

DHAMPIR: SCIONS OF THE NIGHT

A Pathfinder Roleplaying Game Compatible PLAYER'S RESOURCE by Landon Bellavia



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In the shadows of civilization, the offspring of the forbidden union between humans and vampires struggle to find their place in a hostile world. These scions of the night need every trick available to them if they are to survive the enmity and mistrust that awaits in the world beyond. The dhampir children of undead vampires and hapless or depraved humans survive through unique fusions of ingenuity and resiliency, and now these abilities can be yours!

Packed with variant racial abilities and class features designed to allow players to customize the feel and style of their dhampir characters just as thoroughly as any elf or dwarf, *Dhampir: Scions of the Night* offers everything you need to bring a dhampir adventurer to life. Complete with racial analysis and idea starters for character background and appearance, *Dhampir: Scions of the Night* is an advanced guide to playing a dhampir.



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This work is dedicated to Charlotte, Sheridan, Adriel and Baby Number Three. Thank you for enduring my insanity and supporting me in my love of writing, gaming and creating. I love you all.

CONTACT US

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BONUS MATERIAL

Thank you for purchasing *Dhampir: Scions of the Night* we hope you enjoy it and that you check out our other fine print and PDF products. We at Raging Swan are committed to providing first class web enhancements for our products. Visit ragingswan.com to download bonus materials including maps, reorganised stat block listings, additional encounters and more!

ERRATA

We would like to think *Dhampir: Scions of the Night* is completely error free and that absolutely no mistakes have crept in during design or editing. However, we are realists. So in that spirit, we shall post errata for this adventure three months after first release on ragingswan.com. We aren't going to be correcting typos and spelling errors, but we will correct any game mechanic or balance issues that come to light.

ABOUT THE DESIGNER

Landon is a writer and game designer with a penchant for detail and a devotion to the creative process. He enjoys crafting new worlds and balancing new game details within the framework of the d20 system and the spirit of the OGL. For over a decade, he has been crafting his own world, and plans to eventually publish the work as a campaign resource when it finishes playtesting.

While gaming and writing are two of Landon's favorite activities, they are very difficult to make a living at, and currently hold the status of “hobbies that he can hopefully afford to pursue full time some day.” In the mean time, he is working towards a PhD in physics and supporting himself and his family as a research assistant. Landon lives in North Carolina with his beautiful and wonderfully supportive wife, two dice-loving daughters, and tailless cat. When not doting on the wonderful girls in his life, working in the lab, writing, or gaming, Landon also enjoys eating, breathing, and (time permitting) sleeping.

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This **PLAYER'S RESOURCE** presents enhanced information regarding the dhampir, a new race presented in *Bestiary 2*. You do not need *Bestiary 2* to make use of this supplement; *Dhampir: Scions of the Night* presents all the necessary information to create interesting and memorable dhampir PCs and NPCs.

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DHAMPİR

There is perhaps no fascination more forbidden, no lust more taboo, than a mortal obsessed with the nocturnal exploits of a vampire. Such fixation rarely ends in anything other than a vampire debating with itself the etiquette of playing with one's food. However, in certain rare, exceptional cases, a human may actually find that the union of the living with the undead is in fact possible. Whether this realization was ultimately reached willingly or pleasurably is another matter entirely.

DHAMPİR HERITAGE

The dhampir are born with the grave's taint. Though they may appear largely human, their inhuman combination of grace and charm give them a mystique akin to their vampiric progenitor.

The means by which a dhampir is created can vary widely. Sometimes, the birth is the ultimate culmination of love triumphing over evil in a union that not even death can thwart. Other times, the spawning is the ultimate act of sadistic spite wrought on a mortal who has been dominated or otherwise overwhelmed by a master of the night. Far more bizarre origins are also plausible: a vampire who imprisons a mortal believing that she is his lost love incarnate; an undead who decides to conduct "scientific" research on a human; a vampire seeking to breed a troupe of daytime bodyguards, any of these and more are possible origins of a dhampir.

Human mothers who willingly carry a dhampir child typically fall into one of two categories: those so infatuated with their consort that they cherish the "gift" of bearing his seed, and those so good natured as to try to bring the child into the world despite its obvious taint. Unwilling mothers fill a much broader spectrum, including the priestess who attempted to oppose a vampire and found herself his desperate prisoner, the thief who snuck into a haunted castle for lost treasure and a noble's daughter kidnapped for a ransom that was never paid in gold and was instead extracted from her flesh.

Human fathers of dhampir children are far rarer (or may even be impossible, depending on the GM's interpretation of biology and the nature of life-force). If such a union does occur, the father is almost always dead and drained by the time the infant arrives. Vampire mothers, however, are often surprisingly loving to a dhampir child, seeking in it the child that was never had (or was had and lost) while alive.

PHYSIOLOGY AND APPEARANCE

With one foot already in Death's realm, dhampir are generally frailer and less resilient than their human parent. The vampire's ability to bolster his physical resiliency with sheer force of personality is lost to those with a spark of life.

Despite having this spark of vitality, dhampirs often appear pale and colourless, their skin ranging in hue from albino white through various shades of grey, occasionally reaching a deep charcoal hue. Their hair is often similarly without colour; white, silver and black being common. Occasionally, freakishly bright hair colours manifest as indicator of the dhampir's nature.

Other than deathly or unnatural hair and skin tones, coupled with an often unnatural beauty, little separates dhampirs in appearance from their human kin. Occasionally, they may possess preternaturally sharp teeth or even fangs or strangely coloured or shaped eyes. Normally, however, dhampirs need little more than good makeup to blend in among humans.

PSYCHOLOGY AND PERSONALITY

Dhampir are creatures of extremes, born of passions or machinations seldom experienced by ordinary humans. As such, they tend towards intense emotions and inexorable opinions. Often given to bouts of ego and narcissism, many dhampir are nevertheless acutely aware of their own isolation.

To say that human civilization spurns them, even persecutes them, is often an understatement. Thus, dhampir in human lands tend to be shrewd survivalists. They may manipulate their way into positions of power through blackmail or ingratiation, or they may maintain the lowest possible profile, attempting to blend in with the farthest fringes of society. However, hiding on the outskirts of civilization seldom suits a dhampir's own sense of self worth and importance, nor satiates the lust for power and privilege that so often accompanies the taint passed on to the scions of the night.

AGE, HEIGHT & WEIGHT

DHAMPİR RANDOM HEIGHT AND WEIGHT

TITLE	BASE HEIGHT	BASE WEIGHT	MODIFIER	WEIGHT MODIFIER
Male	5 ft. 4 in.	100 lbs.	2d8	x3 lbs.
Female	5 ft. 4 in.	90 lbs.	2d6	x3 lbs.

DHAMPİR STARTING AGE

ADULTHOOD	BARBARIAN, ROGUE, SORCERER	BARD, FIGHTER, PALADIN, RANGER	CLERIC, DRUID, MONK, WIZARD
110	+4d6	+6d6	+10d6

DHAMPİR AGING EFFECTS

MIDDLE AGE	OLD	VENERABLE	MAX. AGE
175	263	350	350 + 4d%

A dhampir intentionally created by a vampire and kept in his sire's service often matures with a much different sense of self than one who finds himself adrift in human society. Such beings serve the cruellest and darkest souls of the night, and are sometimes even brainwashed into believing they are the children of a divine being with the right to rule his own personal slice of this puny, pathetic world. Whether a dhampir accepts or rejects his sire's manipulations is perhaps the most important factor in deciding the dhampir's ultimate fate.

The thirst for blood and darkness of soul inherited from their vampiric parent mark most dhampir as evil, though each control his own destiny. Those few following path of righteousness and suppress their vile nature are among the world's brightest beacons of hope and redemption.

DHAMPIR SOCIETY

Dhampir have no society of their own, as their numbers are few and good-aligned adventurers would likely hunt down a group of any significant size. Very rarely, a handful of the tainted form a group in which they are free to be themselves and see each other for what they are. Such clusters seldom number more than a dozen, and all too often serve to magnify the darkness inherent to the race. In some lands, rumours swirl of dhampir enclaves existing independent of human or vampire influence hidden deep within lost catacombs or subterranean ruins. The nature of such settlements – if they exist – can only be speculated upon.

Occasionally, a cult-like group of dhampir siblings or half-siblings form around their vampiric sire. Such cabals are often (relatively) short-lived, though, as many vampires establishing one have discovered. Dhampirs, like vampires, are often convinced of their own superiority to all other beings, and are likely to eventually turn on any creature who tells them otherwise.

RELIGION & ALIGNMENT

Born of blood and sin, evil flows through a dhampir's veins. Those not purely evil generally either dance a fine line close to it, or have foresworn the darkness to such an extent that it is repressed almost completely. Because a dhampir's nature is largely evil, one must generally work extraordinarily hard to suppress cruel inclinations; a dhampir who is "neutral with good tendencies" is virtually unheard of, while those with evil tendencies are relatively common among an uncommon race.

Evil dhampir, when drawn to a deity, worship gods of death and undeath. Despite being alive, dhampir have many of the undead's blessings (and curses). Such individuals are often drawn to necromancy and the dark arts, their natural force of personality lending credence to their claim on fell powers.

Regardless of the path a dhampir takes, whether a rare, shining beacon of truth and light, or a sinister hedonist bent on self-gratification, dhampir can be among the most stalwart defenders of a faith or the most ruthless opponents of an ideal. The freedom of choice common among humans is similarly strong among dhampirs, save for the shadows that tug on their hearts and the thirst that catches in their throats.



DHAMPIR ABILITIES

Dhampirs are defined by class levels—they don't possess racial Hit Dice. Most dhampirs have the following racial traits; alternatives to these traits appear on the following pages.

- **+2 Dexterity, +2 Charisma, –2 Constitution:** Dhampirs are fast and seductive, but closer to death than most mortals.
- **Senses:** Low-light vision and darkvision 60 feet.
- **Manipulative:** +2 racial bonus on Bluff and Perception.
- **Undead Resistance:** Dhampirs gain a +2 racial bonus on saving throws against disease and mind-affecting effects.
- **Light Sensitivity:** Dhampirs are dazzled in areas of bright sunlight or within the radius of a *daylight* spell.
- **Negative Energy Affinity:** Dhampirs are alive, but react to positive and negative energy as if they were undead—positive energy harms them while negative energy heals them.
- **Spell-Like Ability:** A dhampir can use *detect undead* three times per day as a spell-like ability. The caster level for this ability equals the dhampir's class level.
- **Resist Level Drain:** A dhampir takes no penalties from energy draining effects, though he can still be killed if he accrues more negative levels than he has Hit Dice. After 24 hours, any negative levels a dhampir takes are removed without the need for an additional saving throw.
- **Languages:** Dhampirs begin play speaking Common. Those with high Intelligence can choose any language as a bonus language (except Druidic and other secret languages).

ALTERNATE RACIAL TRAITS

Though most dhampir possess the traits described above, the following options may be used with GM approval to customize a dhampir character.

Variant racial traits are grouped into categories by the standard dhampir ability that they replace. If the GM is using this resource to create dhampir NPCs and wishes to use some of these abilities, he can randomly determine alternate abilities using the instructions presented in each category.

VARIANT ABILITY SCORES

While the majority of dhampir benefit from increased agility, no single ability is enhanced by vampirism more than brute strength. A small group of the scions of the night (roughly 10% of dhampirs) inherit some measure of this raw physical prowess, granting the following variant ability scores:

- **+2 Strength, +2 Charisma, –2 Constitution.**

MANIPULATIVE

While many dhampirs are inherently deceptive and alert, some choose to hone other skills or abilities. One of the following

abilities may be selected to replace the manipulative racial trait of the standard dhampir.

To generate a random dhampir character, roll a d12 and use the corresponding trait; on a 12, the dhampir retains the manipulative trait.

1. **Born of Two Worlds:** +2 racial bonus on Knowledge (religion) and Knowledge (local)
2. **Empathy of the Night:** You may use the Diplomacy skill to influence the attitudes of bats, rats and wolves (including dire creatures and swarms). Such creatures have a starting attitude of indifferent towards you.
3. **Energy Resistance:** You gain resistance to cold 2 and electricity 2. This improves by 1 for every three levels you possess beyond 1st.
4. **Evasive Target:** +2 racial bonus to CMD against grapple and trip attacks.
5. **Fangs:** While grappling, you gain a bite attack that deals 1d6 + your Strength modifier damage.
6. **Nimble:** +2 racial bonus on Acrobatics and Climb.
7. **Paranoid:** +2 racial bonus on Sense Motive and Initiative.
8. **Resilient:** Your Constitution score plus your Charisma modifier equal the negative hit point total at which you die.
9. **Shadowless:** You cast no shadow, granting you a +4 racial bonus on Stealth checks made in lit areas.
10. **Undead Skin:** You gain DR magic or silver/1. This improves by 1 for every 5 levels you possess. At 10th-level, this becomes DR magic and silver.
11. **Wakeful:** You require only two hours of rest per night.

UNDEAD RESISTANCE

Vampires are immune or resistant to a wide variety of conditions and effects. This legacy allows a dhampir to select two conditions or effects from the list below and receive a +2 racial bonus on saving throws against them.

To generate a random dhampir character, determine its immunities by rolling a d8 twice, ignoring any duplicate rolls.

1. Ability damage and drain
2. Death effects
3. Disease
4. Mind-affecting effects
5. Paralysis and sleep effects
6. Poison
7. Positive energy channelling (channel resistance 2)
8. Stunning

LIGHT SENSITIVITY

Not all dhampir are dazzled when in the area of bright light. Some are blinded, while others take no penalties but suffer greatly when exposed to other conditions. One of the following weaknesses may be selected to replace a dhampir's light sensitivity.

