Vampirism

Rules for player characters · D&D 5e 2014

English translation of the current French rules. This is not a new rules edition. French reference checked against the site backup of November 11, 2026.

At the table

Use this booklet for the complete rules and the final quick reference for reminders. Only acquired gifts and weaknesses apply to your character. The separate fillable sheet records choices and resources; it does not calculate rules.

Read the complete rules online

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Overview and progression

Power at a price. This curse is layered onto a complete race. It gives the character additional options: its weaknesses do not precisely offset its gifts. The DM grants it as a supernatural reward, taking the other adventurers' rewards into account. This module uses neither the Vampire monster's statistics nor the official dhampir's racial replacement procedure.

Your character remains your own. Vampirism changes neither your race, your creature type, nor your alignment. You retain your features unless an exception says otherwise. Hunger never forces an attack, and a sire never controls their descendant. Here, a 'gift' means a vampiric gift: it does not replace a character feat or an Ability Score Improvement.

Four stages. An infectious bite causes incubation. Consuming a ration of blood during incubation transforms you at stage 1. A rite can then stabilize or cure the curse. Ascensions are voluntary; the listed level is your total character level, counting all classes.

Stage	Name	Min. level	Max. essence	Gifts / weaknesses
1	Dhampir	1	2	1 / 1
2	Vampire	5	3	2 / 2
3	Greater Vampire	11	4	3 / 3
4	Vampire Lord	17	5	4 / 4

Method 1: choose together. Agree with the DM on one of the following two methods. At stage 1 and at each ascension, choose one gift and one weakness with the DM from the eight in each list. The two choices are independent: matching numbers do not pair them together. Keep your previous traits; gift improvements apply according to your current stage, even if you have just acquired the gift. You cannot acquire a trait twice.

Method 2: roll the dice. Roll 1d8 for the gift and 1d8 for the weakness separately on the lists numbered 1 to 8; do not add the results together. Reroll only the die that produces a duplicate or an ineligible trait. Agree on exclusions with the DM before rolling, without changing them after an unwelcome result. Select a gift the character can actually use and a weakness that will matter in play without regularly excluding them from the adventure. Exclude any trait entirely negated by a permanent feature.

No. (1d8)	Gift	Weakness
1	Spider Walk	Sunlight Aversion
2	Predator's Strength	Law of the Threshold
3	Nocturnal Swiftness	Native Earth
4	Regenerating Flesh	Sacred Wound
5	Fascination	Running Water Aversion
6	Nocturnal Form	Exacting Thirst
7	Hunter's Senses	Aversion to Plants
8	Blood Memory	Overpowering Appetite

Read what you need. Core traits and infection: 'Becoming a vampire'. Blood and hunger: 'Feeding and managing hunger'. Gifts: 'Gifts of the blood', 'Gifts of the senses and mind', and 'Nocturnal Form'. Weaknesses: 'Vampiric weaknesses'. Rites and cures: 'Rites, progression, and cures'. Blood Pact: 'The Blood Pact'. Clarifications and magic: 'Clarifications and interactions'. DM guidance: 'Dungeon Master's guide'. Play aid: 'Quick reference'.

Becoming a vampire

Core traits • Transmission • Incubation

A curse, not a disease. Immunity to disease does not protect against this curse. To contract it, a creature must be living, have blood, and be neither a construct nor undead. The DM decides how unusual physiologies are handled before infection; a merely humanoid appearance is not enough.

Infectious bite. A stable vampire of stage 2 or higher has one attempt, regained at the end of a long rest. Before an attack with the fangs granted by this module, the vampire can declare this attempt. If the bite deals damage to an eligible target, that target makes a Constitution saving throw against the vampire's vampiric save DC. Failure starts incubation. A willing target can choose to fail, as an exception specific to this feature.

Expending the attempt. The attempt is expended as soon as that bite deals damage to an eligible target, whether the saving throw succeeds or fails. An attack that misses or deals no damage does not expend it. A bite does not restart an ongoing incubation or infect an already vampiric character.

Incubation: 24 hours. During incubation, you do not yet gain any vampiric traits. At the twelfth hour, make a DC 12 Wisdom saving throw. On a failure, you have disadvantage on ability checks until incubation ends. This is not exhaustion. If you consume no ration of blood before the twenty-fourth hour, incubation and its effects end: you are cured.

