

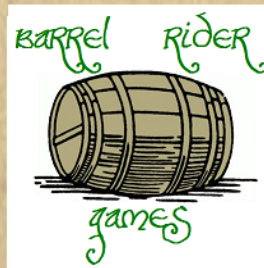
Dhampir



**A Player Character Class for Labyrinth Lord
and other old-school fantasy role-playing games**

Art by: Malcolm McClinton

Written by: James M. Spahn



Labyrinth Lord
Compatible Product

Dhampir

A Player Character Class

for Labyrinth Lord™ and other old-school table-top fantasy role-playing games

Written by: James M. Spahn

Art by: Malcolm McClinton & Joe J. Calkins

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Requirements: Str 9, Con 9, Cha 13

Prime Requisite: STR and CHA

Hit Dice: 1d6

Maximum Level: 10th

The dhampir is a creature born into darkness. They are truly children of the night, born of a union between a human and a vampire. Appearing as normal human children, they begin showing signs of their dark heritage at adolescence as their features sharpen and become more fearsome. Pointed ears and angular facial features along with dark hair and eyes are hallmarks of the dhampir and any who recognize them for what they are typically brand them as spawn of evil and attempt to cast them out or destroy them.

The dhampir is not bound to a path of evil, unlike their vampiric parent. Because they are

often cast out for the tainted blood in their veins, they often take up with adventuring parties and spend their lives moving from place to place. But their cursed blood is not without its benefits. Many dhampirs attempt to use their powers for the greater good, hoping that through noble deeds that they can stave off the gnawing hunger in their soul.

Due to their affinity for darkness, all dhampirs have infravision at a range of 60 feet. In addition their unnaturally sharpened senses allows them to detect secret doors with a 1 – 2 on a d6 roll when they are actively searching.

Dhampirs are proficient in all weapons, but due to their natural grace and unique abilities they are only able to wear leather armor, though they may use shields. Their vampiric tenacity and bloodlust is reflected in their saving throws and attack values. dhampirs use the attack value of a fighter of equal level and the saving throws of an elf of equal level. Though they can be of any alignment, almost all dhampirs are neutral or chaotic, as the desire for blood inside them rarely lends itself to the discipline of a lawful worldview.

Reaching 9th Level: At 9th level a dhampir may set up a small stronghold. If they do so, they become known as a *Night Lord*. This is typically a secluded keep or crypt, though not always. Over the next several months 5d6 mindless undead will be drawn to the dhampir and will serve him loyally, though they will often try to carry out the orders of a more noble master with as much malice as possible. These creatures are typically skeletons, zombies, or ghouls, though at the Labyrinth Lord's discretion it is possible that more powerful undead may come into the Night Lord's service. If these monsters are slain new followers will arrive in 1d6 months to replace the

slain undead.

Often if a Night Lord's stronghold is discovered by the local forces of good and law they will seek to destroy both him and his stronghold.

Hide in Shadows: A dhampir will always think he is successful in this skill, and will not know otherwise until others react to his presence. He must remain motionless when hiding.

Move Silently: When successful, others will not hear the movements of a dhampir. However, the dhampir always thinks he is successful in this skill, and will not know otherwise unless others react to his presence.

Charming Gaze: As dark gift of their vampiric heritage the dhampir is often able to *Charm Person* just 1st level magic-user/elf spell. However, unlike the spell, a dhampir uses a special percentage chart to determine whether the person is charmed. Depending upon the situation, the Labyrinth Lord may add bonuses or penalties to the dhampir's d100 roll. At 1st level a dhampir can attempt to charm a person once per day, twice a day at 5th level, and three times a day at 10th level.

In order to use this ability the dhampir must be able to look into the eyes of their victim and if the target succeeds in their saving throw to resist this effect the dhampir cannot attempt to use this ability on that individual until he gains one level of experience.

Bloodlust: Like all vampires, the dhampir craves blood. Though it is not required to sustain him, the craving is still a primal urge and it does give him power if he consumes blood. All dhampir possess a natural bite melee attack. This attack does 1d4 (plus strength modifiers) in damage. The dhampir may use this ability to consume the blood of a victim in order to regenerate damage they have taken, though they may never exceed their maximum hit points through use of this ability.

If the dhampir successfully bites a living humanoid victim they may choose to heal up to two hit points per character level, up to 20 hit points at 10th level. Each round they gain a

number of hit points equal to the damage dealt by the bite attack, but each round they cannot heal more damage than they inflicted with their bite attack and the total damage healed each day cannot exceed two hit points per character level.

Note that victims slain by the dhampir's bite attack *do not* rise as undead minions under the control of the dhampir.

Accursed Touch: At 3rd level the very touch of a dhampir can be painful to the living. The undead energy that drives their existence grants them considerable power. They may add their Charisma bonus to all melee damage rolls made against living targets. This includes any weapons they wield and their bite attack.

Inhuman Movement: Beginning at 5th level the dhampir may now walk on walls and even ceilings, defying gravity due to their unnatural gift. Though they cannot fly like their vampiric ancestors, they can still stand on any solid surface as long as they can find footing.

Unholy Aura: At 7th level the dhampir has tapped into the darkest gifts of their heritage. Mindless undead (such as skeletons and zombies) recognize them as one of their own and will not attack them unless they are attacked first. Once the dhampir initiates combat with a group of mindless undead, however, the entire group recognizes the danger of their foe will treat them like any other enemy.

Darkest Embrace: At 9th level the dhampir has so completely embraced their undead heritage that they are immune to all level draining and negative energy effects such as the touch of a wight or *Cure Light Wounds (Reversed)* spell.

In addition, the dhampir is now so completely given to darkness that they will automatically be recognized as evil by a *Detect Evil* spell or similar magical scrying, regardless of whether they are evil or not. In addition, they can no longer benefit from the magical healing of a *Cure Light Wounds* or similar spell. Instead they receive healing from reversed versions of these spells.

Experience	Level	Hit Dice	Special Ability	Hide in Shadows	Charming Gaze	Move Silently
0	1	1d6	Blood Lust	15%	15%	20%
2501	2	2d6		25%	20%	25%
5001	3	3d6	Accursed Touch	35%	25%	35%
10001	4	4d6		45%	35%	45%
20001	5	5d6	Inhuman Movement	55%	45%	55%
40001	6	6d6		65%	55%	65%
80001	7	7d6	Unholy Aura	75%	65%	75%
160001	8	8d6		85%	75%	85%
310001	9	9d6	Darkest Embrace	95%	85%	95%
460001	10	+2 hit points only*		99%	95%	99%

*Hit point modifiers from constitution are ignored



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