To generate a random dhampir character, determine its weakness by rolling a d4 and assigning the corresponding flaw in place of light sensitivity; on a roll of 4, the character retains the light sensitivity weakness.

1. **Light Blindness:** You suffer from light blindness rather than mere light sensitivity. However, this comes with a boon: you may select one additional spell-like ability, or one additional ability from the list of alternatives to Manipulative, or two additional resistances listed under Undead Resistance.
2. **Vulnerable Anatomy:** When you are targeted with a melee or ranged attack (but not a melee or ranged touch attack) and the attacker rolls a natural 20 on the attack roll, and confirms the critical hit, you take damage as if the weapon's critical hit modifier were one step higher. For instance, a weapon that normally does x2 damage on a critical hit would do x3 damage against you.
3. **Water Sensitivity:** You react to ordinary water as an undead reacts to holy water. Water burns your skin if exposed to it, and acts as a poison if swallowed, dealing 1d4 points of Constitution damage (no save). However, you can consume other liquids (such as ale, blood, milk, wine or even fruit juice safely). In a pinch, you may have to choose between drinking water or dying of dehydration.

SPELL-LIKE ABILITY

While many dhampirs possess the innate ability to detect nearby undead, some derive other supernatural talents from their heritage. These abilities may mimic powers possessed by vampires, or may serve to protect the dhampir from likely forms of attack. One of the following abilities may be selected to replace the dhampir's *detect undead* spell-like ability.

To generate a random dhampir character, determine its spell-like ability by rolling a d12 and replacing *detect undead* with the corresponding ability. On a roll of 12, the dhampir retains *detect undead*.

The dhampir's caster level for any of these abilities equals his character level and the dhampir uses its Charisma modifier to determine the saving throw of its spell-like abilities.

1. **Animalistic Form (Sp):** You can use *magic fang* once per day; at 10th level, you can use either *magic fang* or *beast shape II* (dire bat or wolf form only) once per day.
2. **Command Undead (Sp):** You can use *command undead* once per day.

3. **Detect Opposing Alignment (Sp):** You can use *detect evil* (if good-aligned) or *detect good* (if evil-aligned) three times per day. A character without a good or evil component to their alignment can choose which ability to take. Once made, this choice cannot be changed.
4. **Disrupt Undead (Sp):** You can use *disrupt undead* at will.
5. **Dominant Personality (Sp):** You can use *charm person* once per day; at 10th level, you may use either *charm person* or *dominate person* once per day.
6. **Draining Touch (Sp):** You can use *chill touch* once per day; at 10th level, you may use either *chill touch* or *vampiric touch* once per day.
7. **Gaseous Retreat (Su):** Once per day, when reduced to fewer than 0 hit points, but not killed outright, you immediately assume *gaseous form* as the spell. This effect lasts a number of rounds equal to your level. While in gaseous form, in addition to the normal effects of the spell, you remain conscious and can take one move action per round within the normal constraints of the spell. You can take damage and die in *gaseous form*; if you are killed, your body reforms. At the end of the effect's duration, you return to your normal form and automatically stabilise if your hit points are below 0. You may dismiss this ability as a move action.
8. **Protection from Opposing Alignment (Sp):** You can use *protection from evil* (if good-aligned) or *protection from good* (if evil-aligned) once per day; at 10th level, you may also use *magic circle against evil* (if good-aligned) or *magic circle against good* (if evil-aligned) once per day. A character without a good or evil component to their alignment can choose which ability to take. Once made, this choice cannot be changed.
9. **Quick Healer (Su):** You can use fast healing 1 for a number of rounds per day equal to your character level + your Charisma modifier. Activating or suppressing this ability is a swift action. This ability automatically activates if you fall below 0 hit points but are not killed (if you not used all your available rounds for the day). At 10th level, this improves to fast healing 2. At 20th level, this improves to fast healing 5. These rounds do not have to be consecutive.
10. **Summon the Night (Sp):** Once per day, you can summon one bat swarm or rat swarm (as *summon swarm*) or one wolf (as *summon nature's ally II*). At 10th level, you can also summon 1d3 dire bats or one dire wolf (as *summon nature's ally IV*).
11. **Wall Climber (Sp):** You can climb sheer surfaces as if using *spider climb* for a number of minutes per day equal to your character level. These minutes need not be consecutive, but the ability is used in 1 minute increments.

DHAMPIR ORIGINS

Presented here are several ideas for the origin of a dhampir character. Either choose an appropriate option or roll randomly to determine the dhampir's origin.

FATHER WAS A VAMPIRE

If the dhampir's father was a vampire, use this table to determine his birth circumstances:

D8 BIRTH CIRCUMSTANCE

1	Your father was a noble lord who became a vampire against his will. An evil priestess convinced him that he could rid himself of the curse by impregnating your mother. Your mother was: 1—The priestess's own daughter; 2—The daughter of the vampire who turned your father; 3—The widow of your father's first victim; 4—The orphan daughter of your father's first victim; 5—The evil priestess herself.
2	Your father was a sadistic hedonist who enjoyed playing with his food. Your mother was rescued by a great paladin before your father could finish her off.
3	Your mother's true love was dying of an incurable disease and she offered to carry the child of a vampire who she believed could save his life. Shortly thereafter, she fled from the unrecognizable evil that her beloved had become.
4	Evil is the natural state of the human spirit. To prove this, your father captured and mercilessly broke as many priestesses and female paladins of good deities as he could find. Your mother was one of the strongest...she endured over nine months of utter horror before finally succumbing and taking her own life, but not before she hid you in a basket and slipped you out the narrow sewer grate to be discovered by nearby villagers.
5	True love conquers all. Your father, despite being turned, still managed to care for and love your mother. However, realizing that it was only a matter of time before he turned on her as well, he sent the two of you away, never to see him again.
6	Your mother was a depraved priestess of a deity of death and hedonism. Your father gladly participated in the debauchery of the cult's rituals, right up until he found out that the rites of the deity required an undead sacrifice.
7	Your father is a feudal lord convinced that the lost love of his mortal days continues to be reincarnated generation after generation within his territory. Every few decades, he finds her once more, and every so often, this results in a new half-sibling joining the family.
8	Your mother was a rebel and a thrill seeker, pursuing the ultimate taboo. She barely escaped with her life.

MOTHER WAS A VAMPIRE

If the dhampir's mother was a vampire, use this table to determine his birth circumstances:

D8 BIRTH CIRCUMSTANCE

1	Your mother was pregnant with you when she was turned. The transformation amazingly did not result in miscarriage or premature birth, but rather, she somehow managed to carry you to term. As a consequence however, you are not fully human.
2	Your mother was the queen of a distant land. Turned to a vampire before she could conceive an heir, she spared no expense in hiring powerful priests to work the miracles that would allow her to have the family that she longed for. The rituals ended with the sacrifice of her husband to the dark powers that made your own life possible.
3	Your mother was an ancient vampire who slept for centuries before being awoken by the sublime song of a peerlessly talented bard. She dominated and enslaved him as her own personal entertainment for an unknown number of years before you were born.
4	The desire for a family can transcend any boundary, even death and undeath. Your mother sought to create her own version of a perfect family, a family in which the children respect and obey their mother as the goddess that she knows she is. The perfect family came complete with bloodthirsty children who would eventually turn on her, and you now wander the world searching for a family of your own.
5	Your father was a power-hungry sorcerer of the undead bloodline bent on testing his own ability to dominate a vampire. He captured and dominated your mother, using her for his unspeakable experiments with black magic and hedonistic sadism.
6	Your mother was a high priestess in a now-lost cult of female vampires devoted to the evil goddess of stillbirths and miscarriages. Following a series of perverse yet unsatisfying rituals to their goddess, those who usually worship death emerging from life took it upon themselves to facilitate life emerging from death.
7	You were born in a carnival, part of a wandering freak show and horror menagerie that showcased your mother as its prime attraction. The details of your conception are unknown, but the carnival ringmaster has always taken a particular interest in your state of being, if not necessarily in your well being.
8	All you know of the events surrounding your birth is that you were found as an infant by a group of adventurers who had just slain a vampire. They presumed you were kept as a light snack, and you were left at the nearest village. You were briefly raised among humans, though it did not take long for your inhuman heritage to manifest itself, compelling you to strike out on your own.

NEW CHARACTER TRAITS

Character traits are abilities that enhance your PC's skills, abilities or other statistics. Introduced in the *Advanced Player's Guide*, this optional rule provides mechanically significant ways of customizing a character's background. A PC receives two traits at 1st-level. Traits are generally considered to be equal to half a feat. They come in four basic types (combat, faith, magic and social), and may also include campaign, race, regional and religion traits. Traits marked as race traits are available only to dhampir; other basic traits may be used by any PC, but may be particularly useful to dhampir.

Commanding Insight (social): You have extensive experience watching others blend words with magic to attain the desired result. You may have observed one of your parents practice such enchantment frequently as a child, or you may have been the target of such effects personally. You gain a +2 trait bonus on opposed Charisma checks made to convince a creature affected by an effect such as *charm person* or *command undead* to take an action it would not normally take. You also gain a +2 trait bonus on opposed Charisma checks made to resist carrying out such orders.

Fake and Run (combat): You grew up surrounded by larger, stronger and far less pleasant individuals than yourself. As such, you mastered the art of delivering an unexpected blow and getting out of harm's reach. You gain a +1 trait bonus to Bluff checks made to feint in combat against humanoids and intelligent undead. When you successfully feint in combat against such a target, you gain a +5 trait bonus to your speed until the end of your turn.

My Father's Keeper (race, dhampir only): You were trained from an early age to serve as a bodyguard and protector. The one who trained you may have viewed you as expendable, but your skills now serve to protect your friends and allies. Whenever a creature provokes an attack of opportunity from you by moving to threaten an ally, you gain a +4 trait bonus on the attack of opportunity.

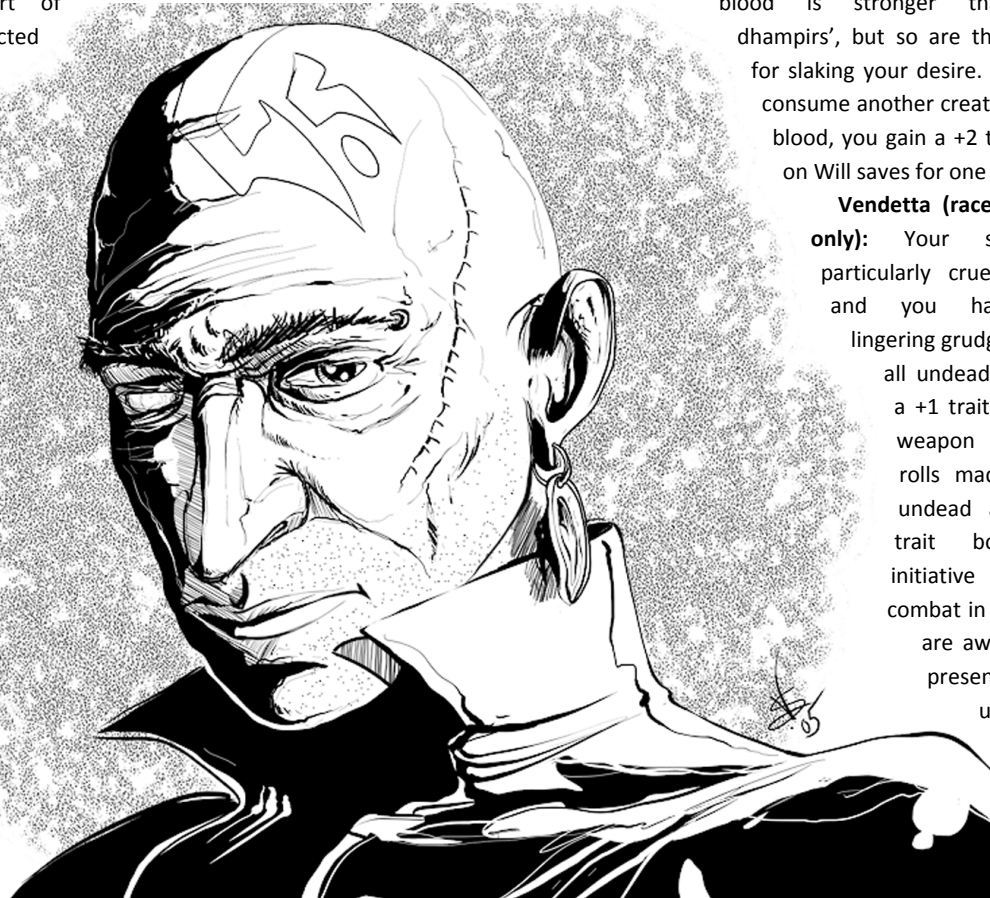
Practitioner of the Dark Arts (magic): Your paranormal training focussed heavily on black magic, and you have a true gift (or curse) when it comes to the dark arts. You gain a +1 trait bonus to your caster level when casting necromancy spells that target undead or have the evil descriptor.

Raised in the Light (faith): You were raised in a kind and benevolent environment such as the temple of a good-aligned deity. As long as you remain good-aligned, you gain a +2 trait bonus on saving throws against spells with the evil descriptor.

Scion of the Catacombs (race, dhampir only): You are at home underground and among cramped caves and claustrophobic caverns. You treat Escape Artist as a class skill and gain a +2 trait bonus to such checks made to squeeze through tight spaces.