The first ration. Consuming a ration that meets the requirements in 'Feeding and managing hunger', willingly or by force, ends incubation: you become an unstable stage 1 vampire with hunger 0. Accidentally swallowing a drop is not enough. You gain your first gift, your first weakness, and the core traits described below. On your very first transformation, your essence reserve is full.

Instability: 72 hours. You then have 72 hours to complete a sealing or an early purge (see 'Rites, progression, and cures'). After that, your gifts become unusable and all their ongoing effects end, including their spells. Core traits, weaknesses, and hunger remain active. A later sealing restores access to your gifts without reactivating them or restoring essence. Instability never causes automatic ascension.

Darkvision. You gain darkvision out to 18 meters. If you already have darkvision with a longer range, keep that range; the ranges do not add together.

Fangs. Your fangs are a natural weapon that counts as a melee weapon with which you are proficient. Reach: 1.5 meters. Damage: 1d4 piercing. You choose whether to use Strength or Constitution for attack and damage rolls. This weapon does not have the finesse property, and its damage is not inherently magical. You can use it for an attack as part of the Attack action; it grants no additional attack. It neither heals you nor provides a ration.

From stage 2 onward. You stop aging naturally and no longer need to breathe. You remain alive. You must still feed as described in 'Feeding and managing hunger', rest according to your character's rules, and make death saving throws normally.

Essence and vampiric save DC. Your maximum essence reserve equals your stage + 1. A long rest restores all spent points, except as specified by Native Earth. Drinking, performing a rite, or changing stage restores no points: increasing the maximum leaves the new points empty. At stage 1, permanently choose Constitution or Charisma. Your vampiric save DC equals 8 + your proficiency bonus + the chosen ability modifier. You cannot benefit from more than one long rest in a 24-hour period.

Feeding and managing hunger

One ration every 24 hours • Blood draws on a real reserve of vitality

One ration. A ration consists of blood collected from one humanoid or from two different beasts. In the latter case, the two collections must be consumed no more than ten minutes apart. Blood replaces your need for food and drink, even if your race did not have those needs. The Exacting Thirst weakness excludes beasts.

Eligible donors. Each donor must be living, have blood, be Small or larger, and have at least 1 HP. The donor must be willing or held in a way that prevents them from interrupting the collection. Vampiric blood, blood from constructs and

undead, and blood from creatures that are summoned or temporarily created provide no nourishment. A corpse cannot provide a new collection.

Collecting blood. Collection takes one continuous minute and expends one of the donor's available Hit Dice, without rolling it, healing the donor, or dealing damage. Without that die, the blood is not nourishing. Each creature can provide only one nourishing collection per 24-hour period, regardless of how many vampires it feeds. The die is expended on completion; an interrupted collection produces no ration.

Which Hit Dice reserve? For a PC, use only the Hit Dice from their character levels. For an NPC without class levels, use those in their normal stat block. A spent die remains spent until recovered normally. Hit Dice from a temporary form can never pay this cost. A donor under a temporary transformation must return to their normal form before a nourishing collection can be made.

Drinking and storage. Drinking directly during collection requires no additional minute. Drinking a previously collected ration takes one continuous minute. A collection stored in a sealed container remains nourishing for 24 hours after extraction. Two vials of animal blood may have been collected at different times; each must still be fresh when consumed. Mixing or dividing a collection does not multiply the rations. A mixture from several donors cannot be used for Blood Memory.

Hunger	Cumulative effects
0	No effect.
1	Disadvantage on ability checks.
2	Previous effect; all your speeds are halved.
3	Previous effects; gifts become unusable, their effects end, and you cannot regain Hit Dice.

Tracking hunger. Your first transformation sets your hunger to 0 and starts the timer. Each full 24-hour period without a ration increases hunger by 1, to a maximum of 3. A ration immediately resets hunger to 0 and restarts the 24-hour timer. Additional rations do not provide a reserve of fed days and never restore essence.

Exact consequences. Vampiric hunger replaces the exhaustion normally caused by lack of food and water. It does not itself affect attack rolls or saving throws. Other causes of exhaustion still apply. At hunger 3, the Hit Dice you already have available can still be spent during a short rest; you simply cannot regain any Hit Dice, from any source, while hunger remains at 3. All other benefits of rests remain normal.

