V RISING

Once, centuries ago, Vardoran had the illusion of peace.
Humanity lived, thrived even, unaware of their vampiric rulers. Vampires kept humanity mostly safe, if only to ensure their blood supply was stable.

Then one day a man declared himself the Immortal King.

Dracula.

With powers he gained from piercing into another realm, he summoned armies and subjugated Vardoran. He dominated any who stood against him, slaying countless vampire clans and forcing others into servitude in his legion.

Humanity found itself caught in the middle of a war they stood no chance in. Still they refused to just die. They developed repellents, vampire hunting techniques, and made great and terrible advancements in science if only to buy more time. Nothing truly held back Dracula's legion and soon all humanity could do was pray.

The Light answered.

Wielding new power, humanity formed the Church of Luminance and hunted down Dracula himself. Even in death the man proved dangerous as the fallout changed life for all caught in the ensuing rain of blood lasting seven days. The rain killed most who it touched. Others found themselves changed and would pass this down in their bloodlines.

The surviving vampires found themselves pushed back into sanctuaries only for those sanctuaries to turn into cages. The Dark Barriers made to keep humans out also kept them trapped and slowly they began to starve. The surviving vampires withered and slept.

And thus the age of vampires came to a close.

Humanity recovered, but not without faults. The Church of Luminance glutted itself on the power, glory, and worship acquired from slaying the Immortal King. They began to 'guide' the masses, exiling or executing those who dissent. With the remnants of Dracula's armies still present, many couldn't afford to lose the protection of the Church and gave into their ever ongoing demands.

So this is the present life of Vardoran; the illusion of peace once again.

Now, the Dark Barriers have fallen. Now the remaining free vampires wake.

CURSE

What a horrible night to have a curse… but is it a curse to you or to your enemies?

Vampire
Once, vampires ruled the world and it is time to remind Vardoran of vampiric might.
Stronger and more mobile than the average human, vampires true strength lies in their ability to rise in power through consumption. Drinking blood to gain supernatural augmentation to your abilities for a time or drink V Blood to gain permanent enhancements and knowledge. You also have access to vampire-aligned artifacts; vampire waygates for teleportation and vampire hearts to craft your domains.
Unfortunately vampires have many weaknesses: Garlic, the sun, fire, silver, and holy magic all bring even the mightiest of vampires low without proper precautions. Worse, your hunger for blood is endless with your current blood pool ever draining.
Perhaps you were one of the vampires in the Legion of Noctum, trapped and withered behind the Dark Barriers. Perhaps you are a freshly turned human, new to the bloody night.

Undead
Dead, but not at peace. Risen by Dracula, his followers, a rogue necromancer, or by mad science you still haunt the world. The dead come in many forms from skeletons, ghouls, ghosts, and scientifically revived persons and all vary in motivations.
The undead carry a weakness for holy magic and those wielding weapons of the reaper type.

Werewolf
By night, terrifying humanoid beasts stalk the roads. By day, you cannot tell them apart from their fellow man. When the moon is high werewolves gain strength, frightening speed, and a terrible hunger for flesh.
Werewolves do not have special enhancements or weaknesses in their human form and have weakness for silver and for weapon type spears in their monstrous form.

Draculin
Named for the Immortal King, these entities were summoned from the Shadow Realm. Known for power and cruelty. They come in many shapes and sizes, but all have horns and rough hides. Of the more humanoid ones are the Draculin Cultists, Night Maidens, Dark Temptresses, and Exsanguinators though you may find yourself of the monstrous dreadhorns or gargoyles. They are weak to the Holy powers of the Light.

Harpy
Terrors of the Silverlight Hills, these women with winged arms swoop down from above to destroy their prey with talons and magic. Talented with magic and ever attracted to gemstones for their magical properties. You have a true aptitude for flight and a natural talent for magic. You do not have a proper weakness, though your taloned hands may make for difficulties with delicate tasks. You also are a striking figure, difficult to hide in a crowd.

+V Blood Carrier (May be taken in addition to one of the above)
Centuries ago, as a result of the Immortal King's demise, it rained blood for seven days. Most exposed to the storm died. Others changed and passed it down their lineage in their blood. Those afflicted by the blood find themselves enhanced. Something defining about you has become supernatural: a traumatic event, a passionate hobby, a burden of duty, a devotion. A fisherman who catches sea monsters to fight for him. An undead forgemaster binding spectral weapons. A glassblower spitting magmatic glass and freezing it with her breath.
Unfortunately this power comes with a new danger as vampires awaken from their slumber, guided by the scent of your blood.
Whether your lineage cursed you or if you were alive centuries ago during the end of the war, you must prepare to fight for your survival against the awakening threat.

