

Necronomicon:

Rogue

This is Supplemental Material

Roguish Archetype

At 3rd level, a rogue gains the Roguish Archetype feature. This is an option written by Odvaskar for that feature: The Vampire Spawn

Vampire Spawn

Rogues that find themselves the victim of a vampire's bite will eventually die, but this is not their end. They will awaken again to an endless night and be reborn as a vampire spawn. Cursed to never cast a shadow or reflections, abhor sunlight, hunger for the blood of the living, and eternal servitude to the vampire that created them. A rogue that becomes a vampire spawn have their rogue skills enhanced by vampiric power fueled by the blood of living creatures. They become the perfect immortal nocturnal stalkers able to sneak or charm their way out of any situation.

Born From the Grave

3rd-level Vampire Spawn feature

At 3rd level, you have died and been reborn as a vampire. You gain the following benefits:

Nocturnal Hunter. You gain darkvision up to a range of 60 feet. Additionally, you gain proficiency in the Stealth and Perception skills. If you already have proficiency in these skills, you can choose two others to become proficient in.

Deathless Nature. You don't need to breathe, and you gain resistance to necrotic damage.

Spider Climb. You have a climbing speed equal to your walking speed. You can move up, down, and across vertical surfaces and upside down along ceilings, while leaving your hands free.

You gain the following detriments as well:

Chained to the Grave. When you take a long rest, you must do so under a foot of dirt or by carrying a small amount of the dirt from your burial site.

Forbiddance. You can't enter a residence without an invitation from one of the occupants.

Harmed by Running Water. You take acid damage equal to your level when you end your turn in running water.

Sunlight Hypersensitivity. You take radiant damage equal to your level when you start your turn in sunlight, while having exposed flesh. While in sunlight, you have disadvantage on attack rolls and ability checks unless your eyes are covered from the sunlight.

Undead. You are considered an Undead for any spells or effects that specify.
(Healing spells don't heal you)

Child of the Night

3rd-level Vampire Spawn feature

At 3rd level, your endless hunger for blood allows you to turn into ravenous predator. You can transform your mouth and hands into lethal weapons. As a bonus action you grow fangs and claws that are natural weapons, which you can use to make unarmed strikes with until you retract them (no action required). Both natural weapons have the Finesse and Light properties. They deal piercing damage equal to 2d4 + your Dexterity or Strength modifier. Each weapon has the following special properties:

Claws. A creature hit by this attack will be bleeding. A creature with the bleed condition takes 2 slashing damage at the start of each of their turns and has disadvantage on Constitution saving

throws. A healing kit or any healing will stop the bleeding.

Bite. When you bite a creature and use your sneak attack, your sneak attack damage with this attack deals necrotic damage instead of piercing damage. If the target isn't a construct, undead, or plant it must succeed on a Constitution saving throw or you regain hit points equal to the necrotic damage. On a successful save, you only regain hit points equal to half the necrotic damage (rounded down). If the target fails the save, it gains the Bloodless condition and you gain the Satisfied condition.

Special Subclass Conditions:

Bloodless. The target feels fatigued. It gains -1 to attack rolls, saving throws, and ability checks until it finishes a long rest or has a *Lesser Restoration* spell cast on it.

Satisfied. Your hunger is sated. You gain a +1 to attack rolls, saving throws, and ability checks until you finish a long rest

Sanguine Regeneration

9th-level Vampire Spawn feature

The regenerative effect the blood of the living has on you allows you to heal any injury provided you have time. While you are Satisfied, you regain a number of hit points equal to your Proficiency Bonus every 10 minutes, provided you have at least 1 hit point. If you lose a body part, it will regrow after a short rest or long rest. If you take radiant damage the regeneration stops for 1 minute.

Additionally, your claws and fangs deal an extra 1d4 piercing damage and count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Ascended Spawn

13th-level Vampire Spawn feature

Beginning at 13th level, your dark powers to grow. You can innately cast the *Friends* cantrip and you can innately cast the *Charm Person* and

Gaseous Form spells once per short rest each using Charisma as your spellcasting ability. Additionally, while you are Satisfied you can take the form of a bat. You can use your action to polymorph into a bat with 1 hit point. Your mental statistics are unchanged, and anything you are wearing transforms with you. You revert back to your true form if your bat form takes 1 point of damage or use your action to revert back. You can use your fang attack while in bat form.

Crismon Euphoria

17th-level Vampire Spawn feature

At 17th level, you enter a state of pure euphoria whenever you drink the blood of a living creature. While you are Satisfied, and a creature fails its saving throw against your bite you gain the benefits of a *Haste* spell for the next minute. On the euphoria ends you are not affected by the wave of lethargy from the haste spell.