Magic and free will. Rest, healing, ordinary food, and magical food do not reduce this hunger. A goodberry can heal you, but does not replace a ration of blood. Blood created directly by magic, without a collection that follows the rules above, provides no nourishment. Reaching hunger 3 does not kill you and never forces you to attack, drink, or obey. This limit is a deliberate choice of the module.

Example. You drink on Monday at 8 p.m. Without another ration, your hunger rises to 1 on Tuesday at 8 p.m., 2 on Wednesday, and 3 on Thursday. A ration drunk on Thursday at 10 p.m. resets it to 0; the next deadline is Friday at 10 p.m.

Gifts of the blood

Gifts 1 to 4 • Improvements add together, except when a value is replaced

Activating a gift. You must possess the gift and immediately pay its full essence cost. Additional costs from weaknesses add together; if you lack the points, you cannot activate it. Activating the same effect again replaces the previous activation. Gifts are magical. Except for expressly named spells, they are not spells, have no components, and require no concentration unless stated otherwise. Concentration follows the 2014 rules.

1 • Spider Walk

Bonus action • 1 essence • 10 minutes. You gain a climbing speed equal to your walking speed. From character level 3 onward, you can move along walls and ceilings without using your hands or making a climbing check. Before that level, the normal climbing rules still apply, apart from the speed.

Stage	Improvement
2	The duration becomes 1 hour.
3	Difficult terrain on a surface you are climbing costs you no additional movement.
4	While the gift is active, after taking damage, you can spend your reaction and 1 essence to move half your climbing speed without provoking opportunity attacks. Additional essence costs apply to this reaction.

2 • Predator's Strength

Bonus action • 1 essence • 1 minute. You have advantage on Strength checks. Your carrying capacity and the weights you can push, drag, or lift are doubled. This gift changes neither your size nor your attack rolls.

Stage	Improvement
2	Your jumping distances are doubled. A jump is still limited by your available movement.
3	You also have advantage on Strength saving throws.
4	The weight and jumping multipliers increase from two to four.

3 • Nocturnal Swiftness

Bonus action • 1 essence • your turn. You take the Dash action. The additional movement follows the normal rules for that action.

Stage	Improvement
2	The same activation grants you the benefits of Disengage for this turn.
3	Your existing speeds increase by 3 meters until the end of the turn, before calculating Dash. This gift grants no new movement mode.
4	Alternative use: when an attack from a creature you can see hits you, you can use your reaction and spend 1 essence to halve that attack's damage. This choice does not let you Dash.

4 • Regenerating Flesh

Bonus action • 1 essence • instantaneous. Spend and roll from 1 up to a number of your available Hit Dice equal to your stage. For each die, regain HP equal to the roll + your Constitution modifier, to a minimum of 0. Only Hit Dice from your character levels can pay for this gift: a transformation provides no additional dice. If you multiclass, choose from your available dice.

Limits of regeneration. This gift neither creates nor restores Hit Dice. It does not regrow limbs and cannot be used at 0 HP. After you take radiant damage, it is unusable until the end of your next turn; outside initiative, wait 6 seconds. This healing is not a short rest: no benefit requiring a rest is triggered. Effects that expressly modify a Hit Die rolled to heal yourself apply normally, including the Periapt of Wound Closure.

Gifts of the senses and mind

Gifts 5, 7, and 8 • Nocturnal Form is detailed under 'Nocturnal Form'

5 • Fascination

Action • 1 essence • range 9 meters. You cast *Charm Person* (2014), without a spell slot, at a spell level equal to your stage. Use your vampiric save DC and the normal verbal and somatic components. Choose up to a number of humanoids equal to your stage: each must be visible and within 9 meters of you, and all targets must be within 9 meters of each other. The spell lasts 1 hour, without concentration.

A charm, not a command. Each target makes the spell's Wisdom saving throw, with advantage if you or your companions are fighting it. The charm ends for a target if you or your companions harm it; when it ends, the target knows it was charmed. It regards you as a friendly acquaintance but retains its own decisions. The gift does not compel it to offer blood, accept a bite, or seal a pact.

