



ORDER OF THE VAMPIRE

D&D HOMEBREW

Naranbaatar

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SPECIAL THANKS:

SPECIAL THANKS TO *H3ARTLESS TINMAN* FROM THE BOOMTOWN DISCORD FOR HELPING TO BRING THIS PROJECT TO LIFE



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DIRE BAT
NICOLE CARDIFF

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ORDER OF THE VAMPIRE

VAMPIRIC PHYSIOLOGY

When you take this Blood Hunter Order at **3rd** level, you take on the physical characteristics of a Vampire, gaining the following effects:

- **Darkvision:** Out to a range of 60ft, you can see in dim light as if it were bright light, and in Darkness as if it were dim light.
- **Sunlight Sensitivity:** While in sunlight, you have disadvantage on Attack rolls, as well as on Perception checks that rely on sight.
- **Bloodthirst:** You are capable of devouring the life force of those both alive and dead in order to sustain yourself in desperate times. As an action, you can attempt to drink the blood of a target that can bleed. If this target is unwilling, you must make a contested STR or DEX check against that target, drinking their blood on a success and dealing 1d4 piercing damage, and necrotic damage equal to 1 roll of your hemocraft die. The benefits of drinking blood depends on the target. If the target has **8 INT or less**, you gain HP equal to 1 roll of your hemocraft die. You can only gain HP this way if you are at less than half your HP total, and you may only regain HP up to that number. If the target has **9 INT or higher**, in addition to the HP, you also gain an additional use of your *Blood Curse* feature. You can only gain one additional use of your blood curses per short or long rest.

SPELLCASTING

As a Blood Hunter of the Order of the Vampire, you must act in ways that befit your elevated status amongst blood hunters. Also at **3rd** Level, you begin to partake in the sophisticated art of spellcasting, something that is lost on less... graceful orders. The rules for this subclasses spellcasting are outlined on the next page

HYBRID TRANSFORMATION

When you reach **7th** level in this Blood Hunter Order, you become one with the blood-sucking being that influences your Vampiric powers. As an action, you can transform yourself into the natural manifestation of your vampirism. This creatures form depends on your character, but it always has the physical statistics of a *Bat*.

You can use your Hybrid Transformation at will, except while in direct sunlight. You retain your INT, CHA, and WIS scores, as well as your senses. If you are killed while in your transformation, you immediately revert back to your initial form, and cannot change again until you complete a long rest

BRAND OF HAEMORRHAGING

Beginning at **11th** level, when you deal damage with a spell while you have an active crimson rite, you can choose to apply your Brand of Castigation to one creature damaged by that spell. Additionally, once per turn when you damage that creature with an attack or cantrip, you can drain the blood of that creature as a bonus action. If you do so, the target takes additional necrotic damage equal to 1 roll of your hemocraft die, and you regain an equal number of hit points.

Additionally, your blood curses can now target any creature.

CHILD OF THE NIGHT

As one who thrives under the light of the moon, you have a connection with other creatures of the night. Beginning at **15th** level, as an action, you can magically call 2d4 swarms of *bats* provided that the sun isn't up. The called creatures arrive immediately, acting as allies of you only, and obeying your spoken commands. The beasts remain for 1 hour, until the you die, or until the you dismiss them as a bonus action.

You can use this ability once per short or long rest

BLOOD CURSE OF DOMINATION

At **18th** level, you can unleash the force of your will unto the insects surrounding you. As an action, you can force each creature within 30ft of you to make a WIS saving throw or become charmed by you until the end of your next turn. If a creature fails this saving throw by 5 or more, and it fits into either of the following categories, it is under the effects of the *dominate person* or *dominate beast* spell instead (whichever is appropriate for said creature)

A creature that succeeds on its saving throw is immune to this blood curse for the next 24 hours. You can choose any number of creatures you can see to be unaffected by the howl.

Amplify. The range of this curse increases to 60 feet.

VAMPIRE: SPELLCASTING

SPELLCASTING

When you reach 3rd level, you augment your martial prowess with the ability to cast spells.

CANTRIPS

You learn two cantrips of your choice from the sorcerer spell list. You learn an additional sorcerer cantrip of your choice at 10th level.

SPELL SLOTS

The Vampire Spellcasting table shows how many spell slots you have to cast your sorcerer 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.

SPELLS KNOWN OF 1ST-LEVEL AND HIGHER

You know three 1st-level sorcerer spells of your choice, two of which you must choose from the transmutation and enchantment spells on the sorcerer spell list.

The Spells Known column of the Vampire Spellcasting table shows when you learn more sorcerer spells of 1st level or higher. Each of these spells must be of a level for which you have spell slots. For instance, when you reach 7th level in this class, you can learn one new spell of 1st or 2nd level.

The spells you learn at 8th, 14th, and 20th level can come from any school of magic.

Whenever you gain a level in this class, you can replace one of the sorcerer spells you know with another spell of your choice from the sorcerer spell list. The new spell must be of a level for which you have spell slots, and it must be a transmutation or enchantment spell, unless you're replacing the spell you gained at 3rd, 8th, 14th, or 20th level from any school of magic.

SPELLCASTING ABILITY

INT or WIS is your spellcasting ability for your sorcerer spells. You use the chosen ability whenever a spell refers to your spellcasting ability. In addition, you use your modifier when setting the saving throw DC for a sorcerer spell you cast and when making an attack roll with one.

Spell Save DC = 8 + your proficiency bonus + your INT or WIS modifier

Spell Attack Modifier = your proficiency bonus + your INT or WIS modifier

VAMPIRE SPELLCASTING

Class Level	Cantrips Known	Spells Known	Spells Slots per Spell Level			
			1st	2nd	3rd	4th
3rd	2	3	2	—	—	—
4th	2	4	3	—	—	—
5th	2	4	3	—	—	—
6th	2	4	3	—	—	—
7th	2	5	4	2	—	—
8th	2	6	4	2	—	—
9th	2	6	4	2	—	—
10th	3	7	4	3	—	—
11th	3	8	4	3	—	—
12th	3	8	4	3	—	—
13th	3	9	4	3	2	—
14th	3	10	4	3	2	—
15th	3	10	4	3	2	—
16th	3	11	4	3	3	—
17th	3	11	4	3	3	—
18th	3	11	4	3	3	—
19th	3	12	4	3	3	1
20th	3	13	4	3	3	1