

PLAYING

DHAMPYR

by Brian R. James

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Decades before, a conflagration left the Abbey of Turvlies in ruins. Only the hidden catacombs remained, buried and forgotten beneath charred timber and smoldering ash. Yet even when bloodied and lost in the labyrinthine corridors beneath the monastery, the Order of the Dawn Covenant held strong to their faith in the Risen Sun.

Grim determination etched on their faces, the warrior-priests formed a tight phalanx and pressed through the throng of vampire spawn, their shields repelling wicked claws and poisoned daggers. First to fall was pious young Dianne. Even Master Leon was cut down, and his signature morningstar clanged against the stone floor before coming to rest near the corpse of Elder Coley.

With nary a hint of desperation, two remaining clerics fought on, with maces held high and deft prayers on their lips. Just as endurance threatened to fail them where their zeal had not, Brother Barnes and Sister Fillenia burst into a damp natural chamber flooded with sunlight—the lowest reaches of a well shaft tapping a long forgotten cistern.

Welcoming the sanctuary from the pursuing vampires, the young priests were startled to discover they were not alone. Gazing at the two of them with piercing green eyes was a young woman who rested at the pool's edge. Mesmerized, Sister Fillenia never saw the first woman's twin enter the chamber. The young priest was dead before she felt the fatal thrust of the other woman's serrated dagger.

Only then did a cry of anguish escape the lips of the last priest standing. Brother Barnes knew only doom stood before him, yet he quickly composed himself. Drawing in a steadying breath and raising his mace in salute, he dared the dhampyrs to approach.

—Chronicler unknown.

DHAMPYR

A creature between the world of the living and the dead, the dhampyr is shrouded in secrecy and harbors a fierce bloodlust.

A rare crossbreed with several of the powers of a vampire and none of the weaknesses, a dhampyr is thought to be born of the union of a vampire male and a mortal female. The truth is that such hybrids are far more common than many folk think. A dhampyr can result from a vampire biting a pregnant female, as well as through more mundane means. Some offspring carry the spark of immortality in their veins for years, until the kindling of fate gives the spark a place to catch.

Play a dhampyr if you want . . .

- ◆ a character of a usual race but with a secret twist.
- ◆ to play a hero a lot like a vampire.
- ◆ to have access to supernatural powers like those of a vampire.

HALF-BLOOD

A dhampyr is not a true race like those presented in the *Player's Handbook*. If you wish to play a dhampyr, choose another race as normal, and then select the Vampiric Heritage feat to gain dhampyr abilities. If you do not select the Vampiric Heritage feat at 1st level, your Dungeon Master might require you to explain how your character awakened dhampyr powers. Likewise, your Dungeon Master can rule you cannot retrain bloodline feats without an explanation of how your character loses such heritage when retraining.

PHYSICAL QUALITIES

A dhampyr, whatever his or her base race, can be mistaken for some sort of fey creature due to pale skin, willowy features, unnatural charisma, and slightly pointed ears. Closer inspection, however, reveals subtle traits inherited from the vampire parent. A dhampyr has pronounced canines that extend when the dhampyr is enduring stress, feeding on blood, or experiencing other sorts of excitement. However, a dhampyr's eyes—pale orbs with splashes of red around piercing black pupils—often give away the creature's true heritage.

Despite these characteristics, a dhampyr frequently adopts the culture in which he or she is raised. From this culture, or in rebellion against it, the dhampyr takes habits of personal decoration and manner. For instance, a dwarf dhampyr looks and acts much like normal dwarves.

Immortal heritage greatly extends a dhampyr's life expectancy. Barring inadvertent death, a dhampyr can expect to live an additional century without experiencing the serious infirmities of old age.

Male vampires do father a few dhampyrs, but this occurrence is rare. Others are the offspring of one or two dhampyr parents, since the supernatural force of the vampire blood is strong enough to influence generations. Dhampyrs can also have normal offspring. Furthermore, the age at which dhampyr abilities manifest varies with each dhampyr.