Use the spell's rules. The other rules of *Charm Person* apply normally. Using Fascination again ends your previous use of this gift, even if you choose different targets. This gift and the gaseous form do not grant you known or prepared spells; they only allow you to cast them in the way described. If you know them from another source, that source functions separately.

7 • Hunter's Senses

Bonus action • 1 essence • 10 minutes. You have advantage on Wisdom (Perception) checks that rely on hearing or smell and on Wisdom (Survival) checks to track by scent. The gift does not automatically reveal a hidden or invisible creature.

Improved senses. Stage 2: the duration increases to 1 hour. Stage 3: while the gift is active, you can use a bonus action to learn whether a creature with blood that you can see within 18 meters has no more than half its hit point maximum. You do not learn its HP values. This examination is not a new activation and costs no additional essence. Stage 4: during the effect, you also have blindsight out to 3 meters.

8 • Blood Memory

Action • 1 essence • instantaneous. Within one minute after consuming a humanoid ration, name a sufficiently specific person, place, or event. You perceive a sensory memory from the donor, lasting no more than one minute: the most recent relevant memory from the 24 hours before collection. If no memory matches, you learn that, but the essence remains spent. Each ration allows only one reading.

Stage	Available memory period before collection
1	24 hours
2	7 days
3	30 days
4	1 year

An impression, not absolute truth. The impression reflects the memories the donor had at the time of collection. It contains nothing experienced afterward. The DM describes a relevant scene if one exists, but only what the donor perceived and retained: misinterpretation, illusion, and altered memories remain possible. The gift does not restore erased memories or grant knowledge unknown to the donor, skills, spells, or automatic translation.

Conditions for a reading. The donor may be absent or have died since collection; the blood must still have been nourishing when consumed. The reading requires no saving throw. The ration must come from a single donor, even if you do not know their identity: blood mixed from several donors is unreadable. A bite in combat is not enough. You must obtain and consume the full ration.

Example. On Tuesday, you drink blood collected from a witness on Monday evening. At stage 1, you can consult a memory from the day before that collection. You cannot learn anything about what the witness did on Tuesday morning.

Nocturnal Form

Gift 6 • A transformation for scouting and movement

Activation. Action • 1 essence • concentration, up to 10 minutes. You take the form of a Tiny rat. From stage 2 onward, you can choose a Tiny bat instead. You retain your ability scores, current and maximum HP, Hit Dice, proficiencies, and saving throws. This transformation does not change your creature type or grant any other trait from the animal's stat block.

Form	Walk	Climb	Fly	AC
Rat	6 meters	3 meters	-	12 + Dexterity modifier
Bat	1.5 meters	-	9 meters	12 + Dexterity modifier

Defense and movement. The speeds in the table replace all your normal speeds; a feature that modifies a speed can still apply if it is compatible with this form. The AC in the table replaces your other AC calculations. Your equipment merges with you, cannot be used, and provides no benefit. You gain neither blindsight nor a bat's echolocation.

Available actions. You can move, Hide, Search, Help if the situation allows, Dash, or Dodge. You cannot speak, cast spells, manipulate objects, make attacks, deal damage, or force another creature to make a saving throw. Other racial or class features remain usable only if they respect these restrictions and your form's anatomy. Tiny size imposes the normal limits on carrying capacity and which spaces you can pass through.

Your other gifts. While in any of this gift's forms, you cannot activate any other vampiric gift. Their already active effects are suspended, but their durations continue to elapse; they resume when you return to your normal form if they have not expired. This rule includes spells cast through those gifts. Your weaknesses continue to apply.

Stage 3: gaseous form. Instead of an animal form, you can spend 2 essence to cast *Gaseous Form* (2014) on yourself, without a spell slot or material components. Verbal and somatic components are still required. The maximum duration is 10 minutes, with concentration. Apply the spell's rules: they replace the table and the restrictions specific to the animal forms. The suspension of your other gifts still applies.

Mist form reminder. Your only movement is a flying speed of 3 meters. You can pass through narrow openings and cracks; liquids are treated as solid surfaces. You have resistance to nonmagical damage and advantage on Strength, Dexterity, and Constitution saving throws. You cannot speak, manipulate objects, attack, or cast spells. The Gaseous Form spell (2014) provides its other rules.

