

# Denizens of Darkness

## A Web Enhancement from *Sword & Sorcery*



### Vampire Spawn (Variant Strains)

	Chiang-Shi Spawn Medium-Size Undead	Nosferatu Spawn Medium-Size Undead	Vrykolaka Spawn Medium-Size Undead
<b>Hit Dice:</b>	4d12 (26 hp)	4d12 (26 hp)	4d12 (26 hp)
<b>Initiative:</b>	+6 (+2 Dex, +4 Improved Initiative)	+6 (+2 Dex, +4 Improved Initiative)	+8 (+4 Dex, +4 Improved Initiative)
<b>Speed:</b>	40 ft.	30 ft.	30 ft.
<b>AC:</b>	15 (+2 Dex, +3 natural)	15 (+2 Dex, +3 natural)	16 (+4 Dex, +2 natural)
<b>Attacks:</b>	2 claws +5 melee	Slam +4 melee	2 claws +5 melee
<b>Damage:</b>	Claw 1d4+3 and energy drain	Slam 1d6+3	Claw 1d4+3 and disease
<b>Face/Reach:</b>	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.
<b>Special Attacks:</b>	Stun, energy drain, blood drain	Charm, blood drain	Sleep, blood drain, disease
<b>Special Qualities:</b>	Undead, +2 turn resistance, damage reduction 10/silver, cold and electricity resistance 10, invisibility, fast healing 2	Undead, +2 turn resistance, damage reduction 10/silver, cold and electricity resistance 10, gaseous form, spider climb, restful sleep, lunar regeneration 2, daylight powerlessness	Undead, +1 turn resistance, damage reduction 5/silver, cold and electricity resistance 10, swarm, spider climb, fast healing 2
<b>Saves:</b>	Fort +1, Ref +5, Will +5	Fort +1, Ref +5, Will +5	Fort +1, Ref +7, Will +6
<b>Abilities:</b>	Str 16, Dex 14, Con —, Int 13, Wis 13, Cha 15	Str 14, Dex 14, Con —, Int 13, Wis 13, Cha 17	Str 16, Dex 18, Con —, Int 5, Wis 15, Cha 13
<b>Skills:</b>	Bluff +8, Climb +8, Craft (any one) or Profession (any one) +10, Hide +10, Jump +8, Listen +11, Move Silently +12, Search +8, Sense Motive +11, Spot +11	Bluff +9, Climb +7, Craft (any one) or Profession (any one) +10, Hide +10, Jump +7, Listen +11, Move Silently +12, Search +8, Sense Motive +11, Spot +11	Bluff +5, Climb +7, Craft (any one) –1 or Profession (any one) +4, Hide +12, Jump +7, Listen +10, Move Silently +12, Search +1, Sense Motive +6, Spot +10
<b>Feats:</b>	Alertness, Improved Initiative, Lightning Reflexes, Skill Focus (any Craft or Profession)	Alertness, Improved Initiative, Lightning Reflexes, Skill Focus (any Craft or Profession)	Alertness, Improved Initiative, Lightning Reflexes, Skill Focus (any Craft or Profession)
<b>Climate/Terrain:</b>	Any land and underground	Any land and underground	Any land and underground
<b>Organization:</b>	Solitary or pack (2–5)	Solitary or pack (2–5)	Solitary or pack (2–5)
<b>Challenge Rating:</b>	4	4	3
<b>Treasure:</b>	Standard	Standard	Standard
<b>Alignment:</b>	Always chaotic evil	Always chaotic evil	Always chaotic evil
<b>Advancement:</b>	—	—	—

Vampires of most variant strains are capable of plaguing the world with their vampire spawn (see the *Monster Manual*), just as base vampires can do. Vampire spawn resemble their masters both in terms of physical traits and in their special attacks and qualities.

Vampire spawn of variant strains speak whatever languages they spoke in life, usually a domain language (or Common in campaigns beyond Ravenloft). Vampire spawn of racial strains typically also speak their racial tongue (Dwarven, Elven, and Halfling, respectively).

## Combat

Vampire spawn from variant strains use their unnatural physical gifts to hammer their foes with powerful blows. They also use their special attacks and qualities to strike when foes are most vulnerable.