PLAYING A DHAMPYR

The image of the dhampyr is that of a mysterious outsider swathed in shadow—a lonesome antihero seldom at peace with society or self. Dhampyrs are mortal. They have no exceptional vulnerability to sunlight or radiant damage. Because of this, true vampires sometimes refer to dhampyrs as “daywalkers.”

Life for a dhampyr might be more difficult or easier than it is for another child. The difficulty depends entirely on how others in the child's surroundings view dhampyr heritage. A dhampyr raised among accepting (or merely unknowing) people could have a normal childhood. Another might face severe prejudice, while yet another might be raised to believe in his or her natural superiority. A few dhampyrs are raised among vampires, who treat them as special but lesser creatures.

As might be expected, dhampyrs aware of their true heritage sometimes develop a morbid fascination with death, shadow, and undead. This leads to quirks other living mortals find disconcerting, ranging among blood drinking, macabre fashion sense, gallows humor, extreme bloodlust, and other dark behaviors. Dhampyr villains can have habits that are much more disturbing.

Some dhampyrs have a preternatural resistance to a vampire's signature attack: *blood drain*. Coupled with the ability to recognize those of vampire blood, dhampyr make effective vampire slayers. These avenging heroes, however, seldom limit themselves to solely hunting vampires. They are equally adept at tracking and slaying several forms of undead, as well as demons and other infernal beings.

Dhampyr Characteristics: Attractive, guarded, methodical, nimble, obsessive, patient, reticent, somber, vengeful, vigilant

Dhampyr Names: A dhampyr is named in accordance with the culture in which he or she is born and raised. Notable exceptions include the rare dhampyr children raised by vampires—see the Clan Vampires sidebar.

CLAN VAMPIRES

Vampires sometimes form extended alliances that include several vampires, who are sometimes related by blood. They call these families “clans.” Such clans form extended networks of servants, mortal and otherwise. Clan vampires especially prize dhampyr servants, whom they exalt as favored beings over normal mortals. The dhampyrs are afforded special privileges in vampire society, and they are given names honoring ancient or legendary vampires.

Male Clan Names: Aponan, Ctenmiir, Drakuul, Emerus, Gulthias, Kas, Israfel, Lasudael, Marius, Orbak, Radu, Strahd, Viktor, Zandriel

Female Clan Names: Akasha, Bathori, Carmilla, Celene, Eshar, Kalaes, Lucia, Mariam, Nemeh, Ophelia, Ruthven, Sibella, Tanith, Vestra, Zeleska

DHAMPYR ADVENTURERS

Three sample dhampyr adventurers are described below.

Lucia is a human dhampyr ranger. Like most daywalkers raised in a vampire clan, Lucia is the product of purposeful breeding between vampires and humans. Since a young age, she has trained diligently, honing herself into an unparalleled tracker and deadly killer. At seventeen Lucia completed her training, and she fled into the world to escape the oppressive society of the undead. With clan loyalists hunting her, Lucia has joined with other adventurers for protection. She uses her skills to protect her new “clan.”

Jufrum is a half-orc barbarian whose latent vampiric heritage has surfaced only recently, after a trip to the Shadowfell. Secretly, he has focused on his tainted blood to increase his strength and ferocity. As his power grows, he plans to tap his undead nature to surprise his enemies and, for a time, his companions. Jufrum has no emotional or societal

connection to the undead, and he sees his dark bloodline as a blessing.

Nedda is a halfling dhampyr rogue with vengeance seething in her heart. Although her halfling clan accepted her, Nedda was never allowed to forget that her halfling father and several others died defending her mother from the vampire who made Nedda what she is. Nedda has fully committed her life to the eradication of vampires. After discovering her vampire forebear was a member of an extended bloodsucking family, the halfling dhampyr has decided to hunt and slay them all. She has gathered a group of likeminded slayers, and they wander from town to town ferreting out the undead.



FEATS

Being a dhampyr means having the Vampiric Heritage feat. Dhampyrs also have racial feats that expand on their vampire nature. A number of these feats are power-swap feats. If you use retraining to replace a power-swap feat with another feat, you lose any power gained from the power-swap feat and regain a power of the same level from your primary class.

