

VAMPIRE SPAWN ROGUE CREATURE 4

Perception +9; darkvision

Languages Common, regional language

Skills +5; Acrobatics +11, Athletics +9, Intimidation +11, Society +9, Stealth +11

Str +3, **Dex** +4, **Con** +0, **Int** –1, **Wis** +1, **Cha** +2

AC 19, **TAC** 18; **Fort** +6, **Ref** +10, **Will** +7, +1 conditional vs. positive

HP 35, coffin restoration, fast healing 5, negative healing;

Immunities asleep, death effects, disease, paralysis, poison;

Resistances physical 5 (except silver); **Weaknesses** vampire weaknesses

Speed 25 feet, climb 25 feet

[A] Melee claw +11 (agile), **Damage** 1d8+4 slashing plus Grab

[A] Drink Blood (divine, necromancy) When Drinking Blood, the spawn regains 4 HP

Sneak Attack (precision) The vampire spawn deals an additional 1d6 precision damage to flat-footed creatures.