All vampire spawn share the following qualities:

**Undead:** Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

	<b>Dwarven Spawn</b> <b>Medium-Size Undead</b>	<b>Elven Spawn</b> <b>Medium-Size Undead</b>	<b>Halfling Spawn</b> <b>Small Undead</b>
<b>Hit Dice:</b>	4d12 (26 hp)	4d12 (26 hp)	4d12 (26 hp)
<b>Initiative:</b>	+5 (+1 Dex, +4 Improved Initiative)	+9 (+5 Dex, +4 Improved Initiative)	+8 (+4 Dex, +4 Improved Initiative)
<b>Speed:</b>	20 ft.	30 ft.	20 ft.
<b>AC:</b>	15 (+1 Dex, +4 natural)	17 (+5 Dex, +2 natural)	18 (+1 size, +4 Dex, +3 natural)
<b>Attacks:</b>	Slam +5 melee	Slam +4 melee	Slam +2 melee
<b>Damage:</b>	Slam 1d6+4 and Strength drain	Slam 1d6+3 and Charisma drain	Slam 1d4-1 and Strength damage
<b>Face/Reach:</b>	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.
<b>Special Attacks:</b>	Fear gaze, Strength drain, blood drain	Horrid gaze, Charisma drain, black thumb	Fatigue aura, Strength damage, blood drain
<b>Special Qualities:</b>	Undead, +2 turn resistance, damage reduction 10/+1, cold and electricity resistance 10, stonewalk, fast healing 0/2, dwarf traits	Undead, +1 turn resistance, damage reduction 10/oakwood, cold and electricity resistance 10, plantwalk, fast healing 2, elf traits	Undead, +2 turn resistance, damage reduction 10/silver, cold and electricity resistance 10, gaseous form, fast healing 2, halfling traits
<b>Saves:</b>	Fort +1, Ref +4, Will +5	Fort +1, Ref +8, Will +6	Fort +2, Ref +8, Will +7
<b>Abilities:</b>	Str 16, Dex 12, Con —, Int 13, Wis 13, Cha 13	Str 14, Dex 20, Con —, Int 13, Wis 15, Cha 11	Str 8, Dex 18, Con —, Int 13, Wis 15, Cha 17
<b>Skills:</b>	Bluff +7, Climb +8, Craft (any one) or Profession (any one) +10, Hide +9, Jump +8, Listen +11, Move Silently +11, Search +8, Sense Motive +11, Spot +11	Bluff +6, Climb +7, Craft (any one) +10 or Profession (any one) +11, Hide +13, Jump +7, Listen +14, Move Silently +15, Search +10, Sense Motive +12, Spot +14	Bluff +9, Climb +6, Craft (any one) +10 or Profession (any one) +11, Hide +16, Jump +6, Listen +16, Move Silently +16, Search +8, Sense Motive +12, Spot +12
<b>Feats:</b>	Alertness, Improved Initiative, Lightning Reflexes, Skill Focus (any Craft or Profession)	Alertness, Improved Initiative, Lightning Reflexes, Skill Focus (any Craft or Profession)	Alertness, Improved Initiative, Lightning Reflexes, Skill Focus (any Craft or Profession)
<b>Climate/Terrain:</b>	Any hill, mountains and underground	Temperate forest	Any land and underground
<b>Organization:</b>	Solitary or pack (2-5)	Solitary or pack (2-5)	Solitary or pack (2-5)
<b>Challenge Rating:</b>	5	4	3
<b>Treasure:</b>	Standard	Standard	Standard
<b>Alignment:</b>	Always chaotic evil	Always chaotic evil	Always chaotic evil
<b>Advancement:</b>	—	—	—

**Skills:** Vampire spawn receive a +4 racial bonus to Bluff, Hide, Listen, Move Silently, Search, Sense Motive, and Spot checks.

## Repelling and Slaying Vampire Spawn

Vampire spawn of each strain are equally vulnerable to attacks that can repel or destroy their masters. For details, see the Vampire Strains entries in *Denizens of Darkness*.

## Chiang-Shi Spawn

Like their masters, chiang-shi spawn have stark white hair and sharp fingernails, though this does not grow over time. A chiang-shi spawn has the following special attacks and qualities.

**Stun (Su):** This is similar to the chiang-shi's mesmerism ability (see pg. 150 of **Denizens of Darkness**), but the save DC is 14, and a victim who

fails her save is stunned for 4 rounds (see the *Player's Handbook* glossary).

**Energy Drain (Su):** Living creatures hit by a chiang-shi spawn's claw attack receive one negative level. The Fortitude save to remove the negative level has a DC of 14.