The Vampiric Heritage and other dhampyr feats are part of a new classification of feat known as bloodline feats. All bloodline feats are noted as such in the feat's name. You can have bloodline feats of only one type; thus, if you choose the Vampiric Heritage feat, you can have only Vampire Bloodline feats.

VAMPIRIC HERITAGE [VAMPIRE BLOODLINE]

Prerequisite: Living humanoid race

Benefit: You gain *blood drain* as an encounter power. Additionally, you gain a +2 bonus to Perception and Insight checks to sense and recognize dhampyrs and undead.

Special: You are considered a vampire for the purpose of effects that relate to vampires.

Blood Drain

Vigor rushes through your body as you drain life energy from your victim

Encounter ♦ **Healing**

Standard Action **Melee touch**

Target: One living creature you have grabbed

Attack: Strength +2 vs. Fortitude, Constitution +2 vs. Fortitude, or Dexterity +2 vs. Fortitude

Hit: 1d4 + Constitution modifier damage, and you can spend a healing surge.

Increase to +4 bonus and 2d4 + Constitution modifier damage at 11th level; +6 bonus and 3d4 + Constitution modifier damage at 21st level.

Special: When you select the Vampiric Heritage feat, you determine whether you use Strength, Constitution, or Dexterity to attack with this power.

HEROIC TIER FEATS

Any feat in the following section is available to any dhampyr character of any level who meets the prerequisites.

VAMPIRE ALACRITY [VAMPIRE BLOODLINE]

Prerequisite: Vampiric Heritage feat

Benefit: You gain a +1 feat bonus to your speed.

MIST FORM [VAMPIRE BLOODLINE]

Prerequisites: 10th level, Vampiric Heritage feat

Benefit: You can swap one 10th-level or higher utility power you know for *mist form*.

Mist Form

Your form dissolves into an eerie, billowing mist.

Daily ♦ **Polymorph**

Standard Action **Personal**

Effect: You become insubstantial and gain a fly speed of 8 (hover), but you cannot make any attacks. This lasts until the end of your next turn.

Sustain Minor: Your *mist form* persists.

NIGHT'S SIGHT [VAMPIRE BLOODLINE]

Prerequisite: Vampiric Heritage feat

Benefit: You gain low-light vision.

PARAGON TIER FEATS

Any feat in the following section is available to a dhampyr character of 11th level or higher who meets the prerequisites.

BLOODIED REGENERATION [VAMPIRE BLOODLINE]

Prerequisites: 11th level, Vampiric Heritage feat

Benefit: You can swap one 10th-level or higher utility power you know for *bloodied regeneration*.

Bloodied Regeneration

Your wounds call to your immortal blood, which surges to repair your body.

Daily ♦ **Healing**

Minor Action **Personal**

Requirement: You must be bloodied.

Effect: You gain regeneration 5 until the end of the encounter or until you are no longer bloodied, whichever comes first.

DOMINATING GAZE [VAMPIRE BLOODLINE]

Prerequisites: 15th level, Vampiric Heritage feat
Benefit: You can swap one 15th-level or higher daily attack power you know for *dominating gaze*.

Dominating Gaze

The authority in your piercing gaze demands utter submission.

Daily ♦ **Charm**

Minor Action **Ranged 5**

Target: One creature

Attack: Intelligence +4 vs. Will, Wisdom +4 vs. Will, or Charisma +4 vs. Will
Increase to +6 bonus at 21st level.

Hit: The target is dominated (save ends). **Aftereffect:** The target is dazed (save ends).

Miss: The target is dazed (save ends).

Special: When you select the Dominating Gaze feat, you determine whether you use Intelligence, Wisdom, or Charisma to attack with this power.

SAVAGE BITE [VAMPIRE BLOODLINE]

Prerequisites: 11th level, Vampiric Heritage feat
Benefit: You can use your *blood drain* power on a target, and it grants combat advantage to you without you having that target grabbed.