Stage 4: extended duration. The maximum duration of each of the three forms becomes 1 hour, still requiring concentration. Their costs do not change.

Returning to your normal form. You can end your concentration at any time, without an action. The form also ends at 0 HP, when you lose concentration, when hunger or instability makes your gifts unusable, or when you take on another transformation. Changing form neither grants nor restores HP. An interruption of flight follows the normal rules for falling.

Concentration and antimagic. This concentration prevents you from maintaining another effect that requires your concentration at the same time. An animal form is suspended in an antimagic area: you return to your normal appearance inside the area, then the form resumes when you leave if you have maintained concentration and its duration has not elapsed. The gaseous form follows the spell's normal antimagic rules. No suspension refunds essence.

Vampiric weaknesses

They add together and continue to apply in all your forms

1 • Sunlight Aversion

In direct sunlight, each activation of a gift costs 1 additional essence, and you have disadvantage on Wisdom (Perception) checks that rely on sight. Already active effects do not end. An opaque obstacle that places you entirely in shade protects you; ordinary clothing is not enough. Magical light counts only if its description identifies it as sunlight.

2 • Law of the Threshold

You cannot enter a private dwelling without a knowingly given invitation from a legitimate occupant. The restriction also applies to rented rooms and while residents are temporarily absent, but not businesses open to the public, inn common rooms, or abandoned ruins. Animal form, mist, teleportation, and forced transport cannot bypass this prohibition. Invitations are detailed under 'Clarifications and interactions'.

3 • Native Earth

Unless you spend your entire long rest within 3 meters of at least 1 kilogram of material from the place where you transformed, the rest restores only a number of essence points equal to half your maximum, rounded down, without exceeding that maximum. These are points regained, not a new cap. All other benefits of the rest remain normal. A sealed container is suitable. The material's origin and how to replace it are detailed under 'Clarifications and interactions'.

4 • Sacred Wound

Once per turn, when you would take radiant damage, increase that amount by your proficiency bonus before applying resistances and vulnerabilities. Holy water affects you as though you were undead, without changing your creature type. No other religious symbol or consecrated place affects you automatically.

5 • Running Water Aversion

Once per turn, when you enter a body of running water or start your turn in it, you take acid damage equal to your proficiency bonus. The water must touch you above the ankles in your current form. Outside combat, apply this damage every 6 seconds of continuous exposure. Rain, a shower, and standing water do not count; a bridge, boat, or movement without contact lets you cross.

6 • Exacting Thirst

Beast blood does not nourish you. Only rations of humanoid blood that meet the requirements in 'Feeding and managing hunger' qualify. Willing donors and previously collected rations remain usable. This weakness requires neither murder nor a victim of any particular alignment.

7 • Aversion to Plants

A creature you can see within 3 meters can use its action to present a fresh clove of garlic to you in one hand. Make a DC 12 Wisdom saving throw. On a failure, you are frightened of that creature until the end of your next turn. After this saving throw, whether it succeeds or fails, you are immune to this use by that same creature for 24 hours. Wearing garlic or placing it on the ground creates no barrier. Immunity to the frightened condition applies normally.

8 • Overpowering Appetite

While your hunger is at least 1, each activation of a gift costs 1 additional essence. This cost adds to other costs, including Sunlight Aversion. At hunger 3, gifts are unusable and their ongoing effects end. This weakness never forces you to attack or drink.

Additional costs: example. With Sunlight Aversion and Overpowering Appetite, activating a gift with a cost of 1 in sunlight while your hunger is 1 or 2 costs 3 essence. At stage 2, this spends your entire full reserve. With only 2 points remaining, activation is impossible. Both additional costs also apply to the paid reactions of Spider Walk and Nocturnal Swiftness. At hunger 3, no expenditure allows you to reactivate gifts.

Rites, progression, and cures

Homebrew procedures, distinct from ritual spellcasting

Performing a rite. The bearer must be conscious, willing, and participating throughout. They can conduct the rite themselves without any particular proficiency; an assistant can cast the required final spell. The rite's components are included in its price and are consumed only on success. Any interruption requires starting over. No roll is required. A rite is not a rest and restores no essence.