None
You bear no curse, be free. This will not give you any enhancements and does not give you burdens.

FACTIONS

Vardoran is fractured, be it by trauma of the past conflicts or the various antagonistic allegiances raised in the aftermath of the war. You do not necessarily presently belong to your faction. Perhaps you are still loyal, or have gone separate ways, or were mentored by a member but never joined yourself, or maybe you appeared one day with no history in Vardoran at all.

Legion of Noctum
The once mighty armies of the Immortal King Dracula have scattered. The Draculin, entities summoned by Dracula himself from the Shadow Realm. Vampires conquered and enlisted. Undead denied their afterlife to serve eternal. Humans enthralled and corralled. Now only Draculin and cultists remain loyal. The world knows that is not enough as the sacrificial rituals these devious minds create pierce the veil and reach the Shadow Realm to summon ever more Draculin. They will return the world to heel, one way or another. Once you might have been a soldier in their army, willing or unwilling, but with the death of the Immortal King you may have considered your options.

Cult of the Damned
The undead were once just another arm of Dracula's legion. With the death of the Immortal King, the various undead cultists found new goals for themselves. Some haunt graveyards. Some pace the roads hunting for people. Some necromancers dig ever deeper into the secrets of the afterlife. Death was not your end and here you stand to remind the world of your continued existence.

Venom Blades
Once, a small insignificant village lay in the Oakveil Woodlands. Megara the Serpent came from the sea and came upon the village with a decree. Those who brought her the heart of their neighbors would join her and learn the secrets of venom sap. Those who obeyed become the first of the Venom Blades. Ruthless warriors and violent artists, these people love and fear their conquering queen.

Farbane Bandits
The Farbane Woods was the last holdout for vampires, the land is unsuitable for proper farming, and hungry beasts stalk the land. There the various exiles, outlaws, and outcasts make their home under the vague leadership of Quincey the Bandit King. Some of these bandits have lived a long life of crime while others were unjustly exiled by the tyrannical Church of Luminance. Ultimately all fight for survival and perhaps a chance at vengeance. Take your chances in the wilds, the world was not kind to you and it is time to get even.

Dunley Militia and Villagers
The villagers of Dunley are a humble lot. Unfortunately the villagers of Dunley are growing ever aware of how dangerous the night is becoming. Undead are pouring out of the iron mine, werewolves stalk the woods, and now rumors of the vampires return have reached the peoples ears. Octavian the Militia Captain is preparing for the worst and some have taken to training those willing to defend themselves and some are becoming true vampire hunters to face this threat. Take caution, your humble life is at stake.

Church of Luminance
The Light is Dracula's demise, the Light is guidance in the darkest nights, the Light is salvation! In the cradle of Silverlight Hills, once humanity's last holdout before finding faith, the Church guides humanity with grace and dignity. The Church may take some …unfortunate actions in the name of humanity, but all good men understand it is necessary as even now the soldiers of the foul Immortal King's armies remain. Worse yet, those armies are becoming more active! The Church's mightiest paladins and lightweavers brave the darkest corners of Vardoran for the sake of the people! Embrace the Light and show the world what the Church of Luminance has to offer.

Trancendum
Once, they were humanity's saviors. Once, everyone understood what needed to be done. Then the Church of Luminance rose to power and banished the brightest minds of the generation. Calling them mad, cruel, unethical! The Trancendum understands the weight of progress, the need to press forward at any cost. Now the enemy the Church once claimed was slain is rising again and the Trancendum founder Doctor Blackbrew will do what must be done. Humanity will not again be driven back into cowering! Chase the future of technology and humanity- make a new humanity worthy of your brilliance!

BLOOD

Your life's story flows with your blood, or at least once did. What story does your blood tell? Where this is the end result for many, this is only your beginning.

Creature
Of beasts and the wild. Your affinity with nature grants you the form of a single common animal. Animals of this type will be neutral or friendly to you.

Worker
Of harvest and craftwork. Your passion grants you mastery with a single career. You also have passable experience with skills of village life such as fishing, farming, and horse riding and care.

Brute
Of brawls and battles. Your might grants you a hardy body and scrappy fighting form. You also have a tolerance for pain and injuries so you can keep in the fight for longer.

Rogue
Of grace and agility. Your dexterity grants you speed and experience with a single precision weapon. You also have the talent for accuracy and stealth work.

Warrior
Of practiced skill and efficiency. Your proficiency grants you talent for weaponry and armor or all types though perhaps not yet a master of any.

