

# Vampirism

## A disease for D&D 5<sup>th</sup> Edition

Vampirism occurs after taking necrotic damage from a vampire's bite attack. A character that takes this necrotic damage must pass a DC 15 constitution saving throw, or else be afflicted with Stage 0 vampirism.

### Stage 0

Occurs 1-2 days after a bite attack from any kind of vampire.

Subject no longer benefits from rests taken in the daylight.

Remove Curse & Remove Disease both work to remove the disease at this stage. Whether this is common knowledge in the world is DM discretion; player characters with backgrounds that suggest prior encounters with vampires or vampirism as a disease should know this automatically. Otherwise, gate it behind an arcana check where the DC reflects the rarity of vampires in the world.

DC 18 Medicine or Religion check to identify the disease. Failed checks misidentify the disease as the effects of exhaustion.

### Stage 1

Occurs by day 3 or 4.

Subject gains darkvision.

Subject can smell spilled and unspilled blood, know the difference between them, identify a creature's race by the scent of their blood, and detect bloodborn diseases in other living creatures.

Subject must pass a DC 10 charisma saving throw to pass thresholds without being invited across them by the owner or primary occupant of the property.

The "Detect Evil and Good" spell has a 50% chance of revealing the subject briefly as undead, though after a few seconds of being revealed, the subject will appear normally to the spellcaster.

### Stage 2

Occurs by day 5. Subject gains sunlight sensitivity. DC 15 Medicine or Religion check to identify the disease.

Remove Curse will remove the disease at this stage.

### Stage 3

Occurs by day 7.

Subject gains an unquenchable thirst and heightened hearing, able to especially pick out the maddening thunder of heartbeats.

Subject must pass a DC 10 Charisma saving throw once per 24 hours, but only in darkness, and only around living creatures with heartbeats. If the subject fails the saving throw, they will attack the closest of those creatures. Subject repeats the saving throw at the end of each round.

If the subject kills a creature, they must drink its blood. Doing so completes the transformation into a vampire spawn under the closest vampire's control. If there are no viable vampires, the subject moves to stage 4, instead, but with the Vampire stat block instead of the Vampire Spawn stat block.

Subject can now transmit Vampirism.

Subject can be cured by being slain and resurrected.

### Stage 4

Occurs on after being a vampire spawn for one day.

Subject is permanently a vampire spawn, unable to be recovered by any means. They now have the Vampire Spawn stat block, but retain any class abilities and spells.

### Being a Vampire

Generally speaking, the DM controls all vampires and vampire spawn. However, in some games, it may be appropriate for a player to retain control of a vampire spawn character, either working against the party or working with the party against a common enemy. Eventually, vampire characters will descend into the madness and hatred of undeath, so such alliances are necessarily temporary.

Unless, of course, everyone becomes infected...



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