Unquenchable Thirst (race, dhampir only): Your thirst for blood is stronger than most dhampirs', but so are the rewards for slaking your desire. When you consume another creature's fresh blood, you gain a +2 trait bonus on Will saves for one hour.

Vendetta (race, dhampir only): Your sire was particularly cruel to you, and you harbour a lingering grudge towards all undead. You gain a +1 trait bonus on weapon damage rolls made against undead and a +1 trait bonus on initiative in any combat in which you are aware of the presence of undead.



DHAMPİR ADVENTURERS

Dhampirs who choose to become adventurers tend towards classes where their force of personality compliments their finesse, while not placing their relatively delicate physique too close to harm. Though often quite exceptional with a blade, the most dangerous dhampirs are rarely seen drawing a weapon.

Antipaladin: Darkness nests in the hearts of most dhampirs, and those few who embrace direct martial combat are often found leading the charge against the light. Dhampirs who embrace the depravity of the antipaladin are strong of both body and spirit, often finding that they have inherited a measure of the physical strength possessed by their undead parent.

Barbarian: Prone as they may be to fits of temperamental rage and bloodlust, few dhampirs fully embrace, or are fully suited to, the barbarian lifestyle. However, those who do select this path often bring their force of will as well as their blade to bear against their enemies, spawning fear and intimidation in their victims.

Bard: Clever, cunning and often willing to use their charm to get others to do their bidding, many dhampirs are ideal bard material. Many dhampir bards find the abilities of the sandman and dirge bard archetypes particularly well suited to their talents and needs.

Cavalier: Dhampir cavaliers are rare in light of the race's overall inclination to avoid direct melee combat. The few dhampirs who have taken up the banner generally follow the self-serving Order of the Cockatrice or are sworn to protect their vampiric parent under the tenets of the Order of the Lion. Higher level dhampir cavaliers are generally found riding a dire wolf or dire bat rather than the mundane mounts of more common races.

Cleric: Though often impious and self serving, many dhampirs find devotion to a deity or cause can provide a centring focus to their lives that might otherwise be missing. Dhampir clerics tend to serve deities or follow philosophies related to death and undeath, whether as champions of the darkness or bringers of purifying light, and may go so far as to take up the undead lord archetype.

Druid: Few dhampirs feel the kinship with the natural world characteristic of a druid, born as they are of a dark, unnatural union. The few dhampir druids who flee civilization and guard the night are often allied with the wolves, bats and other nocturnal denizens of the wilderness, and frequently make use of the blight druid, cave druid, or urban druid archetypes.

ARCHETYPES

Class archetypes were introduced in *Advanced Player's Guide*. Class archetypes provide more flavour and mechanical depth to a character, by providing tailored abilities to suit a character's style.

Fighter: Dhampir fighters rarely find it advantageous to stand in front of enemies and trade blows, and only the most profoundly egotistical or foolhardy put themselves in such danger. Those dhampir who become fighters often utilize the archer, crossbowman or mobile fighter archetypes.

Inquisitor: Fervently rooting out their enemies wherever they may be, dhampir inquisitors are few but fearsome. These master infiltrators and executioners excel in the stealth and information gathering required by their vocation.

Magus: Dhampir magi blend martial talent with arcane arts well suited to their power-hungry dispositions. Striking foes with sword and spell, they confound and bedevil their victims, often toying with them before the final kill.

Monk: The introspective, contemplative path embraced by many monks can be surprisingly well suited to dhampirs, torn as they often are between their dual natures. With their natural coordination, dhampir monks often find themselves drawn to the Zen archer archetype, while evil ascetics are strongly drawn to the hungry ghost monk archetype.

Ninja: Dhampir ninjas are masters of infiltration and assassination. Often serving their own ends by manipulating the plans of others, dhampir ninjas strike swiftly and silently from the darkness.

Oracle: Many dhampirs are drawn to the mysteries of the oracle class and seek to harness the divine powers that it offers. Dhampir oracles, particularly those of the bones mystery, often find that the revelations provided by this class shed light on the nature of their own existence.

THE THIRST FOR BLOOD

Many different races have idiosyncrasies that open up roleplaying possibilities for players. Gnomes often have an innate verbose loquacity that befuddles outsiders. Dwarves are well known as gruff, thick-voiced ale-lovers. Elves often appear as serene, aloof, even self-aggrandized academics. However, playing a dhampir presents a new opportunity to roleplay the peculiarities of a race. Despite the fact that they can eat normal food and subsist perfectly well on a human diet, dhampir feel a diminished version of the burning thirst for blood that drives vampires to kill and feed. When playing a dhampir, you should consider how your character deals with this condition. Do you eat rare meat whenever the opportunity presents itself? Do you slip away from the party some nights to hunt animals? To hunt humanoids? How does your character respond to being called names like "leech" or "parasite"? All of these are very real concerns for dhampir characters, and considering the turmoil that the thirst causes within your character can help you gain a better sense of just who it is you are playing.

Paladin: Those dhampirs who have cleansed the darkness from their souls to become paladins are committed to ridding the world of evil in all its forms. Several of these champions of righteousness follow the oathbound paladin archetype (with an oath against undead) or the undead scourge archetype.

Ranger: Dhampir rangers can be implacable and unforgiving foes, and are often unusually dedicated to the eradication of their favoured enemies (generally humans and/or undead). These stealthy trackers often use the infiltrator archetype to more adeptly hunt down and eliminate their quarry.

Rogue: Many dhampir find the rogue's stealth and guile to be a perfect match for their naturally nimble and deceptive talents. They prefer subterfuge to open combat but take any opportunity to stab an unsuspecting enemy in the back or to get far enough away to snipe from a distance. Dhampir rogues often take the sniper or spy archetypes.

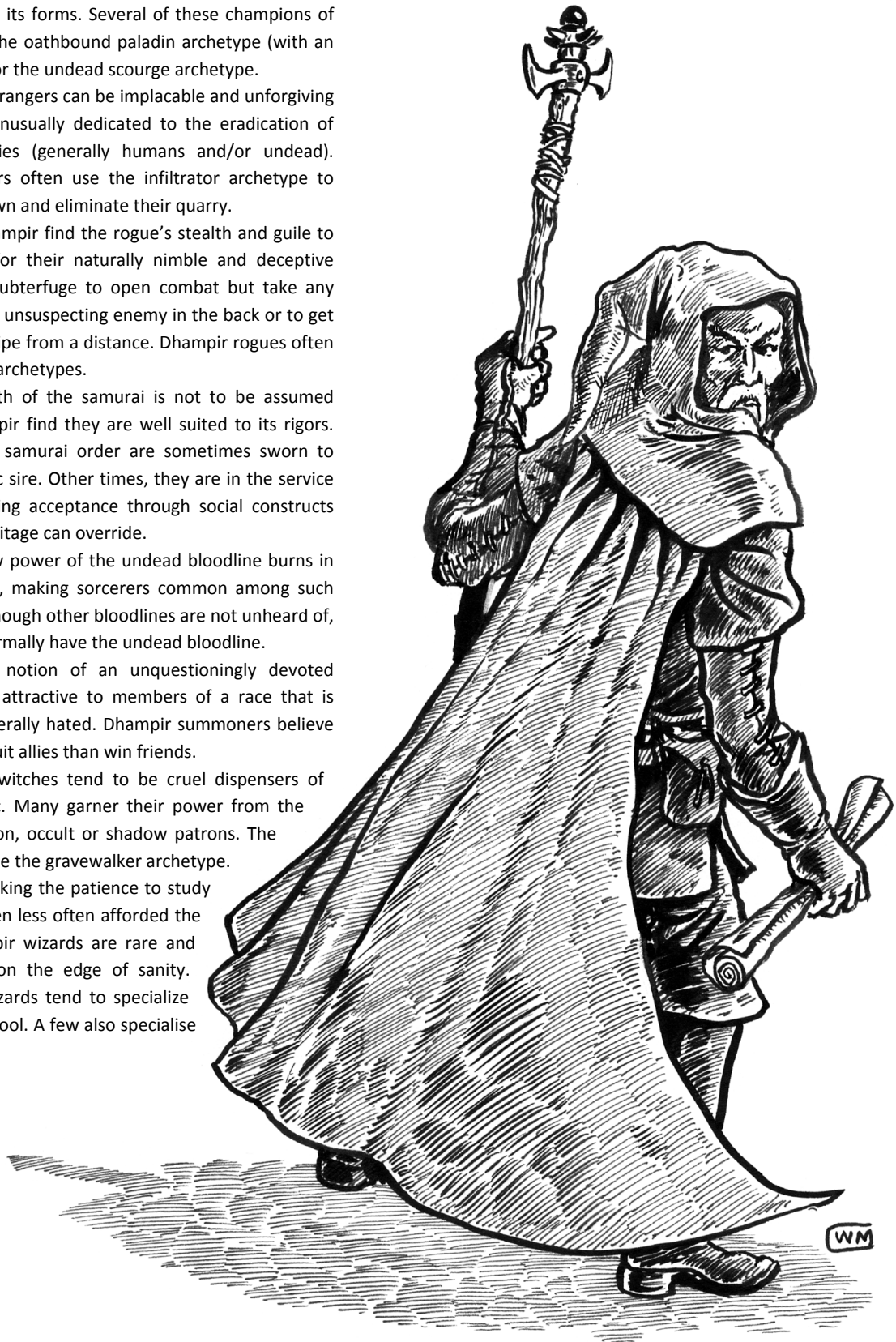
Samurai: The path of the samurai is not to be assumed lightly, and few dhampir find they are well suited to its rigors. Those who do join a samurai order are sometimes sworn to fealty to their vampiric sire. Other times, they are in the service of a noble lord, seeking acceptance through social constructs that not even their heritage can override.

Sorcerer: The raw power of the undead bloodline burns in many dhampir's veins, making sorcerers common among such an uncommon race. Though other bloodlines are not unheard of, they unsurprisingly normally have the undead bloodline.

Summoner: The notion of an unquestioningly devoted eidolon bodyguard is attractive to members of a race that is often hunted and generally hated. Dhampir summoners believe that it is easier to recruit allies than win friends.

Witch: Dhampir witches tend to be cruel dispensers of hexes and dark magic. Many garner their power from the death, deception, moon, occult or shadow patrons. The darkest of them assume the gravewalker archetype.

Wizard: Often lacking the patience to study tomes of lore, and even less often afforded the time to do so, dhampir wizards are rare and are often bordering on the edge of sanity. Naturally, dhampir wizards tend to specialize in the necromancy school. A few also specialise in enchantment spells.



ALTERNATE CLASS FEATURES

The dhampir have developed unique class features to help them adapt and flourish in the daylight world. Such alternative class features may, with GM approval, replace specific class features from their parent class.

CLERIC

Subdomains (first presented in the *Advanced Player's Guide*) offer more specific focuses for clerical worship and greater customizability for characters. Each subdomain replaces a granted power and a number of spells in the domain's granted spell list. If a cleric selects a subdomain, she cannot select its associated domain as her other domain choice (in effect, the subdomain replaces its associated domain). Subdomains are treated as equivalent to their associated domain for any effect or prerequisite based on domains.

GRAVEBORN SUBDOMAIN

Associated Domain: Death

Replacement Power: The following granted power replaces the death's embrace power of the Death domain.

Dual Heritage (Ex): At 8th level, you heal damage instead of taking damage from channelled positive energy.

Replacement Domain Spells: 1st—*chill touch*, 5th—*dominate person*, 7th—*control undead*.

Special Note: Unlike other subdomains, the Graveborn subdomain is designed to work with and compliment another subdomain, the Undead subdomain presented in the *Advanced Player's Guide*.

LUMINOUS SUBDOMAIN

Associated Domain: Sun

Replacement Power: The following granted power replaces the nimbus of light power of the Sun domain.

Purified by Light (Ex): At 8th level, you become immune to the dazzled condition. Allies within 30 feet of you gain a +4 sacred bonus on saves against blindness and dazzling.

Replacement Domain Spells: 1st—*colour spray*, 2nd—*glitterdust*, 3rd—*daylight*, 4th—*rainbow pattern*.

ORACLE

Dhampir oracles of the bones mystery have unlocked two additional revelations.

Channel (Su): You can channel negative energy like a cleric, but only to heal undead (and other creatures healed by negative energy, including yourself). You use your oracle level as your effective cleric level when determining the amount of damage healed by undead. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Vampiric Blood Drain (Su): You can suck blood from a grappled opponent just as a vampire does. If you establish or maintain a pin, you drain blood, dealing 1 point of Constitution damage. If you have the fangs trait (page 6), you instead deal 1d4 points of Constitution damage. You heal 5 hit points or gain 5 temporary hit points for 1 hour (up to a maximum number of temporary hit points equal to your full normal hit points) each round that you drain blood. You can use this ability a number of times per day equal to 3 + your Charisma modifier. At 5th level, you gain a +2 bonus to CMB and CMD when grappling; this bonus increases by +1 every four levels after 5th.

ROGUE

Dhampir rogues have developed two rogue talents that build on their innate skills and dark heritage.

New Rogue Talent: The following new rogue talent may be taken by dhampir rogues.

Play Dead: You may drop prone as an immediate action in response to taking damage and make a Bluff check opposed by the Sense Motive checks of anyone who see you fall. You receive a +2 circumstance bonus to your Bluff check if you have fewer than half your total hit points remaining. Observers who fail their Sense Motive check believe you are unconscious and are treated as flat-footed toward you until you have attacked them or completed your next turn.

