


INANIMIS' GUIDE TO VAMPIRISM



**Player Character Vampire Traits
and ways to implement Vampirism to your Campaign**



VAMPIRISM

Many a time in your campaign, players might end up facing a Vampire. A Vampire is an elegant but deadly creature. It avoids the sun and thrives in the shadow. It drinks blood and curses others with Vampirism. Your players are not immune to Vampirism. Here's a guide that will help you implement Vampirism in your Campaign with Optional Rules to make it a focal point for a quest.

BECOMING A VAMPIRE

When facing a Vampire, players have to be careful to avoid its bite. If bitten, a player has to make a Constitution Saving Throw. The DC depends on the Vampire. Here's a simple table to help you figure out the DC of the Saving Throw.

Vampire's CR	DC
Less than 8	12
Between 8 and 12	15
Higher than 12	18
Legendary Creature*	22

*Legendary creature should be a main villain that you want your 15+ level players to face for an end-game battle.

If a player **fails** the Con Save, they are affected with **Vampirism**. If they succeed, they cannot be affected by Vampirism for the next 24 hours.

TRAITS OF A VAMPIRE

When you become a Vampire, no matter your race, many things change. You gain some benefits but you also get some disadvantages. Here are the benefits.

Ability Score Increase: Your Charisma score, Strength score and Dexterity score increase by 1.

Superior Darkvision: You gain 120 feet Darkvision.

Being of Darkness: Your movement increases by 20 when it's night.

Blood Craving: You have Advantage on any checks you make to track down an injured creature.

Bat Shape: If the vampire isn't in sun light or running water, it can use its action to Polymorph into a Tiny bat. It can use a bonus action to change back to its original form. While in bat form, the vampire can't speak, its walking speed is 5 feet, and it has a flying speed of 30 feet. Its Statistics, other than its size and speed, are unchanged. Anything it is wearing transforms with it, but nothing it is carrying does. It reverts to its true form if it dies.

Vampire Blood: When infecting other humanoids, your Vampire Blood modifier increases. It starts from 0 and caps at 10. *Vampire Blood* affects many things such as your Vampirism Save DC which is 10 + your *Vampire Blood* modifier, your *Bite* and more. If a humanoid consumes even a single drop of your blood, they have to make a Save DC to resist *Vampirism*.

Bite: You can use your Bite attack to inflict Vampirism to any non-immune humanoid. Your Bite attack deals 2d6 + your *Vampire Blood* modifier, piercing damage.

Now, becoming a Vampire comes with a price. These are the Disadvantages you face.

Sunlight Sensitivity: When in direct contact with the light of the sun you suffer the following disadvantages: any *Perception*, *Investigation*, *Survival* checks you make is made with *Disadvantage*. Any *Attacks* you make are made with *Disadvantage*. Your *Passive Perception* is reduced by 5. You suffer 10 + your *Vampire Blood* modifier radiant damage per round while in the sunlight.

Running Water Sensitivity: While standing in running water you suffer the following disadvantages: any *Perception*, *Investigation*, *Survival* checks you make is made with *Disadvantage*. Any *Attacks* you make are made with *Disadvantage*. You suffer 10 + your *Vampire Blood* modifier acid damage per round while in running water.

Silver for Monsters: You are *Vulnerable* to any attacks made against with Silver Weapons.

REMOVING VAMPIRISM

To remove Vampirism, a simple *Remove Curse* spell won't simply do it. If a creature casts *Remove Curse* spell on you, they have to roll a d20 adding their Spellcasting Bonus. They have to roll higher than your Vampirism DC (which is 10 + your *Vampire Blood* modifier).



OPTIONAL RULES

In my Campaign I use an optional rule when a player reaches a *Vampire Blood* modifier of 10. When the Vampire manages to infect 10 humanoids, the **Lord of the Vampires** visits them in their Dreams. If you want a *stats* reference for such a creature, I use *Camazotz* from *Tome of Beasts*. The Lord of the Vampires will then attempt to make a deal with the Vampire. The details of the deal are up to the GM of course. Here's what I use. The Vampire will become a **Higher Vampire**. Which means that they *ignore* all the disadvantages of *Vampirism* (Sunlight Sensitivity, Running Water Sensitivity, Silver for Monsters). In return, they have to infect 100 *more* humanoids. If they do not work towards infecting the humanoids, then the *Lord of the Vampires* will give them a warning. If they ignore the warning, they will face *Lord of the Vampires* alone, possibly dying. But being a Higher Vampire comes with one more burden...

COST OF HIGH VAMPIRISM

A **High Vampire** is a really powerful creature. Few can say that they lived after fighting one. The *disadvantages* of being a High Vampire are the following.

- After infecting 20 humanoids your appearance starts to change to that of a bat. The changes are minor. Your iris turns black, you have a hairier back, your ears are pointier etc.
- After infecting 40 humanoids your transformation to a bat creature is almost complete. Your limbs become flightless-wings and you resemble a humanoid bat, making social interactions extremely difficult.
- After infecting 60 humanoids you lose the ability to speak with humans. You can still understand them but you cannot talk. Instead you can now talk to animals.
- After infecting 80 humanoids you start losing your sanity to instinct. Everyday you have to make a Wisdom Saving Throw (DC 10). If you fail the DC, you are conquered by an extreme hunger for blood. You have to spend your day hunting down humanoids. You cannot take actions that will not directly help you infect more people. On the next dawn you get to make the saving throw again.
- After infecting 100 humanoids you completely lose yourself to the will of the **Lord of the Vampires**. You are now a simple but extremely powerful puppet to them. The High Vampire lives only to serve the Lord.

Of course the High Vampire can attempt to avoid infecting humanoids. **But** if they choose to do so, the **Lord of the Vampires**, as I previously stated, will deal with them personally and that might mean a character death.

FINAL WORD & LEGAL STUFF

You can, of course, make any changes you want to my version of Vampirism, these are just guidelines to help you deal with a player being infected with the curse. If you want to check a similar guide about **Lycanthropy** check my guide by clicking **here**. If you want to check more of my stuff click **here** or on the *Inanimis* logo.

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