EPIC TIER FEAT

The feat in the following section is available to a dhampyr character of 21st level or higher who meets the prerequisites.

SCENT OF BLOOD [VAMPIRE BLOODLINE]

Prerequisites: 21st level, Vampire Bloodline feat
Benefit: Living, bloodied enemies grant you combat advantage.

PARAGON PATHS

The following paragon paths work well with dhampyr characters.

BLOODKNIGHT

“Despite the depravity of my upbringing, I have become a hero to people I was raised to view as mere cattle.”

Prerequisites: Defender role, Vampiric Heritage feat

Your vampire heritage has served only to make you a stronger warrior. It could be that you grew up in a vampire clan, and were shaped and honed into a perfect weapon for their aims. Several like you have such a history. Or maybe you’ve listened to your blood’s whispers, gaining supernatural talents as a reward for your efforts. The blood of your enemies cries out to your own. You sense those you have marked for death like a wolf smell’s fear in the hunted. Your adversaries are your prey, to be driven where you wish and ultimately struck down to supplement your strength.

BLOODKNIGHT FEATURES

Blood-Calling Action (11th level): When you spend an action point to make an extra attack, you also mark all enemies within close burst 2 until the end of your next turn.

Taste for Blood (11th level): Whenever you reduce a bloodied enemy you have marked to 0 hit points, you recharge your *blood drain* power and can use it again during this encounter.

Marked Blood (16th level): Whenever you grab a target you have marked, you can use your *blood drain* power on that target immediately as a free action.

BLOODKNIGHT POWERS

Bloodseeking Strike

You strike hard enough to crumple armor and hew the toughest hide, leaving your enemy open to further attack.

Encounter ♦ **Weapon**

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage, and you grab the target. Until the end of your next turn, you gain a +2 power bonus to Fortitude and Reflex against attempts to break your grab.

Mistblood Form

You draw upon your ties to vampire nature so that you can step between life and death to slay body and spirit.

Daily ♦ **Stance**

Minor Action **Personal**

Effect: You gain phasing and deal full damage to insubstantial creatures.

Dance of Blood

Your enemies stagger under your imposing gaze and line up for slaughter.

Daily ♦ **Stance**

Minor Action **Personal**

Effect: At the start of your turn, you can slide one adjacent enemy 1 square. You can then make a melee basic attack against that enemy as a free action provided that enemy is within your reach.

DEADSTALKER

“Immortality is at an end, parasite.”

Prerequisite: Vampiric Heritage feat
With the innate ability to sniff out the undead, you have dedicated your life to the stalking and slaying of such abominations. Perhaps the calling of this vocation was passed down from your parents as a macabre tradition. Maybe vengeance has motivated

you to slay the unliving. Perhaps you’ve turned your birthright into an asset that allows you to protect those weaker than you. You have channeled your sharp perception into deadly accuracy and slippery maneuverability—both of which also serve you against the living.

DEADSTALKER PATH FEATURES

Deadstalker’s Action (11th level): When you spend an action point to take an extra action, you do not grant combat advantage to any enemy for any reason and cannot be grabbed until the end of your next turn.

Indomitable Blood (11th level): You gain a +2 bonus to saving throws against charm and fear effects.

Deadeye (16th level): Once per round you gain a +5 bonus to damage rolls against a single undead target you hit with an attack.

DEADSTALKER POWERS

For your attack powers, you choose Strength or Dexterity for the attack, as appropriate for your class, fighting style, and weapon. You use the chosen ability to determine your attack roll bonus and damage roll bonus.

Impaling Blow

Your precise blow transfixes your enemy.

Encounter ♦ Weapon

Standard Action **Melee or Ranged weapon**

Special: You can shift 2 squares before making this attack.

Target: One creature

Attack: Strength vs. AC or Dexterity vs. AC

Hit: 3[W] + Strength or Dexterity modifier damage, and the target is immobilized until the end of your next turn.

Instant Escape

You know how to slip out of an unwanted embrace.

Encounter

Immediate Interrupt **Personal**

Trigger: You are grabbed.