Rite	Duration	Cost	Requirements and effect
Sealing	1 hour	25 gp	Unstable vampirism. Draw a circle with your own blood and accept the curse: it becomes stable.
Early purge	1 hour	25 gp	Incubation or unstable vampirism. Wash the mark with a consecrated preparation: complete cure.
Ascension to stage 2	8 hours	100 gp	Stable stage 1, character level 5, hunger 0.
Ascension to stage 3	8 hours	1,000 gp	Stage 2, character level 11, hunger 0.
Ascension to stage 4	8 hours	5,000 gp	Stage 3, character level 17, hunger 0.

Choosing ascension. You must have completed a long rest since your last change of stage. The ascension requirements must be met at both the beginning and the end of the rite. You draw the marks of the next stage and burn an offering within your circle. Killing and consuming extra meals grant no progression. You can remain at your stage indefinitely. Narrative delays of 7, 30, and 90 days apply only if the group chose them in advance.

A cure before sealing. *Remove Curse* or *Greater Restoration* immediately cures incubation or unstable vampirism, without a rite. An early purge also offers a solution without a spellcaster. It remains available after the 72-hour deadline as long as the vampirism has not been sealed.

A cure after sealing. Homebrew exception: these two spells can then remove the curse only at the end of the purge rite below. The spell and its normal components are in addition to the rite's cost; the price does not include any spellcaster's fee. *Greater Restoration* can replace *Remove Curse*.

Stage	Duration	Rite cost	Spell cast at the end
1	8 hours	100 gp	Remove Curse
2	8 hours	500 gp	Remove Curse
3	8 hours	1,500 gp	Greater Restoration
4	8 hours	5,000 gp	Greater Restoration

A complete purge. The bearer stands beside a consecrated fire while their marks are erased. Success removes the vampiric core traits, gifts, weaknesses, hunger, and Blood Pact. Modified racial traits return to their normal functioning. Spent resources are not restored. Aging resumes from the physical age reached, without catching up on the years that have passed.

Death and exceptional magic. Death followed by a return to life does not, by itself, cure vampirism, even through *Reincarnate*. *True Resurrection*, however, removes it as part of its effect that cures curses. *Wish* can duplicate the final

spell of a purge; removing the curse directly without a rite is one of its exceptional uses. Death pauses the incubation, instability, and hunger timers; they resume on return to life if the curse remains.

The Blood Pact

A bond between sire and descendant • No power to command

A willing transformation. A prospective vampire can accept the infectious bite of a stable vampire of stage 2 or higher and choose to fail the saving throw. A normal ration then allows them to reach stage 1, regardless of the sire's stage. Vampiric blood exchanged symbolically never replaces that ration. The descendant receives their own traits and chooses their rite.

Forming the pact. During the descendant's sealing, they and their sire can freely agree to this pact. Both must be present and conscious; agreement obtained through threats, charm, or domination is not valid. Each vampire can have only one active vampiric pact, regardless of their role. They can still transform other people without forming a pact.

Presence and communication. On the same plane of existence, each knows whether the other has at least 1 HP or is at 0 HP; death is sensed before the pact breaks. Within 1 kilometer, each can voluntarily convey a simple emotion. Within 18 meters, they can communicate mentally if they share a language. No information passes between different planes. The pact reveals no location, thought, or memory that has not been communicated.

Sharing suffering. When your partner takes damage while within 18 meters of you and on the same plane, you can use your reaction. After applying their resistances, vulnerabilities, and temporary HP, but before subtracting their HP, reduce the remaining damage by an amount you choose, up to your proficiency bonus. This amount cannot exceed either the remaining damage or your current HP minus 1.

The price of sharing. You lose that many HP, ignoring your temporary HP. This loss is not damage: it cannot be reduced or transferred, triggers no effect that responds to damage, and requires no concentration saving throw. It must leave you with at least 1 HP. Other effects of the attack are not shared. You cannot use this sharing again until after a long rest; each partner has their own use.

In another form. If you have a separate pool of HP, as with Wild Shape, the loss applies to your current HP in that form. It must still leave you with at least 1 HP. This does not restore your use of sharing: the limit remains one use per long rest, regardless of how many times you transform.

Example. After their defenses, your partner would still lose 12 HP. With a proficiency bonus of +3 and 8 current HP, you can prevent 3 damage to them and drop to 5 HP. With only 2 current HP, you could prevent only 1 damage. You can protect a partner already at 0 HP; if the remaining damage is not reduced to 0, its normal consequences apply.