An observer gains a +2 bonus to his Sense Motive check to see through the deception for each time he has witnessed you use this ability.

New Major Rogue Talent: The following new major rogue talent may be taken by dhampir rogues of at least 10th level.

Vampiric Sneak Attack (Su): Three times per day, when you confirm a critical hit that deals sneak attack damage, you can choose to gain a number of temporary hit points equal to the amount of sneak attack damage you dealt. You cannot gain more temporary hit points than the target's current hit point total plus its Constitution score (which is enough to kill the target). The temporary hit points disappear 1 hour later.

SORCERER

Dhampir sorcerers are naturally drawn to the undead bloodline. However, they often find their bloodline powers differ somewhat from other sorcerers touched by the grave. A dhampir sorcerer with the undead bloodline may choose to replace the *grasp of the dead* and *incorporeal form* bloodline powers with the following powers:

Dominare (Su): At 9th level, you gain the ability to dominate a single humanoid (or corporeal undead that was once humanoid) within 60 feet as a standard action. This ability functions as *dominate person* except as noted here. The target is allowed a Will saving throw to negate the *dominate* effect. The DC of this save is equal to 10 + 1/2 your sorcerer level + your Charisma modifier.

At 9th level, you can use this ability once per day. At 17th level, you can use this ability twice per day. At 20th level, you can use this ability three times per day. This power replaces *grasp of the dead*.

Gaseous Form (Su): At 15th level, you can assume *gaseous form* for a number of rounds per day equal to your sorcerer level. This functions as the spell *gaseous form* except that if you are reduced to 0 hit points, you remain conscious but may only take move actions. You may dismiss this ability as a free action on your turn. You can use this ability once per day. This power replaces *incorporeal form*.

WITCH

Dhampir witches tend to be cruel, malevolent beings gifted with dark powers. They have developed two new hexes:

Death's Interposition (Su): You can cause a living creature within 30 feet to be immune to the healing power of positive energy for 1 round. The target does not heal damage when targeted by positive energy, such as a *cure* spell. A Will save negates this hex. Whether or not the save is successful, a creature cannot be the target of this hex again for 1 day. You can extend the duration of this hex with the *cackle* hex.

Soul Drinker (Su): You can bestow a single negative level on a target within 30 feet. The negative level lasts for one round. It does not result in the death of the target unless the target has one or more negative levels from a source other than this hex, and the target's total number of negative levels is at least equal to its hit dice.

At 8th level, this ability bestows two negative levels, and at 16th level, it bestows three negative levels. A Will save negates this hex. Whether or not the save is successful, a creature cannot be the target of this hex again for 1 day. You can extend the duration of this hex with the *cackle* hex.

ALTERNATE FAVOURED CLASS OPTIONS

Instead of receiving an additional skill rank or hit point whenever a dhampir gains a level in a favoured class, he can choose to instead gain the relevant ability below. Unless otherwise stated, the bonus applies each time you select the listed favored class reward.

Antipaladin: Add +1 to the damage dealt to living creatures by the antipaladin's touch of corruption ability.

Bard: Add 1 to the bard's total number of bardic performance rounds per day.

Cavalier: Add +1 hit point to the cavalier's mount. If the dhampir ever replaces his mount, the new mount gains these bonus hit points. These bonuses only apply to a single mount gained as part of the cavalier's class. Once a dhampir cavalier has selected this ability seven times, he may attract the service of a dire bat or dire wolf as his mount.

Cleric: Add +1/2 to the damage dealt to either living creatures (if the cleric channels negative energy) or undead creatures (if the cleric channels positive energy) by the cleric's channel energy ability.

Ninja: Add +1/4 *ki* points to the ninja's *ki* pool.

Oracle: Add one spell known from the oracle spell list. This spell must be at least two levels below the highest spell level that the oracle can cast unless it is from the necromancy school, in which case, it can be of any level that the oracle can cast.

Paladin: Add +1 point to the damage dealt to undead by each use of the paladin's lay on hands ability. This does not affect the paladin's ability to heal herself.

Rogue: Add +1/2 to Disguise checks made to disguise the dhampir as a human, as well as on Bluff, Diplomacy and Sense Motive checks made against intelligent undead.

Sorcerer: Add +1/2 to the dhampir's caster level for overcoming spell resistance when casting spells of the necromancy school, and when calculating the sorcerer's effective caster level for determining the maximum number of undead she can control.

Witch: Add one spell of the necromancy school to the witch's familiar, regardless of whether or not it is on the witch spell list. The spell is learned at the highest level at which it is available to any class. The spell must be at least one level lower than the highest level spell the witch can cast.

NEW FEATS

Scions of the Night introduces a number of new feats utilised by the dhampir. Each feat is presented in the following manner:

Prerequisites: This entry is absent if the feat has no prerequisites. Otherwise, it lists the qualifying features a character must have to select the feat.

Benefit: This section details what the feat enables the character to do or lists the bonuses it provides.

Special: If the feat has additional benefits (or synergistic qualities with another feat), they are listed here.

Normal: This listing is absent if not having the feat causes no particular drawback or penalty. Otherwise, it presents the limitations or drawbacks faced by a character without this feat.

HERITAGE FEATS

Heritage feats are a new kind of feat designed to reflect options open to a character based on its heritage; for dhampirs they reflect some aspect of its undead lineage.

APPEAR HUMAN [HERITAGE]

Your human heritage is dominant, and you are externally indistinguishable from a human.

Prerequisites: Dhampir, must be taken at 1st level.

Benefit: You are indistinguishable from a human (though you may still appear somewhat unusual) and humans (and other races) generally treat you as such. A creature who observes you doing anything inhuman, such as benefitting from a negative energy effect, may make a DC 15 Knowledge (religion) or Knowledge (local) check to identify your true nature.

BRINGER OF DARKNESS [HERITAGE]

You are a sworn enemy of the light and all that it stands for, revelling in the darkness of the night.

Prerequisites: Dhampir, non-good alignment.

Benefit: You cast spells with the darkness, evil or shadow descriptors at +1 caster level. You gain a +1 bonus on saving throws made against any such spells.

EMERGENT MAGIC [HERITAGE]

Your connection to the supernatural forces that flow through your veins is stronger than most.

Prerequisites: Dhampir.

Benefit: Select one spell-like ability available to dhampirs (page 7). You gain access to this spell-like ability as if you had swapped out *detect undead*.

Special: You may take this feat multiple times. Each time, you select a new spell-like ability (page 7).

GRAVEBLOODED COMPANION [HERITAGE]

You have retained the services of an extremely rare companion that shares aspects of your dual heritage.

Prerequisites: Dhampir, character must have an animal companion, special mount or similar cohort.

Benefit: Your animal companion, special mount or other cohort that functions as a druid's animal companion gains undead immunities (ability drain, damage or penalties to physical ability scores, death effects, disease, energy drain, exhaustion, fatigue, massive damage, mind-affecting effects, nonlethal damage, paralysis, poison, sleep, stun and any effect that requires a Fortitude save [unless the effect also works on objects or is harmless]). Your companion continues to use its Constitution score to determine its bonus hit points, Fortitude save bonus and so on.

INNATE TALENT [HERITAGE]

You have honed the skills commonly used by your people, cultivating a wider repertoire than most.

Prerequisites: Dhampir.

Benefit: You select one ability listed as an alternative to the manipulative racial trait (including manipulative) that you do not yet possess (page 6).

Special: You may choose this feat multiple times. Each time, you select a new ability to acquire.

PENITENT OF THE LIGHT [HERITAGE]

You have embraced the pain that the light brings to your eyes as a divine penance for the evil that runs through your blood.

Prerequisites: Dhampir, light sensitivity, non-evil alignment.

Benefit: Whenever you suffer the penalties of your light sensitivity, you receive a +2 morale bonus on Will saving throws and immunity to any adverse morale effects.

SHADOW STALKER [COMBAT, HERITAGE]

Your pale skin and hair blend with the shadows, making you difficult to spot within the sheltering darkness.

Prerequisites: Dhampir, base attack bonus +1, Stealth 1 rank.

Benefit: You gain a +2 bonus on stealth checks made in dim illumination and a +10 bonus to Stealth checks made to snipe from within dim illumination. Creatures that might see you using darkvision ignore these bonuses.

Special: A dhampir fighter may select this feat as one of his bonus fighter feats.

THIRST FOR BLOOD [HERITAGE]

Like a true vampire, your bite drains the life out of others and replenishes your own strength.

Prerequisites: Dhampir, fang racial trait.

Benefit: Whenever you have grappled and pinned a living creature and have the option of dealing damage to it as part of the pin, you deal the damage with your bite attack and drain a small portion of the creature's life force. For every 5 points of damage you inflict with your bite attack, you heal 1 point of damage (minimum 1). This does not allow you to have more than your maximum number of hit points.

Special: A dhampir fighter may select this feat as one of his bonus fighter feats.

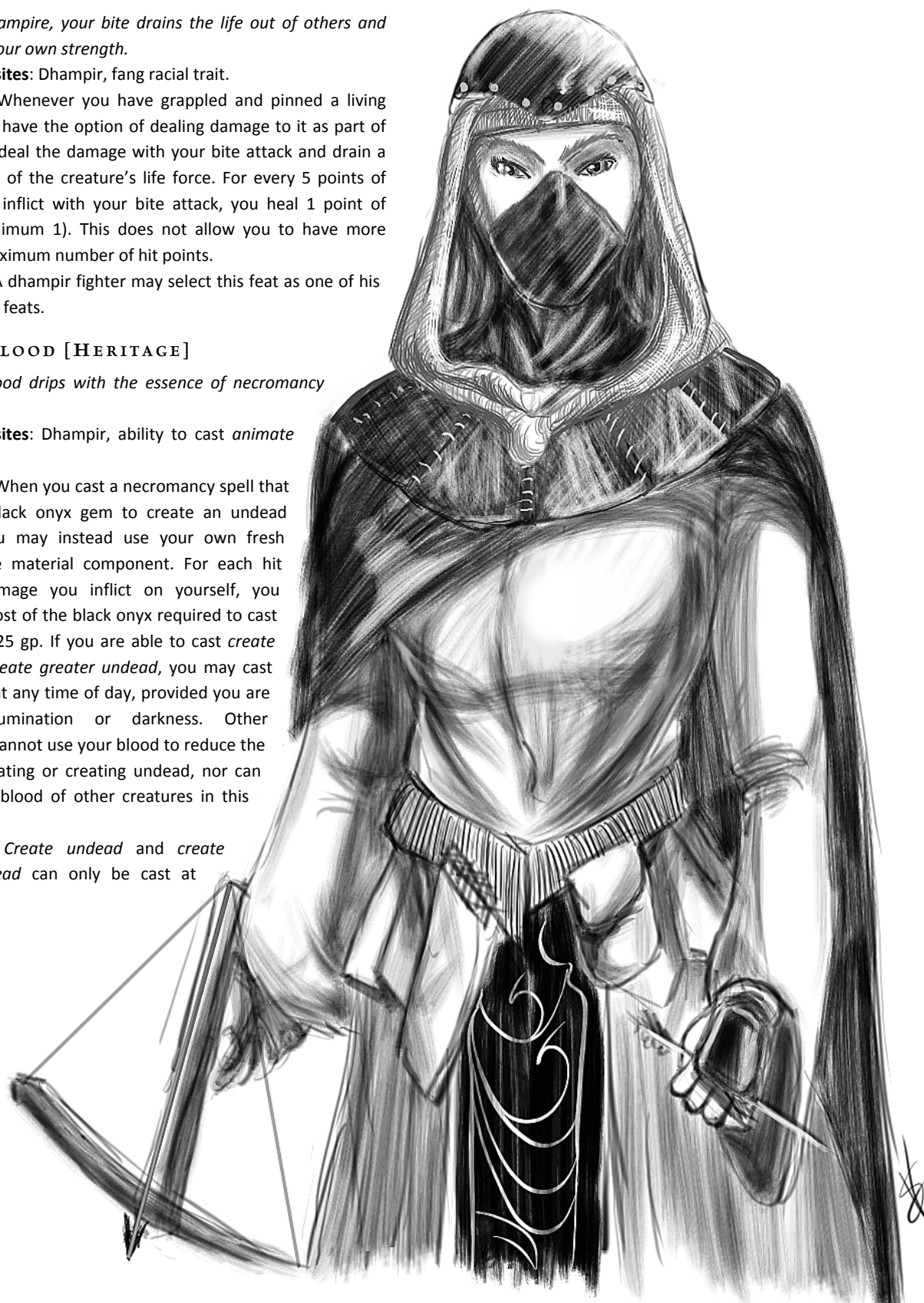
UNDEAD BLOOD [HERITAGE]

Your very blood drips with the essence of necromancy and undeath.

Prerequisites: Dhampir, ability to cast *animate dead*.

Benefit: When you cast a necromancy spell that requires a black onyx gem to create an undead creature, you may instead use your own fresh blood as the material component. For each hit point of damage you inflict on yourself, you reduce the cost of the black onyx required to cast the spell by 25 gp. If you are able to cast *create undead* or *create greater undead*, you may cast these spells at any time of day, provided you are in dim illumination or darkness. Other spellcasters cannot use your blood to reduce the cost of animating or creating undead, nor can you use the blood of other creatures in this manner.

Normal: *Create undead* and *create greater undead* can only be cast at night.



DHAMPIR FEATURES

Presented here are several features that distinguish a dhampir from the humans around him. None of these features grant any additional powers in excess of the normal abilities possessed by a dhampir, but they serve to identify him and make for interesting and compelling roleplaying hooks.

