

NOSFERATU

% In Lair:	25%
Dungeon Enc:	Solitary (1) / Sanctum (1d4)
Wilderness Enc:	Solitary (1) / Sanctum (1d4)
Alignment:	Chaotic
Movement:	120' (40')
Fly:	180' (20') in bat form
Armor Class:	7
Hit Dice:	9***** or more
Attacks:	1 (weapon, punch, grapple, or bite)
Damage:	By weapon x2; 1d10; grab; or 1d4 + CON drain
Save:	F9 or more
Morale:	+3
Treasure Type:	R
XP:	3,600+

The nosferatu is an undead creature even more feared and powerful than the vampire (for which it is often mistaken). It resembles an ordinary human, typical of noble form and countenance, albeit with very pale skin and slightly elongated canine teeth.

Like other undead, a nosferatu is immune to poison and **charm**, **hold**, and **sleep** spells. Further, every nosferatu is immune to normal weapons and resistant to electricity and cold (suffering only half damage).

A nosferatu is preternaturally strong. When armed with a weapon, a nosferatu deals double normal damage. If unarmed, its barehanded strikes inflict 1d10 points of damage. This damage may be further modified by the Nosferatu's STR ability scores, as per *Lairs & Encounters*.

In lieu of making an unarmed attack, a nosferatu may attempt to **grab** its target. Grabbing a target is a special maneuver requiring an attack throw. If the attack throw succeeds, the target must make a saving throw v. Paralysis. If the save succeeds, the target avoids being grabbed. If the save fails, the target is grabbed. A grabbed creature cannot attack, cast spells, move, or take any other action except to attempt to escape. When attempting an escape, the grabbed creature makes a saving throw versus Paralysis. If the save succeeds, the creature has escaped. If the save fails, the creature remains grabbed.

If a nosferatu's target is **grabbed** or helpless, either due to the nosferatu's **charming gaze** (see below) or to any other condition (paralyzed, sleeping, etc.), the nosferatu may bite the target and drink his blood. The bite attack automatically hits, dealing 1d4 points of damage and draining 3 points of CON from the victim. Should a creature be drained to CON 2 or less by a nosferatu's bite, it collapses into unconsciousness. If reduced to CON 0 or less, it immediately dies. Blood-drained creatures regain 1 point of CON per day of rest. The nosferatu may continue drinking its blood each round thereafter until the target stops being grabbed or helpless. A nosferatu's bite does not awaken a sleeping target. A nosferatu must drain at least its HD in points of CON per month from victims, or it loses 1 HD (to a minimum of 1 HD).

As an action in lieu of attacking, a nosferatu can assume **gaseous form** or **shape change** into either a dire wolf or a giant bat. When shape changed, a nosferatu gains the AC, movement rate, attacks, and damage characteristics of its new form, but retains its own HD and hit points. A shapechanged nosferatu cannot use its other special abilities.

As an action in lieu of moving, once per day a nosferatu can **call** 1d10 bat swarms or rat swarms to its aid when underground, or 3d6 wolves or 2d4 dire wolves when above. In either case, the creatures called will arrive in 2d6 rounds. The creatures called will have morale scores of +4 and be completely obedient to the nosferatu.

A nosferatu's most feared power is its **charming gaze**. Any creature that meets a nosferatu's gaze must make a saving throw v. Spells with a penalty of -2. If the save succeeds, the creature is thereafter immune to that nosferatu's gaze. If the save fails, the creature becomes confused and passive.

A character under the effect of a nosferatu's charm cannot use spells or magic items, cannot make decisions, and is helpless against the nosferatu's attacks. If the nosferatu and charmed character cannot communicate due to a language barrier or some other situation, the charmed character will act in the interest of the nosferatu to protect it, even from his comrades. The charm lasts until broken or **dispelled** or until the nosferatu is slain.

Any creature that attacks or is attacked by a nosferatu in melee is assumed to meet its gaze unless it specifically averts its eyes. Combatants who avert their eyes suffer penalties of -4 on attack throws and -2 to AC. Mirrors cannot be used to see a nosferatu without meeting its gaze, as the monster does not cast a reflection.

Nosferatu are turned as vampires, but may make a saving throw versus Spells to ignore the effects of being turned. If the result of a turning attempt against a nosferatu is a "D", and the nosferatu fails its saving throw, it is instantly reduced to 0 hp.

Despite – or perhaps because of – their terrible connection to the powers of darkness, a nosferatu can be strongly affected by a lawful holy symbol, a mirror, and/or garlic. The effects are as follows:

- Any character with a WIS of 13 or more may use a holy symbol to turn a nosferatu as an action in lieu of attacking. The attempt should be resolved as if the character were a cleric four levels of experience below his own class level.
- Any character may use an action in lieu of attacking to present a mirror to the nosferatu. Being presented with a mirror forces a nosferatu to avert its gaze on its next initiative. A nosferatu that is averting its gaze suffers a -4 penalty on attack throws, a -2 penalty to AC, and cannot use its **charming gaze**.
- A character carrying garlic will be avoided by the nosferatu. He will not be attacked if another suitable target is available. If a character carrying garlic is the only available target, the nosferatu may attack him, but suffers a -2 penalty to its attack throw. A nosferatu will not grab or bite a character carrying garlic. Note that the character must be carrying the garlic in his hand or wearing it as a necklace; garlic in a backpack or sack is of no help.

If damaged, a nosferatu can only regain hit points by resting in a coffin containing mementos from its prior life. After each hour of rest, the nosferatu will recover 1/8 of its maximum hp. A nosferatu is helpless while resting, and will only awaken if dealt damage. A nosferatu will typically maintain several coffins in secret locations to which it can retreat in safety.