Scholar
Of study and knowledge. Your ingenuity grants you expertise with a single school of magic or field of science. Learning spells or methods in your chosen school comes easy.

Mutant
Of alteration and experimentation. Your evolution grants you a single augmentation to your body such as an increased speed from robotic legs or increased strength from mutated arm muscles.

Draculin
Of conquerors and control. Your background grants you an intimidating form and a talent for cruelty. You may have horns, natural armor of bat hide in select places, and/or wings that allow for very brief flight or even none of these obvious features.

Corrupted
Of corruption and toxicity. Your history grants you tolerance for poisons and general survival skills. Your presence is threatening, a veritable predator and the weak know it.

LOCATIONS

1 - Farbane Woods
The last stand for vampires after Dracula's defeat. A wild forest with short rocky cliffs and large rooted trees making the area unsuitable for farming. Sunlight casts dappled light through the towering trees and rocky passes provide cover for all sorts of creatures. Home to bandits, beasts, and undead.

2 - Dunley Farmlands
Lush farmlands, winding streams and creeks, homey villages, and a prosperous iron mine. Or formerly prosperous before the undead began to pour out. The people of Dunley are being hunted by many from werewolves to undead and soon vampires as well.

3 - Hallowed Mountains
A frozen peak, the smallest of regions, and home to mighty animals and two terrifying beasts. Beasts and nothing else live here.

4 - Cursed Forest
A dense and waterlogged swamp infused with disorienting mists. Once lively villages now are ruins haunted by former inhabitants. Animals made monstrous by the curse roam, ready to ambush the unaware. Wisps are willing to clear the minds and vision of those who free them from curse-twisted roots, though this is a temporary cure.

5 - Silverlight Hills
The land of warmth and safety, the coloring of the foliage makes the land appear to be in perpetual autumn. The Church of Luminance keeps the land orderly and makes sure to send heretics, criminals, and rebels to work in the Sacred Silver Mines as penance. Vineyards produce the most luxurious wines despite the threat of harpies from nearby rocky passes. The city of Brighthaven is the height of commerce and patrolled by Paladins, Lightweavers, and other champions of the Church. Hopeful additions from the Dunley militia aid in protecting the roads.

6 - Gloomrot North and South
The most technologically advanced region, Gloomrot is the home of the Trancendum and their many experiments to advance humanity twisted the land. The south no longer runs clean waters, the ponds and creeks swimming with toxic waste. All the animals mutate from drinking the waters or eating plants and animals sourcing from said waters. The north is in perpetual storms and lightning rods collect energy from the storms to supply electricity to the whole region.

7 - Oakveil Woodlands
Once a wild and verdant forest, ships came from the sea carrying the Venom Blades. They overtook an old bastion from the war against the immortal king and began carving symbols into the trees. The trees became corrupt and the corruption spread. While the Venom blades collected sap the corrupted animals and even the very trees they were carving turned hostile. A serpentine river cuts through the land and the roads are stalked by hidden Venom Blades.

8 - Ruins of Mortium
Dead trees provide no cover in this icy nightmare. Draculin Cultists round up captives and bring them to sacrificial sites, providing fuel for dark rituals. Withered vampires gone mad roam and gibber almost bare naked blind to all but blood. Mighty Draculin stride the roads and protect the cultist's dark work. This is where life dies: cold and afraid.

GENERAL PERKS

100 - Armsman
The night is too dangerous to go unarmed. Pick a weapon, be it melee or ranged, and you now have a mastery of its motions. You can perform the weapon skills even if the quality of your weapon is too substandard to usually withstand the motions.
Notable Weaponry:
Melee: Swords, Axes, Maces, Spears, Reapers, Greatswords, Whips, Slashers, Claws, Twinblades, etc
Ranged: Crossbows, Longbows, Daggers, Pistols, etc

100 - Arcane Knowledge
Magic is varied and wondrous- at once a salvation to many and a curse to others. You have learned enough of one school to have mastery of four spells.
One veil dash, allowing you to dodge through dangers and obstacles and apply your school's effect.
One tier one spell, typically some sort of temporary defense or boost or some form of ranged attack
One tier two spell, typically stronger attacks or even temporary summons
And one ultimate spell, a defining powerful spell of your school though with a cooldown to match.
You also gain an absurd ease at learning and even creating new spells in that school of magic. You may be limited to four active spells at any given time, but you know how to make them work.
Notable schools:
Blood, Chaos, Unholy, Illusion, Frost, Storm, Light, Spirit/fairies, etc