D%	THE DHAMPIR HAS...
01-02	A birthmark that resembles a bite.
03-04	A bright shock of red hair at the base of the skull.
05-06	A constant odour of iron...or blood.
07-08	A forked tongue.
09-10	A purple or bright red tongue.
11-12	A reflection that shimmers and waivers translucently.
13-14	A reflection with different coloured eyes.
15-16	A reflection with different coloured hair.
17-18	A second row of teeth.
19-20	A shadow that always appears tinged with blood.
21-22	A shadow that always appears to be wearing a stiff collar.
23-24	A shadow that always appears too small.
25-26	A shadow that appears to wear a large ring or necklace.
27-28	A single tooth that perpetually has a drop of blood on it.
29-30	A streak of sapphire hair.
31-32	An unnaturally faint shadow.
33-34	Bald head with strange symbols on the scalp.
35-36	Blue veins traced under fingernails.
37-38	Brown fingernails with blue tips.
39-40	Constantly surrounded by a light breeze.
41-42	Eyes become pitch black in dim illumination.
43-44	Eyes become solid coloured in bright light or sunlight.
45-46	Eyes change colour in bright light or sun light.
47-48	Four canine teeth but only two incisors per jaw.
49-50	Hair appears to be decaying or moulding.
51-52	Hair that moves as if in the wind even when the air is still.
53-54	Heterochromia (different colour eyes). Roll once for left eye colour and once for right eye colour: 1—black; 2—blue; 3—green; 4—grey; 5—gold; 6—hazel; 7—red; 8—silver; 9—violet; 10—roll twice for a marbled pattern of two colours, ignoring further rolls of 10.
55-56	Inhumanly beautiful countenance, unnaturally flawless skin.
57-58	Pointed ears as an elf (or half elf).

59-60	Preternaturally high cheekbones and slanted eyebrows.
61-62	Pupils completely disappear in the sun.
63-64	Reflection appears skeletal or corpse-like.
65-66	Reflection has “negative” image (light and dark reversed).
67-68	Shadow is only a faint outline and has normal light inside.
69-70	Shrill, grating voice like grinding metal.
71-72	Silver freckles that recreate a constellation.
73-74	Six fingers.
75-76	Six toes.
77-78	Skin changes colour in sunlight.
79-80	Skin takes on strange markings or patterns in sunlight.
81-82	Skin that is cold to the touch.
83-84	Thin, whispery voice.
85-86	Tusk-like fangs that appear somewhat orcish.
87-88	Two sets of eyelids per eye.
89-90	Unnatural hair colour: 1— blood red; 2— Canary yellow; 3—carrot orange; 4—emerald green; 5— royal purple; 6— snow white; 7—thunderhead silver; 8—topaz blue; 9—void black; 10—roll again for a striped pattern of two colours, ignoring further rolls of 10.
91-92	Vertical pupils like a cat.
93-94	Fine hair-covered ears.
95-96	Radiates a faint chill out to a distance of 5 ft.
97	Wispy hair that moves of its own volition.
98-99	Roll again twice.
100	Roll again three times.

NOTE TO GMS

Scions of the Night is designed primarily to give players (and you) a number of options for customizing dhampir characters (and NPCs). However, these characters can also give you a wealth of possible hooks and foils for the party. The exact nature of dhampir and their place in the world is, of course, up to you, and you may choose to restrict or modify anything in this supplement to better fit your campaign.

Whenever a player decides to try a more exotic character race, such as dhampir, you may want to request a more extensive character background than you might for a more traditional race. Where are you from? Who were your parents? Why/how were you born? Possible options and suggestions for character back-ground can be found at the end of this supplement And, as GM, you should always feel free to insert just a little bit of intrigue and mystique into the life of any dhampir in your game....

SAMPLE DHAMPIR

YEVOK TANGYE

The son and former right-hand of a vampire mage, Yevok is a fearsome warrior now without a master to check his bloodlust.

A dreaded antipaladin who leaves a trail of destruction in his path, this mutant abomination blights the land.

Background: Yevok was born to Myrel Glindwick in the Tower of Night, home of the vampire mage Kevern Tangye. His mother had come to the tower seeking the aid of the mage in a now-forgotten predicament. The price for the vampire mage's

YEVOK TANGYE CR 10 (XP 9,600)
This fearsomely fanged, savagely scarred horror maniacally grasps the hilt of his greatsword. The pressure of his grip causes the blue veins that trace beneath his fingernails to throb with a visible pulse, a pulse that also appears to run through his mouldering black hair.

Male dhampir antipaladin 11

CE Medium humanoid (dhampir)

Init +1; **Senses** darkvision 60 ft., low-light vision; Perception -1, Sense Motive -1

Speed 20 ft., base speed 30 ft., fly 40 ft. (good, *winged boots*)

ACP -6

AC 25, touch 12, flat-footed 24; **CMD** 28

(+1 Dex, +12 armour [+3 *full plate*], +1 deflection [*ring of protection +1*], +1 natural)

Immune disease; **Resist** level drain; **Weakness** light blindness, smite evil

Smite Evil (Su) A paladin using smite evil on Yevok deals bonus damage equal to 2 points per paladin level on the first successful hit.

Fort +14 (+16 vs. poison), **Ref** +9, **Will** +11 (+13 vs. mind affecting effects)

hp 87 (11 HD); negative energy affinity

Space 5 ft. (aura of cowardice and despair 10 ft.); **Base Atk** +11; **CMB** +16

Aura of Despair and Cowardice (Su) While conscious, Yevok radiates an aura of dread and despair that causes enemies within 10 ft. to take a -2 penalty on all saving throws or a -4 penalty on saving throws against fear effects. Creatures immune to fear lose their immunity within the aura.

Aura of Vengeance Yevok can expend two uses of his smite good ability to grant the ability to smite good to all non-good allies within 10 feet, using his bonuses. Allies must use this smite good ability by the start of his next turn and the bonuses last for 1 minute. Using this ability is a free action.

Melee +1 *keen unholy greatsword* +15/+10/+5 (2d6+17/16-20 [4d6+17 against good targets])

Ranged mwk composite longbow (range 110 ft.) +13/+8/+3 (1d8+5/x3)

Atk Options Bleeding Critical, Critical Focus, Power Attack (-3 attack, +6 damage [+9 with greatsword]), bite attack, fiendish boon, touch of corruption (9/day), smite good (4/day, +4 attack, +11 damage, +4 AC)

Bite Attack When grappling, Yevok gains a bite attack (+16

assistance was that Myrel bear him a child. She agreed, and though Yevok was born healthy and strong, his mother was not so fortunate dying shortly thereafter.

Kevern trained Yevok from an early age to serve as a bodyguard and hunter. As he grew older, Yevok was sent out to increasingly distant lands to capture food for his father, who preferred not to feed on the local residents too much, lest they become wary of his proximity.

It was while Yevok was away on such an expedition that his

attack, 1d6+5 damage) usable against any creature in the grapple.

Fiendish Boon As a standard action, Yevok can call a fiendish spirit to enhance his greatsword for 11 minutes. The spirit grants an additional +3 enhancement bonus to the greatsword (or a number of special abilities with enhancement values totalling +3, including *flaming* [+1], *vicious* [+1], *anarchic* [+2], *flaming burst* [+2], *wounding* [+2] or *speed* [+3]).

Touch of Corruption As a standard action, Yevok can make a touch attack (+16 attack, 5d6+11 points of damage) to a living creature. This does not provoke attacks of opportunity. Additionally, he may select one of the following cruelties to affect the target: shaken, dazed, or frightened (DC 19 Fortitude negates the cruelty). Alternatively, he can heal an undead creature of 5d6 points of damage.

Special Actions channel negative energy, draining touch (1/day)

Channel negative Energy Yevok can channel negative energy as an 11th-level cleric (6d6; DC 19 Will). Doing so consumes two uses of his touch of corruption ability.

Draining Touch Yevok can use *chill touch* or *vampiric touch* (DC 19) once per day.

Antipaladin Spells Prepared (CL 8th; concentration +12)

3rd—*bestow curse* (DC 17), *deeper darkness*

2nd—*desecrate*, *undetectable alignment*

1st—*command* (DC 15), *doom* (DC 15), *protection from good* (DC 15)

Spell-Like Abilities (CL 11th; concentration +15)

At-Will—*detect good*

1/day—*command undead* (DC 16)

Combat Gear arrows (20), locked gauntlet, *winged boots*

Abilities Str 20, Dex 12, Con 14, Int 10, Wis 8, Cha 18

SQ cruelties (dazed, shaken, frightened), fangs, plague bringer, undead resistance (poison and mind affecting effects)

Feats Bleeding Critical, Critical Focus, Improved Grapple, Improved Unarmed Strike, Power Attack, Weapon Focus (greatsword)

Skills as above plus Bluff +18, Intimidate +18

Languages Common

Gear as above plus *amulet of natural armour +1*, *bag of holding type I*, *belt of physical might +2* (Strength and Constitution), *cloak of resistance +1*, *headband of alluring charisma +2*, meat (3 lbs.), silk rope (50 ft.), 578 gp.

father met an untimely second death at the hands of the Company of the Burning Brand. Returning to find his father destroyed and his home plundered, Yevok struck out on his own to quench his own thirst in the blood of those he encountered.

Personality: Yevok is thoroughly depraved and sadistic, but is to some extent a coward. He enjoys preying on the weak but has no stomach for a fair fight. He prefers to think of it as prudence, a prudence that has served him well and allowed him to survive and thrive in this world. A liar and a bully, Yevok tries to deceive or intimidate possible foes who might pose a genuine threat to his well being.

Mannerisms: Because of his fangs, Yevok has difficulty pronouncing hard “t” sounds, slurring them into “th” or “sh” sounds.

Distinguishing Features: Yevok has a truly horrific mouth, with an extra row of teeth and additional canine teeth reminiscent of fangs where a pair of incisors should be. His skin is scarred from years of brutality, both given and received. He has six fingers on each hand, and his nails have a thin tracery of veins that run beneath the surface. His black hair, when not hidden under his helm, appears to be perpetually mouldering.

Hooks: Yevok is on the move, feeding on humans when convenient and leaving a trail of destruction in his wake. Powerful adventurers might be able to bring his reign of terror to an end, if they can find him.

Alternatively, Yevok may be searching for information about the company that killed his father so that he may exact his terrible revenge upon them.

Tactics: Yevok prefers single combat. On the rare occasion he works with others, his potent auras weaken foes to the attacks of his temporary allies. Good aligned foes are most often targeted by his smite good ability, and find themselves at a distinct disadvantage. When he can engage a single foe in melee combat, Yevok often grapples his enemy, biting them and rending their flesh to slake his thirst with their blood.

Traits: If Yevok serves as a PC in a campaign that uses the character traits rules presented in Chapter 8 of the *Advanced Player's Guide*, the following traits are recommended for his use (but not factored into his stat block): Bully (*Advanced Player's Guide*) and My Father's Keeper (page 9).



QUEHA ZHAN

Vain and hedonistic, yet kind and loving to those she cares about, Queha is one of the rare dhampir who really couldn't care less about such trivial matters as good and evil.

A dancer and thespian of exquisite talent, Queha has drawn audiences hundreds of miles to see her. And she knows it.

Background: Queha's mother was also a bard, and shared many of her daughter's hedonistic tendencies. She was a carnal thrill seeker, and Queha's father was just one more thrill that she found – an exploit that nearly took her life. Raised by a mother who claimed nymphs as friends and muses and satyrs as lovers, Queha grew up in a free and uninhibited world.

Personality: Rather than pursue any sort of obsession with her unusual heritage, Queha typically ignores it, focusing instead on her desires of the moment and perfecting her skills and arts.

Mannerisms: Queha's spirit is perpetually dancing, and she is never completely still.

LORRAL/QUEHA ZHAN

CR 7 (XP 3,200)

Pointed ears reminiscent of elven or fey heritage grace a face set with unnaturally high cheekbones. These cheekbones frame eyes that turn pure violet and lose their pupils in the sun.

Female dhampir bard 8

CN Medium humanoid (dhampir)

Init +7; **Senses** darkvision 60 ft., low-light vision; Perception +0, Sense Motive +0

Speed 30 ft.

ACP 0; Acrobatics +16, Fly +16, Stealth +14

AC 22, touch 15, flat-footed 18; **CMD** 20; Dodge (+3 Dex, +5 armour [+1 mithral chain shirt], +2 shield [+1 arrow deflecting mithral buckler], +1 deflection [ring of protection +1], +1 dodge)

Resist level drain; **Weakness** vulnerable anatomy

Fort +4 (+6 vs. death effects and stunning), **Ref** +10, **Will** +7 (+9 vs. death effects or stunning, +11 vs. bardic performance, sonic, and language dependent effects)

hp 47 (8 HD); negative energy affinity

Space 5 ft.; **Base Atk** +6; **CMB** +5

Melee +1 keen mithral rapier +10/+5 (1d6/15-20)

Ranged mwk shortbow (range 60 ft.) +10/+5 (1d6/x3)

Special Actions bardic performance (23 rounds; distraction, fascinate (DC 19), inspire courage +2, inspire competence +3, suggestion (DC 19), dirge of doom), summon the night (1/day)

Summon the Night Once per day, the bard can summon one bat swarm or rat swarm (as per *summon swarm*) or one wolf (as per *summon nature's ally II*).

