Grigori and Nikolai

A typical vampire in Gloomwrought avoids seeking close allies or joining factions. Instead, it wields its individual influence and supernatural might in the never-ending power struggles of the city. The vampires of the Charnel Fangs, though, congregate to form a force on par with that of even the strongest noble house.

Although most creatures living in the Shadowfell feel drained by the depressing weight of the plane, the vampires of the Charnel Fangs find their primal urges accentuated. Acutely attuned to their bestial nature, the vampires grow fiercer and stronger than they could outside the city. They have a mindset somewhere between the evil cunning of a vampire and the mindless hunger of a vampire spawn.

A group of Charnel Fangs exhibits a pack mentality. Any attack made on one of the brothers sends the entire throng into a wild frenzy, which ends only after they tear every enemy to shreds.

Two brothers—enemies in life, now inseparable in death—lead the Charnel Fangs. The elder, Grigori, is a cruel, greedy, lascivious monster seeking only to fill his pockets with gold and his belly with blood. His younger brother, Nikolai, follows him with unwavering loyalty—a soldier living to serve his brother’s whims. Nikolai relies on speed, deflecting blows with a gruesome axe—the very weapon he used to kill his brother. Grigori, on the other hand, prefers to tear enemies apart with his claws while relying on heavy armaments that once belonged to his father.

When the vampires leave the Graveyard, either Grigori or Nikolai leads the pack. The brothers do their best to keep their underlings from totally losing control. The brothers have far greater self-restraint than their servants when they’re giving commands, but even they sometimes fall victim to their monstrous desires. When one brother goes into battle, the other waits in the Slaughterhouse, the mausoleum they share in the Graveyard.

Though the Charnel Fangs hunt and murder publicly, they don’t suffer any consequences. Fortunately for the vampires, life in Gloomwrought is cheap. The Deathless Watch (page 94) regards the victims of the Charnel Fangs’ frenzies as “assisted suicides.” In fact, in order to keep the wealthy and influential safe, the Watch turns a blind eye as long as the vampires attack the poor, ordinary people. Members of Midnight’s Own (page 108) suspect this fact, and their anger drives them to fight against the authorities even more determinedly.

The Charnel Fangs sleep and plan in the Graveyard. In this overfull cemetery, their graves fill up with coffins—some packed four deep. The brothers took over a mausoleum, tossing the original residents’ bodies outside unceremoniously. Within this crypt, the brothers make their plans. They set aside a large chamber to hold captives, allowing their lackeys to feed and torture without fear of reprisal. A captured townsperson can survive for weeks if the vampires particularly enjoy the taste of the victim’s blood or the sound of its screams.
History of the Brothers
In the mortal world, the brothers Grigori and Nikolai were bitter rivals, fighting over the scraps of their dying father’s kingdom. They led armies against each other in battle after battle, until one day they met on a bloody field of corpses. The two duelled for hours, until Nikolai hefted their father’s axe and chopped open Grigori’s throat.

For a time, Nikolai enjoyed the fruits of his victory. Though he commanded a vast and wealthy kingdom, he knew that he would never be truly at peace as long as Grigori lived. Eventually, consumed by guilt and driven past the brink of sanity, Nikolai took drastic action. He vowed to bring his brother back—no matter the cost.

Nikolai traveled the world, searching for anything that could undo what he had done. Eventually, he discovered a grim ritual that could bring his brother back to life. Taking up the corpse, Nikolai voyaged to the Shadowfell, where he ritually raised Grigori as a vampire. The moment Grigori awoke, he tore his fangs into his older brother’s throat, turning his younger brother into an undead creature like himself.

After that day, cursed to undeath together, the brothers began to prey on travelers. Once they had amassed several dozen blood kin, they moved into the slums of Gloomwright, preying on the poor living there.

Grigori, Charnel Brother
Medium shadow humanoid (shapechanger, undead) XP 2,400

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<th>128; Bloodied 73</th>
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**Traits**
- **Burned by Sunlight** (radiant)
  - Whenever Grigori starts his turn in direct sunlight, he takes 10 radiant damage.
- **Kinslayer Axe** (weapon) **At-Will**
  - Attack: Melee 1 (one creature); +18 vs. AC
  - Hit: 2d12 + 10 damage.
  - Effect: The target is marked until the end of Nikolai’s next turn.
- **Kinslayer’s Carnage** (weapon) **Recharge** when first bloodied
  - Attack: Close burst 1 (enemies in the burst); +18 vs. AC
  - Hit: 3d12 + 6 damage, and the target is marked (save ends).
  - Miss: Half damage, and the target is marked until the end of Nikolai’s next turn.

**Move Actions**
- **Swarm of Bats** (polymorph) **Recharge when Grigori hits with claws**
  - Effect: Nikolai becomes a swarm of bats and flies up to his speed. During this movement he is insubstantial. At the end of the movement, each enemy adjacent to him is marked until the end of Nikolai’s next turn.

**Triggered Actions**
- **Vampiric Mark** (necrotic) **At-Will**
  - Trigger: An enemy within 5 squares of Nikolai and marked by him makes an attack that doesn’t include him as a target.
  - Effect (Immediate Reaction): Close burst 5 (triggering enemy in the burst). The target takes 15 necrotic damage.

**Languages**
- Common

**Equipment**
- Scale armor