100 - Science
Technology made grand advances under the pressure of war and you have reaped the benefits. You now claim one specialization in a field of study and have taken the research to its illogical extreme. You know how to use your study to create weapons, armor as well as teach your field to others. You may also be respected in your field, though perhaps only through your studies and not your ethics.
Notable Fields:
Electric, pyrotechnic, magnetic, firearms, mutagenic, alchemic, robotics, etc

100 - Tradesman
You are an artisan of high caliber, mastery in one form of crafting. You might not be on the frontlines of combat, but the warriors of armies rely on skills like yours to protect, arm, and feed them throughout every fight. Your choice of art may be as general or specific as you want, though specificity will ensure you have a greater mastery. Either way you learn new arts and discover new forms in your field and related fields more easily.
Notable General Arts:
Workshop, forge, alchemy, tailor, jeweller, library, architecture, etc

FACTION PERKS

LEGION OF NOCTUM

100 - Savor the Taste
Your thirst for blood is never ending, but why not take a moment to appreciate what you have? Your blood pool drains twice as slow in all regards: twice as slow to drain while waiting, to drain when using blood mend, or other uses you could imagine for blood. This even applies to being stabbed and bleeding out. Should you not be a vampire, whatever hunger ails you is also slowed similarly.

200 - Dark Couriers
Vampire waygates are finicky and will not allow travel when carrying luxuries. Taking back power is sending you across the land and travel takes time and carrying treasures back to your abode can be risky. No longer must you abide such indignities as you can summon a collection of shadow-bats to transport a carriage worth of goods, dominated creatures, and/or the vehicle itself to a location you own or a waygate you have encountered.

400 - Bloodlust
The blood of the masses does not often compare well in quality. As one's blood pool drains, many find themselves procrastinating drinking deep from another to avoid replacing their high quality blood with something inadequate. The shame of replacing a near perfect brute blood pool with a near frail one just to avoid withering is unbearable. However, you do not have to share in this shame. When you drink deep from the blood of the same type, the quality remains the highest of the two, you will keep that 100% quality warrior blood as long as you find another warrior. Unfortunately drinking the blood of a different type will still change your blood pool to that type and quality.

This effect also applies to all sorts of time-limited consumables. Drinking a Silver Resistance Brew will renew the time of your Silver Resistance Potion and so on and so forth.

600 - Incursion from Beyond
Once Vardoran had balance before Dracula achieved power beyond the capabilities of the rest. Now you too can pierce the veil of reality and into another realm to summon minions and servants. Perhaps you reach into the Shadow Realm to summon Draculin, or perhaps you reach into the source of the Light to summon Angels, or into the Faerie Realm to summon Fey, or something similarly beyond Vardoran. For now you can only call upon a single servant of mediocre power, but as you rise so shall your army.

CULT OF THE DAMNED

100 - Death Rattle
The revenants battle cry, the banshee's scream; it matters not the cause, the voice of the dead invokes fear. Your scream sends people scrambling to get away for a few seconds before they recover their wits. It takes a moment before you can scream in such a way again, but the living shall know the pain of the dead.

200 - Skulk and Dagger
The living are an ambitious, fearful, and paranoid lot. So attached to their lives they would destroy one another in order to further themselves and the Cult knows to take advantage. The right whispers in the right ears, a broken wheel at the perfect time, a poison in the target's drink. You know how to sabotage armies, settlements, and systems to provide a hole in defenses. Soon more bodies will join the cult.

400 - Immaterial Phantasm
Armies set up choke points, villagers guard the paths, and hunters watch with trained eyes. All you need is a moment, and a moment you have. For a few seconds you can become immaterial and invisible and unlike a veil dash you can pass through solid objects. This is draining and you cannot interact with the material world while in this state, but no walls can keep you out.

600 - Cursed Echoes
The veil between the living in the dead becomes ever thinner, how about you make the path a bit quicker? Pick a form; unholy fire or disorienting mists. Either way you can now curse a location with this and any corpse left in the area rises again.
Unholy fire cracks the earth spewing out wretched fire upon those unfortunate enough to be caught in the blast. The dead come back as skeletons of various ranks and forms.
Mists disorient and curse all who get lost. Animals and plants slowly become twisted over years while the dead immediately come back as ghosts. These effects start small, but spread like a sickness encroaching ever outward.
Your command of these forms is so grand you can create temporary echoes of yourself to act autonomously.

VENOM BLADES

100 - The First to Survive
There is no room for hesitation. To kill your neighbor is no different than to kill a stranger is no different than to kill an animal. Survival in the wilds and in the Venom Blades means to be a weapon. When your goal is set the moralities or dangers will not make you falter or over think- you know what must be done.