Bard Spells Known (CL 8th; concentration +13 [+17 casting defensively or grappling])

Distinguishing Features: Queha is clearly not entirely human; the tips of her ears point and her features are remarkably delicate, somewhat reminiscent of the fey that she knew as a child. Her eyes turn a solid violet in the sun.

Hooks: Queha draws audiences of all types, including adventurers and those who might seek their services.

Tactics: If forced into a combat that she cannot *charm* her way out of, Queha uses *summon the night* to call a bodyguard to her aid before aiding it with her magic and bow.

Traits: If Queha serves as a PC in a campaign that uses the character traits rules presented in Chapter 8 of the *Advanced Player's Guide*, the following traits are recommended for her use (but not factored into her stat block): Charming (*Advanced Player's Guide*) and Commanding Insight (page 9).

3rd (3/day)—*charm monster* (DC 18), *confusion* (DC 18), *haste* 2nd (5/day)—*darkness*, *detect thoughts* (DC 17), *glitterdust* (DC 17), *sound burst* (DC 17)

1st (6/day)—*charm person* (DC 16), *detect secret doors*, *hideous laughter* (DC 16), *lesser confusion* (DC 16), *silent image* (DC 16)

0—*detect magic*, *ghost sound* (DC 15), *mage hand*, *open/close*, *prestidigitation*, *read magic*

Combat Gear arrows (20), *potion of inflict moderate wounds*

Abilities Str 8, Dex 16, Con 12, Int 12, Wis 10, Cha 20

SQ bardic knowledge, empathy of the night, undead resistance (death effects and stunning), versatile performance (act, dance), well versed

Feats Combat Casting, Dodge, Improved Initiative, Weapon Finesse

Skills as above plus Bluff +16, Disguise +16, Knowledge (arcana) +9, Knowledge (dungeoneering) +9, Knowledge (history) +9, Knowledge (local) +9, Knowledge (nature) +9, Knowledge (nobility) +9, Knowledge (planes) +9, Knowledge (religion) +9, Perform (act) +16, Perform (dance) +16, Sleight of Hand +14, Spellcraft +12, Use Magic Device +16

Empathy of the Night The bard may use the Diplomacy skill to influence the attitudes of bats, rats, and wolves (including dire creatures and swarms). Such creatures have a starting attitude of indifferent towards the bard.

Lore Master You can take 10 on Knowledge (arcana, dungeoneering, history, local, nature, nobility, planes, or religion) skill checks.

Languages Common, Sylvan

Gear as above plus *cloak of resistance* +1, *handy haversack*, *headband of alluring charisma* +2, *ring of sustenance*, silk rope (50 ft.), 224 gp

LORRAL

Drawn to dark tales of black cults and elder beings young when the elves built their first cities, Lorrall believes that doom will soon fall upon the world.

An accomplished writer and storyteller, Lorrall's stories feature her greatest interests — namely the occult and dark forces beyond the ken of even her vampire sire.

Background: Lorrall is the spawn of a male vampire and his willing paramour, a young and impressionable necromancer of dubious morals. The two terrorised the locality around their lair for many years until a band of adventurers collapsed the ancient keep above their crypt.

Trapped, the two had no option but to explore the lower levels of what they discovered to be a massive and ancient tomb. During their investigations Lorrall was born and she lived with them for over two decades in that lightless realm. During that time she had nothing to do but explore the deep tunnels. In the deepest parts of the tomb she discovered carvings of a terrible, elder nature that spoke of a coming cataclysm that would annihilate the world. The carvings affected her profoundly.



Eventually the pair escaped with Lorrall, but their freedom was short lived. Lorrall survived their doom and has wandered ever since sure in the knowledge that her doom — and the doom of all mankind — is fast approaching.

Personality: A fatalist and vaguely suicidal, Lorrall believes that ultimately she (and everyone else) is doomed to fall under the thrall of some nameless, elder dread. An aura of doom shrouds her like a voluminous cloak.

She believes that possessions are largely pointless — valuing knowledge over everything else — and gives away anything she does not have an immediate or ongoing need for. This makes her popular with beggars.

Lorrall has a defensive personality; she has learnt that her views do not make her popular but she still has the strength of her convictions to continue spreading her message.

Mannerisms: Lorrall rarely smiles and lets out deep sighs of melancholy in response to even the smallest upset.

Distinguishing Features: Lorrall has long pointed ears akin to an elf's; she wears three golden earrings in each.

Hooks: Lorrall often uses her performances as a chance to preach her belief in the inevitable doom of the world. She

speaks with great passion and authority on the subject and PCs hearing her may believe that she possesses some esoteric knowledge regarding places of ancient and dark provenance. Indeed she does have such information and can direct characters feigning interest in her message to several such sites.

Alternatively, the PCs could rescue Lorrall from a beating administered by several drunks who her fatalistic message has angered.

Traits: If Lorrall serves as a PC in a campaign that uses the character traits rules presented in Chapter 8 of the *Advanced Player's Guide*, the following traits are recommended for her use (but not factored into her stat block): Scion of the Catacombs (page 9) and Suspicious (*Advanced Player's Guide*).

SEMIONN LU'UX

Forever ashamed of his dark heritage, Simeon strives to show the world the purity and strength of faith that can be attained even by one whose birth occurred in darkness.

A faithful servant of the Redeemer, Semionn is on a perpetual quest to prove his own purity and worth.

Background: Semionn was born in a remote monastery that served as a beacon of light and hope on a dark frontier. His mother appeared at the monastery near death and well beyond the brink of sanity, having barely escaped whatever horror she had endured with her life and the life of her unborn child. Semionn was born later that night, and his mother passed to whatever peace her soul could find.

Raised in the kind, sheltering walls of the monastery, Semionn was spared the cruelty and judgement of the world beyond. Always a laboriously diligent student but never showing

any knack whatsoever for scholastic pursuits, Semionn took his leave of the priests who had raised him and ventured out into the world to serve as a living beacon of hope and good.

Personality: Semionn is (sometimes annoyingly) pious and altruistic. His obsession with purity and redemption would be nigh unbearable if he lacked the modesty and insecurity bestowed by the circumstances of his birth.

Mannerisms: Semionn's smile is frequently lopsided as he winks or squints one eye, and he has a nervous habit of pulling his hair down over his eyes.

Distinguishing Features: Semionn's thick, shockingly white hair is generally the first thing that people notice about him. Though he is barely an adult, from a distance, this unruly mat makes him easy to mistake for an old man. Upon closer inspection, he is quite youthful, though his eyes have a disconcerting divergence of colouration. He tends to favour his

SEMIONN LU'UX/TYRRAN MALIBUSS CR 1/2 (XP 200)

This pale-skinned man has thick silver hair more apt for an elder three times his age. His eyes stare disconcertingly, one a bright blue and the other a mottled brown and green.

Male dhampir cleric 1

NG or LE Medium humanoid (dhampir)

Init +1; **Senses** darkvision 60 ft., low-light vision; Perception +2, Sense Motive +2

Speed 20 ft., base speed 30 ft.

ACP -6

AC 18, touch 11, flat-footed 17; **CMD** 12;

(+1 Dex, +5 armour [scale mail], +2 shield [heavy steel shield])

Resist level drain; **Weakness** light sensitivity

Fort +3 (+5 vs. disease), **Ref** +1, **Will** +4 (+6 vs. mind-affecting effects)

hp 9 (1 HD); fast healing 1 (quick healer 3 rounds/day), negative energy affinity,

Quick Healer The cleric gains fast healing 1 for 3 rounds per day and can suppress or resume this ability as a free action; quick healer automatically activates if the cleric falls below 0 hit points

Space 5 ft.; **Base Atk** +0; **CMB** +1

Melee morningstar +1 (1d8+1)

Ranged light crossbow (range 80 ft.) +1 (1d8/19-20)

Special Actions channel positive energy (5/day, 1d6 damage [DC 14 Will]; Selective Channelling), rebuke death (5/day), touch of glory (5/day)

Rebuke Death (Sp) As a standard action, the cleric can touch a living creature that is below 0 hit points and heal it of 1d4 points of damage.

Touch of Glory (Sp) The cleric can touch a creature as a standard action and give it a +1 bonus on a single Charisma-based skill check or Charisma ability check. This ability lasts for one hour or until the creature touched elects to apply the bonus to a roll.

Cleric Spells Prepared (CL 1st; concentration +3; spontaneous

casting [*cure* spells], Glory, Healing)

1st—*cure light wounds*^D, *inflict light wounds* (DC 13), *protection from evil* (DC 13)

0—*detect magic*, *purify food and drink*, *stabilize*

Spell-Like Abilities (CL 1st; concentration +3)

3/day—*detect undead*

Combat Gear bolts (10)

Abilities Str 12, Dex 12, Con 12, Int 8, Wis 15, Cha 15

SQ undead resistance (mind affecting effects and disease)

Feats Selective Channelling

Skills as above plus Diplomacy +6, Knowledge (religion) +3

Languages Common

Gear as above plus backpack, bedroll, holy symbol (wooden), spell component pouch, cleric's vestments, hemp rope (50 ft.), trail rations (5 days), 9 gp, 4 sp

VARIANT DOMAIN AND SPELL LIST

Special Actions channel energy (5/day), bleeding touch (5/day), touch of darkness (5/day)

Channel Negative Energy (Su) (1d6 damage [DC 12 Will]; Selective Channelling)

Bleeding Touch (Sp) As a melee touch attack, the cleric can cause a living creature to take 1d6 points of damage per round. This effect persists for 1 round or until stopped with a DC 15 Heal check or any spell or effect that heals damage.

Touch of Darkness (Sp) As a melee touch attack, the cleric can cause a creature's vision to be fraught with shadows and darkness. The creature touched treats all other creatures as if they had concealment, suffering a 20% miss chance on all attack rolls. This effect lasts for a number of rounds equal to 1/2 your cleric level (minimum 1).

Cleric Spells Prepared (CL 1st; concentration +3; spontaneous casting [*inflict* spells], Darkness, Death)

1st—*bane* (DC 13), *cause fear*^D (DC 13), *inflict light wounds* (DC 13)

0—*bleed*, *detect magic*, *detect poison*

blue eye, generally presenting it to new acquaintances while hiding his green and brown eye behind his hair or lopsided grin.

Hooks: Semionn is new to the world beyond the walls of his home, and eager to prove the power of his faith. He may seek out a group of adventurers set on a righteous quest and offer his services as a healer.

Tactics: Semionn prefers to avoid violence whenever possible. Of course, inherently evil creatures such as undead and fiends are an exception to this rule. If hostilities should

commence, Semion works to preserve the lives of those around him. He fights in self defence, though once an enemy has been incapacitated, he will not kill it.

Traits: If Semion serves as a PC in a campaign that uses the character traits rules presented in Chapter 8 of the *Advanced Player's Guide*, the following traits are recommended for his use (but not factored into his stat block): Focused Mind (*Advanced Player's Guide*) and Raised in the Light (page 9).

TYRRAN MALIBUSS

A true believer in the power of darkness to bring life's ultimate fulfilment, and schooled in the dark arts from an early age by his mother, Tyrran serves as liaison between his dark matron and the evil cults that share her faith.

Destined to one day join his mother in the ranks of the blessed immortals (or so he believes), Tyrran dutifully carries out the orders of his mother and the tenets of their shared faith

Background: Born to a devotee of death and darkness, Tyrran was raised to be a living sacrifice to the forces of undeath. He is currently training, building up the

experience and strength of will demanded by his future transformation. He serves as a messenger for the church and an errand boy for his mother; frequently the two jobs overlap.

Personality: Tyrran is cruel and calculating. He meticulously adheres to any promise he makes, for all his hopes and dreams rest in the fulfilment of the promises of others. However, he does not hesitate to seek the demise of anyone who he perceives as a threat to his ultimate goal.

Mannerisms: Tyrran licks his lips thirstily whenever he is in the presence of humanoids.

Distinguishing Features: Heterochromia is the only asymmetry in Tyrran's otherwise artfully chiselled features, and he enjoys the disconcertion that his eyes cause to those he meets. His white hair is scrupulously groomed, and his vestments are in perfect condition.

Hooks: Tyrran is often the bearer of information that could prove of use or profit to one who knows of its value. He is sometimes ordered to deliver messages or set up meetings between his mother and third parties.

Tactics: Tyrran enjoys combat, revelling in the flow of blood but yearning for the day when he is no longer reliant on crude weapons. In combat, he typically casts *bane* early on, and uses its demoralizing effects to weaken the resolve of an enemy against his *cause fear* spell. He then presses the combat in melee.

Traits: If Tyrran serves as a PC in a campaign that uses the character traits rules presented in Chapter 8 of the *Advanced Player's Guide*, the following traits are recommended for his use (but not factored into his stat block): Killer (*Advanced Player's Guide*) and Unquenchable Thirst (page 9).



MATEMIUS KORE

Only one who feels the darkness within can understand the necessity of keeping it at bay. Matemius is ever vigilant, for he knows that his is a narrow and precarious path.

A righteous paladin with a dark heritage, Matemius is on a quest to rid the world of as much evil as he can before he falls.

Background: Matemius is the son of Lynette Kore, a priestess of the sun who was captured and violated by a cruel and treacherous vampire. The strength of her faith prevailed and she freed herself the morning after her capture. Months later, she gave birth to Matemius. She raised him in the purifying light of the sun, instilling in him the fervour that he brings to bear against the wicked. Matemius now works as an agent of the church, hunting out evil in the dark places of the world.

Personality: Stoic and foreboding, Matemius seldom smiles unless he has the throat of an evil creature beneath his blade. He is single-minded in his pursuit of evil and dreams of dying a glorious death.