**Blood Drain (Ex):** A chiang-shi spawn can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, inflicting 1d4 points of permanent Constitution drain each round.

**Invisibility (Su):** A chiang-shi spawn can turn itself invisible at will as a standard action, as the *invisibility* spell cast by a 6th-level sorcerer, but it can remain invisible indefinitely. The spawn still immediately becomes visible if it makes a direct attack.

**Fast Healing (Ex):** A chiang-shi spawn heals 2 points of damage each round so long as it has 1 hit point. If reduced to 0 hit points in combat, it automatically becomes invisible and intangible and

attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. Once at rest in its coffin, it regains 1 hit point after 1 hour, then resumes healing at the rate of 2 hit points per round.

## Nosferatu Spawn

Like their masters, nosferatu spawn are difficult to distinguish from base vampires — or mortals. A nosferatu spawn has the following special attacks and qualities.

**Charm (Su):** This is similar to the vampire's domination ability (see the Vampire entry in Appendix Three of the *Monster Manual*), but the save DC is 15, and the effect is similar to *charm person* as cast by a 5th-level sorcerer. A charmed subject allows the nosferatu spawn to drain his or her blood (see below).

**Blood Drain (Ex):** A nosferatu spawn can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, inflicting 1d4 points of permanent Constitution drain each round.

**Gaseous Form (Su):** As a standard action, a nosferatu spawn can assume gaseous form at will, as the spell cast by a 6th-level sorcerer, but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

**Spider Climb (Su):** A nosferatu spawn can climb sheer surfaces as though with a *spider climb* spell.

**Restful Sleep (Ex):** A nosferatu spawn heals 2 points of damage each hour it spends sleeping in its coffin so long as it has at least 1 hit point.

**Lunar Regeneration (Su):** A nosferatu spawn gains the regeneration special quality whenever it is directly exposed to the light of the full moon. When a nosferatu is exposed to such moonlight, any damage it has previously suffered is immediately converted to subdual damage, even if the nosferatu spawn had already been slain. The nosferatu spawn automatically heals subdual damage at a rate of 2 points per round. Note that nosferatu, as undead creatures, otherwise ignore subdual damage.

Fire, acid and *blessed* or holy weapons still deal normal damage. Regenerating nosferatu spawn can reattach severed limbs, but cannot regrow them. A decapitated nosferatu spawn cannot heal subdual damage until its head is reattached.

**Daylight Powerlessness (Ex):** Nosferatu spawn cannot use any of their supernatural attacks or qualities between the hours of sunrise and sunset. A nosferatu spawn that is actually exposed to direct sunlight must sleep in its coffin for 8 full hours to regain its powers. A nosferatu spawn can continue to exert influence over previously charmed victims during the day, but it cannot charm new victims.

## Vrykolaka Spawn

Vrykolaka spawn are even more hideous than their masters, and are often mistaken for ghouls. A common belief holds that if a vrykolaka is destroyed, all of its spawn die with it. A vrykolaka spawn has the following special attacks and qualities.

**Sleep (Su):** This is similar to the vrykolaka's fever sleep ability (see pg. 154 in **Denizens of Darkness**), but the save DC is 13, and the effect is similar to a *sleep* spell cast by a 5th-level sorcerer.

**Blood Drain (Ex):** A vrykolaka spawn can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, inflicting 1d4 points of permanent Constitution drain each round. Any victim that suffers blood drain also risks infection (see below).

**Disease (Ex):** Every vrykolaka spawn continues to transmit the disease that took its life (typically filth fever, see below). Any living creature that suffers damage from a vrykolaka spawn's claw attacks or blood drain must make a successful Fortitude save (DC 13) or contract the spawn's disease.

*Filth fever* — claw or blood drain, incubation period 1d3 days, damage 1d3 temporary Dexterity and 1d3 temporary Constitution (see "Disease" in Chapter Three of the *Dungeon Master's Guide*).

**Swarm (Su):** This is similar to the vrykolaka's Alternate Form ability to transform into a swarm of fine vermin, except that the spawn's swarming creatures cannot make attacks.

**Spider Climb (Ex):** A vrykolaka spawn can climb sheer surfaces as though with a *spider climb* spell.

**Fast Healing (Ex):** A vrykolaka spawn heals 2 points of damage each round so long as it has 1 hit point. If reduced to 0 hit points in combat, it automatically assumes its swarm form and attempts to escape. At least half of the swarm must reach its coffin home within 2 hours or the vrykolaka spawn is utterly destroyed. Once at rest in its coffin, it regains 1 hit point after 1 hour, then resumes healing at the rate of 2 hit points per round.

