal killer*

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