

DHAMPIR

Dhampir are part-human creatures infused with the essence of vampirism. They are modified in the womb by a costly and complex ritual that exploits the versatility of human reproduction. What results is an amalgamate creature, one that is not wholly living nor wholly undead.

The noble families of Kraswul create dhampir to serve as their elite agents in a variety of roles. The city's complex laws governing the use of undead limit the number of dhampir that each noble house may have in service. Dhampir are therefore limited to important duties such as bodyguarding nobles, investigating important events, practicing high-level sabotage and espionage, and leading undead armies. The nobles exploit the unique properties of these creatures to great effect, positioning them in roles that best make use of the dhampirs' heartiness, subtlety, and undead characteristics.

As part-undead, dhampir have a unique status in the City of Kraswul. They are governed by many of the strictures that apply to undead, including the Mandate of Ownership, but they also enjoy the protections of the Edict of Life. Each dhampir is created as the biological offspring of a noble, giving it the status of noble birth. Dhampirs inherit the fealty and feuds owed to their mothers' houses, reflecting the status of the families to which they belong. However, among the living nobility, dhampir remain second-class, barred from governance, marriage, or other methods of exercising political will.



DHAMPIR NAMES

Dhampir are addressed solely by their given names, not by house names. A dhampir is commonly named after a deceased dhampir, particularly when created to serve the same role within a house. This is often the case when an enchanted signet would be wasted absent another dhampir of the same “identity” to make use of it.

Female Names. Akari, Aoi, Chisato, Hana, Himari, Hinata, Ichika, Kanna, Kozu, Madoko, Mayumi, Niko, Otome, Runa, Sana, Sara, Yui, Yuriko

Male Names. Asahi, Atsuya, Banri, Daiki, Etsuji, Haru, Haruto, Hinata, Itsuki, Katio, Kinji, Masakuni, Michio, Reo, Riku, Sora, Touma, Yuuto,

DHAMPIR TRAITS

Dhampir have the following traits.

Ability Score Increase. Your Strength, Constitution, Dexterity, and Charisma scores increase by 1.

Age. Dhampir reach adulthood in their late teens and may live nearly three centuries.

Alignment. Dhampir tend toward lawful alignments. They are raised in a strictly-regimented society and taught to adhere to their narrowly-defined roles within it.

Size. Dhampir vary widely in height and build, from barely 5 feet in height, to well over 6 feet tall. Your size is Medium.

Speed. Your base walking speed is 30 feet.

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

Entropic Resistance. You have resistance to necrotic damage.

Legacy of the Night. You can cast *charm* once with this trait. Starting at 3rd level, you can cast *spider climb* on yourself once with it, and starting at 5th level, you can cast *gaseous form* on yourself once with it. You don't need material components for these spells, and you can't cast them while in direct sunlight, although sunlight has no effect on them once cast. You regain the ability to cast each of these spells with this trait when you finish a long rest. Charisma is your spellcasting ability for these spells.

Dual Nature. Despite the conditions of your birth, you retain a quintessentially-human nature. Any effect specific to humans applies equally to dhampir. You have the humanoid and undead creature types.

Sunlight Sensitivity. You have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight.

Vampiric Consumption. You cannot spend hit dice to regain hit points during a short rest unless you consume at least a quart of blood directly from a living creature, or from a creature that died within the previous hour. (A living creature that loses blood suffers 1 level of exhaustion per quart lost.)

If you consume 2 quarts of such blood, you gain sufficient nourishment to go one day without needing food or water.

Languages. You can speak, read, and write Common and one extra language of your choice.

Subrace Option. The four subraces below are each specific to one of the noble houses in the Coastal Alliance. Choose one of these subraces.

AJIBACHANA

The golden-hued Ajibachana are born with sharp, curious minds. They yearn to explore, seeking knowledge in the natural world or through scholarly pursuits.

Ajibachana have the following racial traits.

Ability Score Increase. Your Wisdom score increases by 2.

Friends in Darkness. Through sounds and gestures, you can communicate simple ideas to bats, rats, and wolves. Such creatures are never hostile toward you unless provoked by magic or unusual circumstances.