## Dwarven Vampire Spawn

Dwarven vampire spawn share their master's physical traits. A dwarven vampire spawn has the following special attacks and qualities.

**Fear Gaze (Su):** This is similar to the dwarven vampire's terror gaze ability, but the save DC is 13.

**Strength Drain (Su):** Living creatures hit by a dwarven vampire spawn's slam attack suffer 1d4 points of permanent Strength drain.

**Blood Drain (Ex):** A dwarven vampire spawn can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it

drains blood, inflicting 1d4 points of permanent Constitution drain each round. Any victim that suffers blood drain also risks infection (see below).

**Stonewalk (Su):** As a standard action, a dwarven vampire spawn can merge with solid stone at will. This ability is similar to the spell *meld into stone*, except that the spawn can move freely through the stone at a speed of 20 feet and can remain merged with the stone indefinitely.

**Fast Healing (Ex):** A dwarven vampire spawn heals 2 points of damage each round, so long as it has at least 1 hit point, and then only if it is underground. If reduced to 0 hit points in combat, the dwarven vampire spawn automatically assumes a stonewalking state and attempts to escape. It must travel to its coffin within 2 hours. If it does not reach its coffin, it rematerializes within the stone and is utterly destroyed. Once at rest in its coffin, it regains 1 hit point after 1 hour, then resumes healing the rate of 2 hit points per round.

## Elven Vampire Spawn

Like their masters, elven vampire spawn appear as pallid, hideously scarred elves. An elven vampire spawn has the following special attacks and qualities.

*Denizens of Darkness Errata:* An elven victim's original Charisma score is restored by the change to undeath.

**Horrid Gaze (Ex):** Anyone who sees an elven vampire spawn's face must make an immediate Horror save (DC 12).

**Charisma Drain (Su):** Living creatures hit by an elven vampire spawn's slam attack suffer 1d4 points of permanent Charisma drain.

**Black Thumb (Su):** Any plant an elven vampire spawn touches with its bare skin must make a successful Fortitude save (DC 12) or suffer 1d4 points of damage each minute for a duration of 10 minutes. Once started, this withering process can be halted mid-course only by destroying the elven vampire spawn. Like their masters, elven vampire spawn can feel the agony of the plants they touch, and thus try to avoid doing so.

**Plantwalk (Su):** As a standard action, an elven vampire spawn can *tree stride* at will between living trees, as the spell. Both trees (the entry point and the exit point) automatically come in contact with the spawn and are subject to its black thumb ability.

**Fast Healing (Ex):** An elven vampire spawn heals 2 points of damage each round so long as it has 1 hit point. If reduced to 0 hit points in combat, it automatically attempts to escape to its coffin using its plantwalk ability. If the spawn spends more than 2 continuous rounds outside a tree before it reaches its coffin home, it is utterly destroyed. Once at rest in its coffin, it regains 1 hit point after 1 hour, then resumes healing at the rate of 2 hit points per round.

## Gnomish Vampire Spawn

Gnomish vampires cannot create vampire spawn.

## Halfling Vampire Spawn

Halfling vampire spawn resemble their masters in both appearance and habit. Halfling vampire spawn are small undead: add a +1 size bonus to attacks and AC. A halfling vampire spawn has the following special attacks and qualities:

**Fatigue Aura (Su):** Living creatures that come within a 30-foot radius of a halfling vampire spawn must make a successful Will save (DC 15) or become fatigued. Creatures that are already fatigued become exhausted (see the *Player's Handbook* glossary). This effect lasts 1d6 rounds.

**Strength Damage (Su):** Living creatures hit by a halfling vampire spawn's slam attack suffer 1d4 points of temporary Strength damage.

**Blood Drain (Ex):** A halfling vampire spawn can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, inflicting 1d4 points of permanent Constitution drain each round.

**Gaseous Form (Su):** As a standard action, a nosferatu spawn can assume gaseous form at will, as the spell cast by a 6th-level sorcerer, but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

**Fast Healing (Ex):** A halfling vampire spawn heals 2 points of damage each round so long as it has 1 hit point. If reduced to 0 hit points in combat, it automatically assumes gaseous form and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. Once at rest in its coffin, it regains 1 hit point after 1 hour, then resumes healing at the rate of 2 hit points per round.

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