Effect: You escape the grab and shift 2 squares.

Deadeye Strike

With careful aim, you strike a decisive blow at your enemy's weakest spot.

Daily ♦ Weapon

Standard Action **Melee or Ranged weapon**

Target: One creature

Attack: Strength vs. AC or Dexterity vs. AC

Special: When using this power, you score a critical hit on a natural attack roll of 18 or higher.

Hit: 4[W] + Strength or Dexterity modifier damage.

Miss: Half damage.

NEW MONSTERS

Seemingly ordinary humanoids, dhampyr have terrifying powers gained from their relation to vampires. This combination of normalcy and hidden power makes a dhampyr a formidable predator.

**Bloodcrazed Duergar Dhampyr** **Level 8 Elite Brute**

Medium natural humanoid (devil, vampire)

XP 700

Initiative +7

Senses Perception +11; darkvision

HP 214; **Bloodied** 107

AC 22; **Fortitude** 24, **Reflex** 22, **Will** 21

Resist 5 fire, 5 poison

Saving Throws +2

Speed 6

Action Points 1

⊕ **Claw** (standard; at-will)

+10 vs. AC; 1d12 + 5 damage, and ongoing 5 damage (save ends).

‡ **Blood Frenzy** (standard; at-will)

The bloodcrazed duergar dhampyr makes two claw attacks. If the first claw attack hits a target, the dhampyr can attempt to grab that target instead of making the second claw attack.

‡ **Blood Letting** (standard; requires a grabbed target;

encounter) ♦ **Healing**

Melee 1; +9 vs. Fortitude; 1d8 + 5 damage, and ongoing 5 damage (save ends), and the bloodcrazed duergar dhampyr regains 25 hit points.

‡ **Quills** (minor; encounter) ☒ **Poison**

Ranged 3; +10 vs. AC; 2d8 + 8 damage, and the target takes ongoing 5 poison damage and a -2 penalty to attack rolls (save ends both).

Alignment Evil

Languages Common, Deep Speech,

Dwarven

Skills Dungeoneering +11, Stealth +12

Str 20 (+9)

Dex 17 (+7)

Wis 15 (+6)

Con 17 (+7)

Int 9 (+3)

Cha 10 (+4)

BLOODCRAZED DUERGAR DHAMPYR TACTICS

A cunning hunter, a bloodcrazed duergar dhampyr stalks its prey to attack at an opportune moment. If doing so is tactically sound, the dhampyr picks its target and uses *quills* on that foe first. It then throws itself into the middle of its prey, scything away with its claws. Once bloodied, the dhampyr uses *vein tear* to drain a victim of blood and heal itself.

Dhampyr Assassin		Level 13 Elite Lurker
Medium natural humanoid, human (vampire)		XP 1,600
Initiative +16	Senses Perception +12; low-light vision	
HP 198; Bloodied 99		
AC 29; Fortitude 26, Reflex 28, Will 26		
Saving Throws +2		
Speed 6		
Action Points 1		
⊕ Kukri (standard; at-will) ☒ Weapon		
+18 vs. AC; 1d6 + 8 damage (reroll any damage die result of 1).		
⊕ Blood Run (standard; at-will) ☒ Weapon		
The dhampyr assassin moves 6 squares and makes two melee basic attacks at any point during that movement. It does not provoke opportunity attacks when moving away from the targets of these attacks.		
⊕ Tear the Vein (standard; requires combat advantage; encounter) ☒ Healing		
+16 vs. Fortitude; 2d8 + 6 damage, and the dhampyr assassin regains 25 hit points.		
Misty Step (standard; at-will)		
The dhampyr assassin gains insubstantial, phasing, and concealment until the end of its next turn or until it attacks, whichever comes first.		
Combat Advantage		
The dhampyr assassin deals 3d6 extra damage to targets it has combat advantage against.		
Strike from the Shadows		
If the dhampyr assassin misses with an attack while hidden, it remains hidden.		
Alignment Evil	Languages Common	
Skills Acrobatics +17, Athletics +15, Stealth +17		
Str 18 (+10)	Dex 22 (+12)	Wis 12 (+7)
Con 15 (+8)	Int 15 (+8)	Cha 19 (+10)
Equipment leather armor, 2 kukris		

DHAMPYR ASSASSIN TACTICS

A dhampyr assassin initiates combat from hiding with *strike from the shadows*. It then employs *blood run* with an eye toward combat advantage.