Children of the Night. You can use an action while outside and not in direct sunlight to summon 1d4 wolves, swarms of bats, or swarms of rats. These beasts will arrive within 30 feet of you in 1d4 rounds if circumstances allow, and they will obey your commands. The beasts remain for 1 hour or until you dismiss them as an action. In combat, these creatures are allied to you and to your other allies. They act on their own initiative count.

Your call adds an additional 1d4 beasts when you reach 5th level (2d4), and another at 11th level (3d4) and 17th level (4d4).

Once you use this trait, you cannot do so again until you finish a long rest.

Fatally Curios. You are immune to the frightened condition.

Harmed by Running Water. You can't willingly cross over a body of running water that is larger than 1 foot wide unless you are more than 60 feet above it. If forced over such water or submerged within it, you suffer 10 points of acid damage the first time you enter that forbidden area on a turn or each time you start your turn there.



NENBRON

The skin of a Nenbron dhampir is gray, and their eyes have unusually-light irises and pupils. Nenbron are often mathematically or linguistically gifted, though some cast aside such natural gifts, bitter and scornful as they are of anything that might remind them of the monstrous nature within.

Nenbron have the following racial traits.

Ability Score Increase. Your Intelligence score increases by 2.

Lingual Savant. You learn two additional languages of your choice. Whenever you make an Intelligence check related to languages or deciphering codes, whether using a skill or not, you are considered proficient and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Numerologist. When you finish a long rest, roll 3d6 and record the rolled result. You can replace any attack roll, saving throw, or ability check made by you or a creature that you can see with this roll. You must choose to do so before the roll. You can apply this trait once, regaining the ability to do so (using a new roll result) when you complete a long rest.

Soul of Monstrosity. To others, you appear to have no reflection in mirrored surfaces. However, you can see your own reflection, but what you see is a twisted, monstrous creature that only resembles your true appearance. You can't willingly move to a space within 30 feet of a mirror or of another surface with a similar level of reflectivity. If you see your own reflection clearly, you are gripped by feelings of revulsion. You must spend 1 minute trying to move as far away from the mirrored surface as you can. If you use any actions during this minute, they can only be to take the Dash action or to try to escape an effect that prevents you from moving. If there's nowhere to move, you can use the Dodge action.



RU-SHI

These dark-eyed dhampir are long-limbed, with a strength that belies their nimble frames. Ru-shi have a surprising physicality, accompanied by a habit for awkward, jerky, or otherwise-unnatural movements.

Ru-shi have the following racial traits.

Ability Score Increase. Your Strength and Constitution scores increase by 1. This increase is cumulative with the dhampir Ability Score Increase trait.

Unbound. Your maximum jumping height and distance are tripled.

Unseen. You have advantage on Dexterity (Stealth) checks if you have not moved any distance since the start of your last turn.

Unscarred. When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. Starting at 5th level, when you use this trait, you can simultaneously use your reaction to cast *gaseous form* with your legacy of night racial trait.

Once you use this trait, you can't use it again until you finish a long rest.

Hateful Choir. If you suffer sonic damage, you must make a Constitution saving throw with a DC of 10 or half the damage you take, whichever number is higher. On a failure, you are deafened and restrained until the start of your next turn. Once you suffer this effect, you are immune to it until you finish a long rest.



SVETOCHER

Svetocher dhampir are pale-skinned and lithe. They have forceful, precocious personalities, and even those of good alignment are subject to occasional bouts of wickedness. Svetocher often harbor a distaste for the devout.

Svetocher have the following racial traits.

Ability Score Increase. Your Dexterity and Charisma scores increase by 1. This increase is cumulative with the dhampir Ability Score Increase trait.

Thick Blood. You have advantage on saving throws against poison, and you have resistance to poison damage.

Gaze of Night. Your darkvision has a radius of 120 feet.

Keen Senses. You have proficiency with the Perception skill.

Forbiddance. You can't willingly enter a residence without an invitation from one of the occupants. If forced into such a place, you suffer 10 points of psychic damage at the start of each of your turns while you have 1 or more hit points.