Breaking or renewing the pact. Either partner can break the pact through one hour of reflection, without the other's agreement. A partner's death or cure also breaks it, without curing the other. Two former partners who are still vampiric can renew it through a one-hour rite costing 25 gp, with the same free consent; neither can have another active pact. Breaking, renewing, being cured, or changing partners never restores the use of sharing.

A name specific to this module. The Blood Pact is independent of racial or class features with similar names, including the Pictomancer's Blood Link. Its one-partner limit does not restrict those other features.

Clarifications and interactions

Shared answers, without changing class features

An invitation across the threshold. A legitimate occupant must knowingly address an invitation to you, through speech, writing, or an explicit gesture. A general sign is not enough. A legitimate occupant is someone who lives there with a recognized right to do so, not an intruder. The invitation remains valid until a legitimate occupant revokes it or all the occupants change. Revocation does not expel you if you are already inside, but prevents any new entry.

Charm and forced entry. A charm does not force an invitation; an invitation knowingly given under its effect remains valid. This does not constitute consent to the Blood Pact. If movement would carry you across a forbidden threshold,

you remain in the last permitted location; for teleportation into the interior, your movement fails. The event's other effects resolve normally. This prohibition does not create a wall that protects other creatures.

Determining your native earth. The material must come from within 10 meters of the place where your first ration triggered stage 1. Earth, stone, or dust is suitable. On a ship or a surface without those materials, a solid piece of the supporting surface is suitable, still totaling 1 kilogram. You can have several genuine reserves. Material stored in an extradimensional space does not count as being nearby.

Changing your native earth. An eight-hour rite costing 100 gp binds you to the place where you perform it; the common rules for rites apply. Reserves from the old location cease to qualify. The rite provides neither rest nor essence. This solution remains possible if your original location has become inaccessible.

Antimagic: this module's rule. Vampiric core traits, weaknesses, hunger, incubation, and their timers persist in antimagic; the curse is not cured. Gifts cannot be activated there. Their magical effects are suspended within the area without pausing their durations. Spells follow the normal rules of *Antimagic Field*; animal forms are detailed under 'Nocturnal Form'. The pact transmits no information and allows no sharing while at least one partner is in the area. It resumes when that condition ends, if it still exists.

Dispelling and restoration. *Dispel Magic* neither removes vampirism nor ends a gift that is not a spell. It can dispel spells actually cast through Fascination or Nocturnal Form. *Greater Restoration* can produce its other effects normally, but neither it nor *Lesser Restoration* feeds a vampire. Curing the curse follows 'Rites, progression, and cures'.

Types and transformations. Vampirism does not change your type; another effect can do so under its own rules. A vampiric humanoid therefore remains a target for *Hold Person* without becoming a target for Turn Undead. Healing follows your current type. A transformation resets neither essence, hunger, gifts, weaknesses, nor collection timers. Each form's anatomical restrictions still apply.

Other spellcasting rules. Fascination and the gaseous form are actual spells: *Counterspell*, components, Rage, and the rules for casting a spell as a bonus action apply normally. Activating another gift is not spellcasting. Maintaining Nocturnal Form remains incompatible with a feature that prevents concentration, including Rage. No gift grants an additional bonus action or reaction.

Cure followed by reinfection. You start again at stage 1 and regain the same ability and trait choices at each stage you reach again. Your starting essence is what remained before the cure, capped at the new maximum; you then need a long rest while vampiric to recover it normally. Spent uses of transmission and sharing are not restored by these changes. Blood collection limits are not reset either.

Folklore. Stakes, reflections, garlic without the corresponding weakness, and consecrated places add no special effects. Sacred Wound creates only the stated exception for holy water. If the group wants other effects, it must announce them as additional rules.

Dungeon Master's guide

Campaign decisions • Methods for assigning traits • What still needs playtesting

Granting the curse. This module suits a campaign that welcomes additional power, serving a role comparable to a supernatural reward. It is not a free option automatically available to every character. Before introducing it, decide how it fits into the party's progression. Once these rules have been granted, the ascension requirements in 'Rites, progression, and cures' are sufficient; do not add hidden requirements afterward.