Mannerisms: Matemius strokes the hilt of his greatsword, particularly in times of stress. When at rest he incessantly sharpens and cleans the blade

Distinguishing Features: Silver freckles dot Matemius's forehead below his dark grey hair, and those familiar with the

constellation of The Hunter often notice that his birthmarks share an uncanny resemblance to the pattern of those stars.

Hooks: Matemius often allies himself with adventurers setting out on a quest that might lead them into conflict with beings of evil. After all, one paladin cannot singlehandedly rid the world of evil; there is plenty to go around.

Alternatively, Matemius could be hunting for a notoriously sentient evil item that just happens to strongly resemble one of the PCs' most prized possessions. The paladin, is confident in his identity of the item and demands the PCs hand it over so that it may be destroyed. The PCs must quickly change Matemius' mind or defeat the stalwart paladin in battle.

Tactics: Matemius makes liberal use of his *detect evil* ability to find foes worthy of his smite evil ability, and once found, he pursues his target to the exclusion of all others.

Traits: If Matemius serves as a PC in a campaign that uses the character traits rules presented in Chapter 8 of the *Advanced Player's Guide*, the following traits are recommended for his use (but not factored into his stat block): Raised in the Light (page 9) and Sacred Touch (*Advanced Player's Guide*).

MATEMIUS KORE

CR 4 (XP 1,200)

The ivory skin of this tall, well muscled man's forehead is spotted with silver flecks that eerily resemble the constellation of The Hunter.

Male dhampir paladin 5

LG Medium humanoid (dhampir)

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +1, Sense Motive +11

Speed 20 ft., base speed 30 ft.

ACP -5

AC 20, touch 10, flat-footed 20; **CMD** 19

(+10 armour [+1 full plate])

Immune disease, fear; **Resist** level drain; **Weakness** water sensitivity

Water Sensitivity (Ex) Water affects Matemius like holy water affects undead. Additionally, it deals 1d4 Constitution damage if swallowed.

Fort +7 (+9 vs. death effects), **Ref** +3, **Will** +7 (+9 vs. death effects and positive energy channelling)

hp 42 (5 HD); negative energy affinity

Space 5 ft. (aura of courage 10 ft.); **Base Atk** +5; **CMB** +9

Aura of Courage Each ally within 10 feet gains a +4 morale bonus on saving throws against fear effects. This ability functions only while Matemius is conscious.

Melee +1 greatsword +9 (2d6+13)

Ranged mwk composite longbow (range 110 ft.) +5 (1d8+4/x3)

Atk Options Power Attack (-2 attack, +4 damage [+6 wit

greatsword]), divine bond, smite evil (2/day; +2 deflection, +2 attack, +5 damage)

Divine Bond As a standard action, Matemius can call a celestial spirit to enhance his greatsword for 5 minutes. The spirit grants an additional +1 enhancement bonus to the greatsword (or the *flaming*, *keen* or *merciful* special abilities).

Special Actions channel positive energy (2d6; DC 14 Will), *detect evil* (at will), divine bond, lay on hands (4/day; 2d6; shaken)

Channel Positive Energy Matemius can channel positive energy as a 5th-level cleric. Doing so consumes two uses of his lay on hands ability.

Paladin Spells Prepared (CL 2nd; concentration +4)

1st—*divine favour*, *lesser restoration*

Spell-Like Abilities (CL 2nd; concentration +4)

1/day—*protection from evil*

Combat Gear *potion of inflict moderate wounds*

Abilities Str 18, Dex 10, Con 12, Int 8, Wis 12, Cha 15

SQ aura of good, divine grace, divine health, mercy (shaken), paranoid, undead resistance (death effects and positive energy channelling)

Feats Extra Lay on Hands, Power Attack, Weapon Focus (great sword)

Skills as above

Languages Common

Gear as above plus *handy haversack*, *ring of sustenance*, silk rope (50 ft.), 90 gp

ELLYN NIGHTSTAR

Cast out by a superstitious community, Elleyn now haunts the woodlands near her once-home.

The solitary ranger is intensely lonely and dreams of being welcomed home.

Background: The spawn of a vampire and his unwilling human consort, Elleyn was conceived by her black-hearted father as a tool to further his own dark ends. Her mother, however, although driven insane by her experiences, had other plans. She managed to flee her prison with Elleyn and make it to a nearby village before blood loss and exhaustion killed her.

A childless couple took Elleyn in and brought her up as their own. Although they loved her deeply, her strange mannerisms and abilities unsettled them. Other children bullied her mercilessly. Eventually her strangeness became too much for the villagers and they cast Elleyn out. Since that dark day, she has haunted the woods surrounding her village.

Personality: Lonely and moody, Elleyn blames the world for her current situation. She feels betrayed by her friends and family and is overly prone to brooding about her situation. She has not yet decided what to do about her predicament, alternating between childish desires to be reunited with her family and petty revenge upon those she once loved.

She loathes all undead, but particularly vampires, and destroys all she comes across.

ELLYN NIGHTSTAR

CR 6 (XP 2,400)

This tall and slender raven-haired woman wears form-fitting studded leather armour.

Female dhampir ranger 7

NG Medium humanoid (dhampir)

Init +4; **Senses** low-light vision, darkvision 60 ft.; Perception +12 (+14 vs. humans, +16 vs. undead; +2 bonus in woodlands), Sense Motive +2 (+4 vs. humans, +6 vs. undead)

Speed 30 ft.; woodland stride

Woodland Stride (Ex) Ellyn may move through any sort of undergrowth at her normal speed without taking damage or suffering any other impediment. Undergrowth enchanted magically to impede motion affect her normally.

ACP 0; Acrobatics +6, Climb +13, Stealth +7 (+9 in woodlands)

AC 19, touch 14, flat-footed 15; **CMD** 22

(+4 Dex, +4 armour [+1 *studded leather*], +1 shield [mwk buckler])

Resist level drain; **Weakness** light sensitivity

Light Sensitivity (Ex) Elleyn is dazzled in areas of bright light or within the radius of a *daylight* spell.

Fort +6 (+8 vs. poison and stunning), **Ref** +9, **Will** +4

hp 43 (7 HD); negative energy affinity

Space 5 ft.; **Base Atk** +7; **CMB** +8

Ranged +1 *composite longbow* (range 110 ft.; Improved Precise Shot, Point Blank Shot, Precise Shot) +13/+8 (1d8+2/x3)

Melee mwk handaxe +9/+4 (1d6+1/x3)

Mannerisms: Elleyn is desperate for the company of those that accept her for what she is. If she finds such folk, she attempts to ingratiate herself with them at every opportunity.

Distinguishing Features: A large birthmark (vaguely resembling a bat with outstretched wings) covers much of Elleyn's back.

Hooks: Elleyn could come upon the PCs while they battle some other denizen of the woods and aid them in their time of need. Alternatively, they could encounter Elleyn skulking about the ruins of an ancient church or other site of religious significance. The ranger is searching for signs of undead infestation in the area and joins any party with the stated aim of wiping out such a stain.

Finally, she could mistake them for raiders and attack them. After a few rounds of combat, she realises her mistake and parleys with the PCs. If relations go well, she asks them to intercede on her behalf with the local villagers.

Traits: If Ellyn serves as a PC in a campaign that uses the character traits rules presented in Chapter 8 of the *Advanced Player's Guide*, the following traits are recommended for her use (but not factored into her stat block): Bullied (*Advanced Player's Guide*) and Vendetta (page 9).

Atk Options favoured enemy (humans +2, undead +4)

Special Actions hunter's bond

Hunter's Bond (Ex) As a move action, Elleyn can grant half her favoured enemy bonus against a single target to all allies within 30 ft. who can see or hear her for 2 rounds.

Ranger Spells Prepared (CL 4th; concentration +6)

2nd—*barkskin*

1st—*longstrider*, *speak with animals*

Spell-Like Ability (CL 7th; concentration +9)

1/day—*chill touch* (DC 13)

Combat Gear arrows (20), silver arrows (20), *potion of inflict moderate wounds*, *potion of invisibility*

Abilities Str 12, Dex 18, Con 8, Int 8, Wis 14, Cha 15

SQ combat style (archery), favoured terrain (forest), nimble, track (+3), wild empathy (+9, +5 vs. magical beasts)

Feats Endurance^B, Great Fortitude, Improved Precise Shot^B, Point Blank Shot, Precise Shot^B, Skill Focus (Stealth), Weapon Focus (longbow)

Skills as above plus Bluff +2 (+4 vs. humans, +6 vs. undead), Intimidate +12, Knowledge (geography) -1 (+1 in forest), Knowledge (local) -1 (+1 vs. humans), Knowledge (nature) +9, Knowledge (religion) -1 (+3 vs. undead), Survival +12 (+14 in woodlands +15 tracking, +17 tracking in woodlands; +2 bonus vs. humans, +4 bonus vs. undead)

Languages Common

Gear as above plus holy symbol, spell component pouch, 12 gp

RASHALIA KERST

A rebel with a cause, Rashalia dreams of one day ridding the world of her depraved father, even if this means assassinating a widely adored performer.

Filled with wanderlust and an urge to avenge her mother's murder, Rashalia is seldom in one place for long.

Background: Rashalia is the daughter of Nadia Raquee, formerly a summoner of respectable power. Her mother told her as a child that her father was a minor noble by the name of Heraldad Kerst, a brief dalliance she enjoyed while adventuring.

It was not until her mother's mysterious death on the eve of her eleventh birthday that Rashalia began to suspect that there was more to this man than her mother's fond tales. The sight of her mother's corpse ignited an unquenchable thirst in her, and when she went to wash her face and calm her nerves, she noted a spot on her tooth reminiscent of fresh blood.

With the aid of one of her mother's allies, a diviner who had adventured with Nadia many years ago, Rashalia learned the grizzly truth. Her father's true name was Margh Vosper, a vampire whose skilled disguise had beguiled her mother. However, it was not her father who had killed her mother...it was someone much more skilled at the divining arts, skilled enough to hide all but a few of her tracks from magical probing. A glimpse of jealousy, a flash of arcane power and human blood, and the trail vanished.

Rashalia knows that she lacks the experience to challenge either her father or her mother's killer...yet. However, she has made learning about the great bard Margh Vosper and his associates her life's mission, though she will take nearly any job that offers to hone her own abilities and enhance her chances of eventual success.

Personality: Rashalia is coy and flirtatious like her mother, and her stunning appearance has left many broken hearts in her wake. She is for the most part kind and generous, especially to the needy and innocent, but refuses to be tied down to any one place. However, in the blink of an eye, she can go from coy to calculatingly cold if faced with danger or a darkened heart.

Mannerisms: Rashalia frequently runs a few strands of hair through the thumb and forefinger of her left hand, slowly toying with them and twisting them about.

Distinguishing Features: Always one of the most gorgeous women in the locality, Rashalia is hard to miss. Her perfect skin and jet black hair stand out in almost any crowd and, though she has the skill to disguise her appearance, her vanity seldom allows anything more than a touch of blush to hide her pallor.

Hooks: Rashalia lurks in taverns and public houses. She finds it relatively easy to collect information on events that could present opportunities for profit, but generally seeks associates for any risky endeavours. Thus, she may approach the PCs to

accompany her in a search of a nearby abandoned building or mine. Alternatively, she might be looking for anyone who has visited the last known town in which her father performed.

Tactics: Combat is seldom Rashalia's preferred course of action, but when it is inevitable, she prefers to strike from range with her crossbow. If engaged in melee, she makes quick, nimble sneak attacks against any foe on whom she can land a telling blow. In the absence of allies with whom to coordinate, she typically retreats from close physical danger.

Traits: If Rashalia serves as a PC in a campaign that uses the character traits rules presented in Chapter 8 of the *Advanced Player's Guide*, the following traits are recommended for her use (but not factored into her stat block): Charming (*Advanced Player's Guide*) and Vendetta (page 9).

RASHALIA KERST/CANDIL KRANZA CR 1/2 (XP 200)

This strikingly gorgeous woman has flawless ivory skin and ebony hair. Her blood-red lips part to reveal a sensuous smile, only slightly marred by the glistening red dot on one of her teeth that resembles a drop of fresh blood.

Female dhampir rogue 1

CG or NE Medium humanoid (dhampir)

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +6 (trapfinding), Sense Motive +4

Speed 30 ft.

ACP 0; Acrobatics +7, Escape Artist +7, Stealth +7

AC 15, touch 13, flat-footed 12; **CMD** 12
(+3 Dex, +2 armour [leather])

Resist level drain; **Weakness** light sensitivity

Fort +0 (+2 vs. poison), **Ref** +5, **Will** +0 (+2 vs. mind-affecting effects)

hp 8 (1 HD); negative energy affinity

Space 5 ft.; **Base Atk** 0; **CMB** -1

Melee rapier +3 (1d6-1/18-20)

Ranged light crossbow (range 80 ft.) +3 (1d8/19-20)

Atk Options sneak attack +1d6

Special Actions dominant personality (1/day)

Spell-Like Abilities (CL 1st; concentration +4)

1/day—*charm person* (DC 14)

Combat Gear bolts (20), daggers (2 [1 concealed, DC 19 Perception reveals])

Abilities Str 8, Dex 16, Con 11, Int 12, Wis 10, Cha 17

SQ dominant personality, manipulative, negative energy affinity, undead resistance (mind affecting effects and poison)

Feats Weapon Finesse

Skills as above plus Bluff +9, Disable Device +7, Disguise +7, Sleight of Hand +7, Use Magic Device +7

Languages Common, Draconic

Gear as above plus backpack, bedroll, flint and steel, grappling hook, silk rope (50 ft.), thieves' tools, trail rations (4 days), wine (1 fine bottle), 12 gp, 9 sp

CANDIL KRANZA

A pitiless harlot who revels in the destruction of families, Candil's only remaining source of happiness is bringing pain and anguish to the lives of others.