A nosferatu that is reduced to zero or less hit points is not killed, but is instead instantly forced into its **gaseous form**. Thereafter further damage has no effect on the nosferatu, but the nosferatu can take no action except to move towards one of its coffins. Once it returns to its coffin, the nosferatu will reform into a corporeal body and then awaken with full hit points after 8 hours.

There are only a few means by which a nosferatu can be truly destroyed:

- If forced into **gaseous form** and thereafter unable to reach one of its coffins, a nosferatu will lose 1 HD per month, fading into oblivion when it loses its last HD.
- If exposed to direct sunlight, a nosferatu must make a saving throw versus Death on its initiative each round, turning to dust if the save fails.
- If staked through the heart and then decapitated, a nosferatu will be irrevocably slain. In order to stake or decapitate a nosferatu, the nosferatu must be helpless and the attacker must be unengaged by any other enemies and engaged with the nosferatu. Staking a nosferatu is an action in lieu of attacking that instantly paralyzes the nosferatu and prevents it from escaping with **gaseous form** or **shape change**. Decapitating a nosferatu is an action in lieu of attacking that instantly reduces the nosferatu to 0hp. Only the combination of staking and decapitation kills a nosferatu. A nosferatu that is staked without then being decapitated is simply paralyzed and can be freed by removing the stake. A nosferatu that is decapitated without first being staked just transforms into **gaseous form**.

A character slain by a nosferatu's bite attack will return from death in three days as an undead creature. If the slain character had 9 HD or more, he will return as a nosferatu with the HD it possessed in life. If the slain character had less than 9 HD, he will return as a **nosferatu thrall** (see below). In either case, the newborn undead will be **enslaved** (as the spell) to the nosferatu that created him, becoming free willed only if his master is killed. Once a character becomes a nosferatu, he may thereafter advance in HD as a nosferatu following the rules in *L&E*, retaining any class powers as well if his class or race includes the After the Flesh power.

When one or more nosferatu are encountered in a lair, each nosferatu will be accompanied by 1d3 nosferatu thralls of 1d4+4 HD each; 1d6 nosferatu thralls of 1d4 HD each; and 2d6 charmed human, demi-human, or humanoid slaves of 1d3 HD each. The charmed slaves might be used as guards, daytime servants and emissaries, and/or food. The Treasure Type for nosferatu excludes the treasure from the thralls, which should be rolled separately (see below).

Nosferatu Thrall: Any character of 8 HD or less slain by a nosferatu's bite attack will return from death in three days as a nosferatu thrall. A thrall resembles an ordinary human with very pale skin and slightly elongated canine teeth. A nosferatu thrall is utterly enslaved to the will of the nosferatu that created him, becoming free willed only if his master is killed. A nosferatu thrall possesses some, but not all, of the characteristics and powers of a nosferatu. A thrall's characteristics depend on its HD, as shown on the tables below.

Nosferatu Thrall Characteristics by HD							
HD	AC	Attacks	Damage	Save	Morale	TT	XP
1	0	Weapon or bite	BW or 1d4 + CON drain	F1	0	-	10
2	1	Weapon or bite	BW or 1d4 + CON drain	F2	0	-	20
3*	2	Weapon, punch, grab, or bite	BW x2; 1d10; grab; or 1d4 + CON drain	F3	0	B	65
4**	3	Weapon, punch, grab, or bite	BW x2; 1d10; grab; or 1d4 + CON drain	F4	0	D	190
5***	4	Weapon, punch, grab, or bite	BW x2; 1d10; grab; or 1d4 + CON drain	F5	+1	H	650
6****	5	Weapon, punch, grab, or bite	BW x2; 1d10; grab; or 1d4 + CON drain	F6	+1	L	1,320
7*****	6	Weapon, punch, grab, or bite	BW x2; 1d10; grab; or 1d4 + CON drain	F7	+1	N	1,840
8*****	7	Weapon, punch, grab, or bite	BW x2; 1d10; grab; or 1d4 + CON drain	F8	+2	N, H	3,100

HD	Turned As	Special Abilities Gained
1	Skeleton	Blood drain *, immunity to charm, hold, sleep, poison *; resistance to cold #
2	Zombie	resistance to normal weapons (half damage)####; resistance to electricity #
3*	Ghoul	Grab*, preternatural strength
4**	Wight	Charming gaze* (+2 saving throw)
5***	Wraith	Charming gaze (+1 saving throw), gaseous form####
6****	Mummy	Charming gaze (no saving throw modifier), immunity to normal weapons####
7*****	Spectre	Charming gaze (-1 saving throw), call monsters###
8*****	Vampire	Charming gaze (-2 saving throw), shapechange#####

Like a nosferatu, a nosferatu thrall can only regain hit points by resting in a coffin containing mementos from its prior life. Regardless of HD, a thrall suffers all of the weaknesses to holy symbols, mirror, garlic, and sunlight of the nosferatu. A nosferatu thrall does not receive a saving throw versus Spells to ignore the effects of being turned. A nosferatu thrall of 4 HD or less cannot assume **gaseous form** and is slain if reduced to zero or less hit points.

A nosferatu thrall must drain at least its HD in CON per month from victims, or it loses 1 HD (to a minimum of 1 HD). A nosferatu thrall gains one HD when it drains 10 times its HD in CON, until it reaches 9 HD and becomes a full-fledged nosferatu. A nosferatu thrall may also advance in HD following the rules in *L&E*, retaining any class powers as well if his class or race includes the After the Flesh power.