Real benefits, variable constraints. Hands-free climbing opens up tactics, regeneration brings healing into combat, and Blood Memory can solve part of an investigation. These are intentional benefits. No table proves they exactly balance sunlight, running water, or an invitation. Assess the room left for other characters and how often the obstacles actually arise.

Method 2: the two d8s. With the rolling method in 'Overview and progression', roll 1d8 for the gift and 1d8 for the weakness separately. Reroll duplicates and traits rendered entirely ineffective by a permanent feature. Partial overlap is not enough. Before any rolls, exclude for all characters any weaknesses that would always be ineffective or constantly debilitating in this campaign. Do not change the list after seeing an unwelcome result.

Blood must be accessible. A group can arrange willing donations, store fresh blood, or travel with eligible beasts. These are legitimate solutions. The Hit Dice cost leaves donors with less endurance; do not turn it into an unannounced additional injury. An ordinary humanoid with 1 Hit Die can donate again after sufficient recovery and the end of the 24-hour period.

Neither a constant punishment nor a token weakness. Law of the Threshold is much more burdensome in an urban investigation than in exploring ruins. Running water can become extremely dangerous during prolonged immersion. Backup reserves of earth are allowed. Providing credible solutions is better than repeatedly confiscating the vampire's only means of taking part.

Consent at the table and in the story. Involuntary infection can be part of the story, but sealing and ascension remain the character's decisions. Before imposing this ongoing storyline on a PC, agree with their player on its place in the campaign. The hunger rules do not authorize forcing the character to commit violence or turning them into an NPC.

Track three to five sessions. Record the number of gifts activated, essence remaining at the end of the day, Hit Dice spent on healing or feeding a vampire, information gained through Blood Memory, and scenes made inaccessible by a weakness. Also observe the number of short rests and the other PCs' involvement. Change only one parameter at a time if an imbalance recurs.

Rules status. Homebrew content for D&D 2014, without approval from Wizards of the Coast. Theoretical checks do not replace playtesting in your campaign.

Credits. Original creation: Shuji. AI-assisted editorial revision and analysis. An unofficial module for D&D 5e 2014 and its supplements published before the 2024 revision. No 2024 rules are required.

Quick reference

Using this aid. Rules to remember and resources to track. Record only acquired traits; the full rules above take precedence over these reminders.

Track	Rule
Essence	Maximum = stage + 1. A long rest restores spent essence, except for Native Earth. Drinking and rites restore none.
Vampiric save DC	8 + proficiency bonus + the Constitution or Charisma modifier permanently chosen at stage 1.
Blood	1 humanoid collection or 2 collections from different beasts, consumed no more than 10 minutes apart.
Donor	Living, has blood, Small or larger, at least 1 HP, and 1 Hit Die from its normal pool. One collection per creature per 24 hours.
Storage	Sealed container; each collection expires 24 hours after extraction.
Hunger	+1 per 24 hours without a ration, maximum 3. A ration resets hunger to 0 and restarts the timer.
Activation	Pay the cost plus any sunlight surcharge and any Overpowering Appetite surcharge. Only one bonus action and one reaction under the normal rules.
Regeneration	1 essence, bonus action; up to your stage in Hit Dice from your levels. No new dice or short rest.
Long rests	Follow the 2014 limit: no more than one beneficial long rest per 24 hours.

Hunger	Cumulative effects
0	No effect.
1	Disadvantage on ability checks.
2	Previous effect; all your speeds are halved.
3	Previous effects; gifts cannot be used, their effects end, and you cannot recover Hit Dice.

Native Earth: example. At stage 3, your maximum is 4. Without earth, a long rest restores 2 essence: with 1 point remaining, you reach 3; with 3 remaining, you reach 4.

Character. Name: _____ Race / type: _____
Level: _____ Stage: _____ Proficiency bonus: _____ DC: _____
Chosen ability: Constitution / Charisma · Essence: _____ / _____
Hunger: _____ Last ration: _____ Next deadline: _____

Current gifts. 1. _____
2. _____
3. _____
4. _____

Current weaknesses. 1. _____
2. _____
3. _____
4. _____

Other resources. Available Hit Dice: _____ Transmission available: yes / no
Pact partner: _____ Sharing available: yes / no
Native earth and reserves: _____