Candil is a high-class harlot with a twisted sense of humour. She typically has two to three business associates, one of whom she has play a “concerned friend” who brings the man’s wife to witness the deed. She feigns the ignorance of a common whore while subtly manipulating the course of the encounter to bring the full wrath of the couple to bear on one another. While the husband and wife are out of the house and otherwise occupied,

her other associates strip the home of all valuables.

Background: Methodically twisted and mercilessly abused by her psychopathic vampire father, Candil was stripped from an early age of any humanity with which she may have been born. Unleashed by her father as a casual amusement upon the world of men, he occasionally tracks her down and forces her to regale him with tales of the lives she has ruined.

Personality: Candil is a twisted and sadistic purveyor of iniquity. Though she is generally sultry and alluring, she gains no pleasure out of common hedonistic gratification. The only joy left to her is in the destruction of families and the ruining of lives, an area in which she excels.

Mannerisms: Candil strives to perfect the most alluring persona possible. She exudes forbidden pleasure and discrete indulgence, but lacks any telltale tics or twitches.

Distinguishing Features: Raven-black hair perfectly frames her delicate face, and red rouge typically coats her lips. When she is working, Candil generally uses her skills at disguise to assume one of a few variant appearances so that her victims cannot identify her in the future.

Hooks: Candil wastes no time making new enemies in any city that she infiltrates. In many towns, there is a rather sizable bounty on her head (or multiple bounties, though it is often not realized that they are for the same person).

Alternatively, Candil may be spotted plying her trade in a tavern or pub, and discerning do-gooders may realize that she is up to no good and intervene.

Tactics: If confronted, Candil generally tries to charm the most dangerous (or most potentially helpful) foe. She is a coward, and flees before she engages in combat. If cornered, she seeks opportunistic strikes and turns her skills at bluffing to more martial uses, feinting against an opponent and striking on the next round.

Traits: If Candil serves as a PC in a campaign that uses the character traits rules presented in Chapter 8 of the *Advanced Player's Guide*, the following traits are recommended for her use (but not factored into her stat block): Charming (*Advanced Player's Guide*) and Commanding Insight (page 9).



ROGANNA MORRILL

A simple soldier's daughter who discovered she was far more than she believed, Roganna often finds her disciplined and dutiful upbringing at odds with the urges of her heart...and stomach.

A novice magician with a few powers geared primarily towards self-preservation, Roganna has just stepped out into the wide world beyond the small village in which she was raised.

Background: Roganna was found as a baby by a sentry at a military encampment. She was turned over to the camp's commanding officer and sent to live with his parents, a retired soldier and his wife. Roganna was raised by the Morrill family with the strict discipline and sense of duty that would serve her well in years to come.

As she matured, Roganna manifested unnatural attributes. When her hair began to turn blue, her foster parents sought the council of a local priest who recognized Roganna's true nature.

Rather than condemn her, the Morrills believed that with proper discipline and structure, Roganna could master and control any antisocial tendencies she might have inherited. They shipped her off to a military training camp, and it was there, among the jeers and pointed fingers of her classmates that Roganna's undead bloodline first manifested. Her earliest spells were little more than prestidigitations used to try and hide her unusual hair colouring, but this quickly evolved into magic powerful enough that her tutor thought it best she conclude her studies elsewhere.

Sent out into the world with little more than a pack and a few supplies, along with a potion from the infirmary, Roganna is trying to discover who and what she is.

Personality: Despite being asked, politely but firmly, to leave everything and everyone she had ever known, Roganna has clung to the discipline and training of her youth. She finds that people are often drawn to her sheer force of will, and though she has no particular skill at making them like her, she has learned to edge her way through some of the more awkward questions that sometimes arise. The necessity of misleading others still rankles her strict sense of honour, and she never lies when a mere partial truth will suffice.

Mannerisms: Roganna is a terrible liar.

Distinguishing Features: Roganna has a small shock of bright blue hair, which she occasionally conceals with *prestidigitation*.

Hooks: Roganna is curious, though somewhat fearful, to uncover more information about her birth and her biological parents. To that end, she might be found in an inn or tavern asking casual questions about vampires and tales of vampires parenting children with humans.

Tactics: Though she carries a dagger, Roganna virtually never draws it. When in danger, she almost exclusively relies on her magical aptitude to charm or stun her adversary.

Traits: If Roganna serves as a PC in a campaign that uses the character traits rules presented in Chapter 8 of the *Advanced Player's Guide*, the following traits are recommended for her use (but not factored into her stat block): Commanding Insight (page 9) and Fast Talker (*Advanced Player's Guide*).

ROGANNA MORRILL/ DESMETE ASHWORTH

CR 1/2 (XP 200)

Draped in elegant robes reminiscent of mica in charcoal, this beguiling beauty has a bright shock of sapphire hair protruding from beneath her otherwise black coiffure, and similarly sapphire eyes. Rather than concealing her unnaturally azure hair, she has it curled next to her left eye, framing her high cheekbone.

Female dhampir sorcerer (undead) 1

LN or NE Medium humanoid (dhampir)

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +1, Sense Motive +1

Speed 30 ft.

ACP 0; Fly +7

AC 13, touch 13, flat-footed 10; **CMD** 12 (+3 Dex)

Resist level drain; **Weakness** light sensitivity

Fort +0 (+2 vs. stunning and paralysis), **Ref** +3, **Will** +3 (+5 against vs., paralysis, and sleep effects)

hp 9 (1 HD); negative energy affinity; **DR** magic or silver/1

Space 30 ft.; **Base Atk** +0; **CMB** -1

Melee dagger -1 (1d4-1/19-20)

Special Actions grave touch (6/day)

Grave Touch (Sp) The sorcerer can make a melee touch attack that causes a living creature to become shaken for 1 round.

Sorcerer Spells Known (CL 1st; concentration +4)

1st (4/day)—*charm person* (DC 14), *colour spray* (DC 14)

0—*acid splash*, *detect magic*, *ghost sound*, *prestidigitation*

Spell-Like Abilities (CL 1st; concentration +4)

1/day—*command undead* (DC 14)

Bloodline Arcana Corporeal undead that were once humanoids are treated as humanoids for determining which of the sorcerer's spells affect them.

Combat Gear caltrops (5), *potion of cure light wounds*

Abilities Str 8, Dex 16, Con 11, Int 10, Wis 12, Cha 17

SQ undead resistance (stunning, paralysis, and sleep effects), undead skin

Feats Toughness

Skills as above plus Bluff +7, Spellcraft +4

Languages Common

Gear as above plus backpack, bedroll, hemp rope (50 ft.), trail rations (3 days), 8 gp, 4 sp.

VARIANT SPELL LIST

Sorcerer Spells Known (CL 1st; concentration +4)

1st (4/day)—*charm person* (DC 14), *chill touch* (DC 14)

0—*detect magic*, *ghost sound*, *prestidigitation*, *touch of fatigue* (DC 13)

DESMETE ASHWORTH

An aspiring necromancer, Desmete must content herself for now with simple attacks on the living and occasionally charming a zombie or skeleton.

Raised in an abandoned cemetery, Desmete has grown up steeped in the essence of the grave.

Background: Desmete's father was once a feudal lord in a distant land. He was slain in his sleep and turned into a vampire one night without any warning or explanation. By the time the transformation had finished, his assailant had fled the scene. Revolted by his newfound nature, the lord summoned his most trusted advisors, including the priestess Hiante Ashworth, who had secretly been tempted into the service of the same dark powers that had orchestrated Desmete's father's demise. In an act of depravity, she convinced the lord that having relations

with her, a dedicated and devoted priestess, would cure him of his newfound affliction.

Hiante slew him with a *heal* before running off to raise the seed of her betrayal in an abandoned church surrounded by an ancient, weed-choked cemetery. There, she raised her daughter on stories of the power that awaited a skilled necromancer. However, her mother fell victim to her own creations, and was killed by the very undead that she was trying to create but was unable to control. Desmete set out to learn the secrets of such power for herself, vowing not to make her mother's mistakes and forsaking divine crafts sought to unlock the power flowing through her veins.

Personality: Desmete has a morbid curiosity and fascination with the dead and undead. She cares nothing for the living, and gladly injures or kills living beings if it furthers her own goals or quest for power over the forces of undeath.

Mannerisms: Desmete whistles softly through her two front teeth, making a sound reminiscent of the wind creaking through the skeletal branches of a tree.

Distinguishing Features: Desmete is an attractive woman with a slightly exotic appearance accented by her lock of blue hair. She paints her fingernails black to match the majority of her hair, and is fond of wearing mysterious-looking, though rather mundane, black robes.

Hooks: Desmete is hungry for power and knowledge beyond what she is currently ready or able to handle. She could be encountered in a library or even a fallen temple in search of ancient lore that might help her find the secrets she seeks.

Tactics: Desmete takes great pleasure in the pain caused by her *chill touch*, and often risks closing to melee just to cast it. Of course, it helps if she has already *charmed* an enemy to serve as backup if anything goes wrong.

Traits: If Desmete serves as a PC in a campaign that uses the character traits rules presented in Chapter 8 of the *Advanced Player's Guide*, the following traits are recommended for her use (but not factored into her stat block): Classically Schooled (*Advanced Player's Guide*) and Practitioner of the Dark Arts (page 9).



READING STAT BLOCKS

Dhampir: Scions of the Night includes all necessary stat blocks; these notes explain how to read them. Unless otherwise noted, all listed scores include all the creature's normal modifiers. Stat blocks appear in four sections: basic, defensive, offensive and supplemental.

BASIC

Name, CR and XP: The monster's name appears first followed by its CR and how many experience points it is worth. If more than one creature is encountered, a bracketed number lists how many appear.

Appearance: The GM can read aloud or paraphrase this section. If a picture depicts the creature, this section may be omitted.

Sex, Race, Class and Level: If the monster has class levels these appear here along with its race and sex. The first noted class is the creature's favoured class.

Alignment and Type: The creature's abbreviated alignment and its type (including applicable subtypes).

Init and Senses: This creature's initiative modifier appears before any special senses (such as scent or darkvision) and the creature's Perception and Sense Motive scores. If the creature has special Perception-based abilities, such as trapfinding or stonecunning, these appear here.

Speed: The creature's modified land speed appears first along with any other relevant speeds (such as climb or fly). If the creature's base land speed is different to its modified speed this is also listed.

ACP and Movement Skills: ACP presents the creature's normal armour check penalty modifier. If the creature's Acrobatics, Climb, Escape Artist, Fly, Ride, Stealth or Swim modifier differs from the relevant ability modifier minus its armour check penalty, these skills appear here.

DEFENSIVE

AC: The creature's normal, touch and flat-footed AC along with its CMD; additionally this section lists any defensive powers or abilities that affects the creature's AC.

Immune, Resist and Weaknesses: If the creature has immunity, resistance or a vulnerability to an effect or condition it appears here.

Fort, Ref and Will: The creature's saving throw modifiers along with any conditional modifiers and defensive powers (such as evasion) and spell resistance appear here.

HP: The creature's full, normal hit points along with the number of hit dice it possesses. A bracketed hit point total indicates that the creature is injured. If the creature has damage reduction or hardness it appears here.

OFFENSIVE

Space, Base Atk and CMB: The creature's space, base attack bonus and CMB.

Melee: This section lists a creature's melee attacks. If the attack has a reach that is not 5 ft. it is listed here. Each attack includes attack bonus and damage information. If the attack has the default critical hit characteristics (20/x2) this information is omitted.

Ranged: This section lists the creature's ranged attacks. It always includes the attack's range. Each attack includes attack bonus and damage information. If the attack has the default critical hit characteristics (20/x2) this information is omitted.

Atk Options: This section lists any abilities or feats that can affect the creature's attacks. Subsequent listings describe all but the most basic abilities in more depth.

Special Actions: This section lists any useful abilities that a creature could use in battle. Subsequent listings describe all but the most basic abilities in more depth.

Spells and Spell-Like Abilities: The creature's caster level, along with its concentration modifier and domains appears in brackets before the main spell listing. If one or more of the creature's spells require a touch attack, the relevant attack bonus is included. Spells available appear in reverse order from highest to lowest level. Spells denoted ^D are domain spells. If applicable, a spell's DC is also provided.

Combat Gear: This section lists any combat-related equipment the creature possesses.

SUPPLEMENTAL

Abilities and Special Qualities: These sections list the creature's ability scores and any special qualities that do not appear anywhere else in its stat block.

Feats: An alphabetical listing of all the creature's feats.

Skills and Languages: These sections list any skills the creature possesses that have not already appeared in the stat block and all languages spoken or understood. Any language-based special abilities also appear here.

Gear: This section lists any gear not already listed in the creature's stat block. This section hardly ever contains weapons or armour as they usually appear in the relevant sections above.

Spellbook: The contents of the creature's spellbook and its barred schools.

SPECIAL ABILITIES

Special abilities appear in the section to which they are best suited. Thus, offensive abilities appear with a creature's attacks while defensive ones appear with its other defences. Full write-ups of irrelevant powers (such as those that could not affect combat) are omitted. The effects of abilities that factor into a creature's normal attacks or defences have already been included in the relevant calculations.

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