Dhampyr Coercer		Level 17 Elite Controller
Medium natural humanoid, eladrin (vampire)		XP 3,200
Initiative +13	Senses Perception +15; low-light vision	
HP 324; Bloodied 162		
AC 33; Fortitude 29, Reflex 30, Will 32		
Saving Throws +2		
Speed 6		
Action Points 1		
⊕ Katar (standard; at-will) ☒ Weapon		
+22 vs. AC; 2d6 + 7 damage (crit 4d6 + 19 damage).		
⊕ Blood Dance (standard; at-will) ☒ Weapon		
The dhampyr coercer makes two melee basic attacks. Each hit also slides the target 1 square.		
⊕ Tear the Vein (standard; requires combat advantage; encounter) ☒ Healing		
+19 vs. Fortitude; 2d8 + 6 damage, and the dhampyr coercer regains 40 hit points.		
↘ Luring Gaze (minor 1/round; at-will) ☒ Charm, Gaze		
Ranged 5; +20 vs. Will; the target is pulled 3 squares and dazed (save ends). This attack doesn't provoke opportunity attacks.		
↙ Repelling Gaze (standard; at-will) ☒ Fear, Gaze		
Close burst 3; targets enemies; +19 vs. Will; 1d8 + 7 psychic damage, and the target is pushed 3 squares.		
Bloody Fey Step (move; encounter)		
The dhampyr coercer teleports 5 squares and gains combat advantage against any target that it ends its teleport adjacent to.		
Alignment Unaligned		Languages Common, Elven
Skills Bluff +20, Stealth +15		
Str 12 (+9)	Dex 21 (+13)	Wis 15 (+10)
Con 18 (+12)	Int 16 (+11)	Cha 24 (+15)
Equipment leather armor, katar		

DHAMPYR COERCER TACTICS

A dhampyr coercer opens combat with *luring gaze*. If the coercer has multiple enemies nearby, it uses *repelling gaze* to drive them away. The dhampyr employs *blood dance* to further isolate one foe or to take on two enemies at once. If surrounded by foes, the dhampyr might spend an action point to use *repelling gaze*.

DHAMPYR LORE

A character knows the following information with a successful Nature or Religion check.

DC 15: A dhampyr is a humanoid with blood tainted by vampire forebears. Such a creature is typically the result of a union between a normal mortal and a dhampyr.

DC 20: Despite the powers they can share in common with vampires, dhampyrs are not undead. As such, they possess no vulnerability to sunlight and radiant attacks. Vampires sometimes employ dhampyrs as mortal assassins, guardians, and soldiers.

ENCOUNTER GROUPS

Dhampyrs can be found anywhere a creature of the same race might be found. They also live among vampires and other sentient undead. Each dhampyr is unique, with his or her own allies and agenda.

Level 7 Encounter (XP 1,650)

- ◆ 1 bloodcrazed duergar dhampyr (level 8 elite brute)
- ◆ 1 bloodweb spider swarm (level 7 soldier)
- ◆ 1 crimson acolyte (level 7 skirmisher)
- ◆ 1 flameskull (level 8 artillery)

Level 14 Encounter (XP 5,600)

- ◆ 1 human wizard lich (level 14 elite controller)
- ◆ 1 dhampyr assassin (level 13 elite lurker)
- ◆ 2 boneclaws (level 14 soldier)

Level 17 Encounter (XP 8,800)

- ◆ 1 dhampyr coercer (level 17 elite controller)
- ◆ 1 stone golem (level 17 elite soldier)
- ◆ 2 rakshasa warriors (level 15 soldier)

About the Author

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