200 - Assessing the Threat
Know your enemy. Know their strengths. Know their weaknesses. Upon seeing potential enemies you know how they compare to you, such as if they are matched or challenging or weaker. You also know what weaknesses are native to them- though you will not immediately know if they are wearing gear or taking potions to negate said weakness. You are capable of this threat assessment even on entire crowds.

400 - Carving Corruption
Carving runes of corruption into trees twists the tree into producing venom sap. The venom spreads from the roots to the flowers to the animals. Why complete all these steps when you can carve directly to a target? Carve runes into stones, plants, animals, and people. The runes will twist them, gaining benefits and deficits of corrupted blood. They may become resistant to corrupted entities, but become weaker to all other forms of attack. Gain brilliance combined with madness. Know adoration twisted with fear.
All you need is a knife.

600 - Corrupted not Corralled
Venom sap runs through your veins and grants benefits and deficits and you are a champion above the rest. Those of weaker stock are hindered by the changes, unable to adapt to the new world. You not only embrace the benefits of curses and corruption, you reduce the severity of the downsides. Weaknesses from said sources are half the intensity, leaving you all the stronger. Imbibe in the chaos, you will not be held back.

FARBANE BANDITS

100 - Lay of the Land
The first thing about being a good bandit is knowing where the goods actually *are*. Raiding a village only to find a bunch of useless hoopleheads and their worthless junk is a waste of everyone's time so you've gotten a good eye for seeing the gist of what a location has to offer. This village has fish and herbs while this town has thread, paper, and coins. No need for you or your people to waste time when you know what you need!

200 - Everything not Nailed Down
Sometimes after a long day of raiding there isn't enough room in your bags to carry all the hard-earned plunderage. You can't bear to leave something behind and so you've learned the art of packing. You could shove multiple swords, bows, and hammers into a single leather bag! You are also very skilled at quickly putting things in and pulling exactly what you want from your bags even in the middle of combat. No better time to loot and run!

400 - Repeat Offender, Repeat Customer
Robbing a place usually means the location is struggling for a time afterwards. They need to recover the supplies you stole or the lives you took or the buildings you damaged. This is why most bandits pick new targets after looting a place. Not you, you never need to. Sure it makes things a bit boring if everything is repaired and restored, but now you can raid everyday!

600 - Lidia's Luck
Lidia the Chaos Archer lets fate take the reins of her life. She never properly learned archery and yet she has yet to lose a fight because her luck is so grand she could release an arrow vaguely at her opponent and still hit. She laughs as she gambles with the other bandits, never losing a game. Then one day you made a bet with her over a coin flip. The coin landed on its edge. She did not lose, but for once she did not win.
Since then you have gained supernatural levels of luck. You find more chests and they contain better goods. You tend to find potions and elixirs of resistance just before you need them. Weather tends to work in your favor with either a sunny day to keep the vampires limited or a cloudy day when you need cover. You too could fire vaguely in your opponent and still hit.
Do take care to not become complacent. After all, Lidia's luck is running out and without discipline she will not survive the oncoming vampire threat.

DUNLEY MILITIA AND VILLAGERS

100 - Symbols of Survival
The common villagers of Dunley are not fighters, but that does not mean they are completely defenseless. Wreaths of garlic to weaken vampires, coins of silver to harm vampires and werewolves, and torches and lanterns of fire to throw at any creature of the night.
And in your hands these tools are more potent. Garlic wreaths put up by you will stagger vampires, coins of silver handled by you will break disguises if held for too long, and fires made by you last a bit longer. This may not completely drive the night away, but the place you call home is safer.

200 - Land of Farmers
Dunley is a fertile land. The fish are abundant, the fields are lush, and the livestock peaceful. Living in harmony with the land, your skills are elevated. Specifically your fish are twice as big, seeds will grow in three days, and your animals provide twice as much yield. This is simple, but good work.

400 - To Arms!
Surrounded on all sides by terror, but humans need not survive alone. When you call for help or warn others of danger your voice is better heard and understood even in difficult circumstances. Even over the chaos of war you could warn a single person of the enemy attempting to get behind them. Those who hear your calls always react accurately to even the vaguest of warnings and always have a higher chance of survival despite all odds. Together, you will survive the night.

600 - Hunter of the Night
The night is ever dangerous and too many have lost their lives to monsters hidden in the dark. To take a stand against the night is no simple task, but you will rise to the challenge. The better geared and dangerous your target, the more your might scales in response including your magic power. This valorous might goes even further if multiple enemies bear down on you. Your mind resists all forms of manipulations, bulwarked by your determination so even the terrible Draculin cannot charm you.
It is time to bring justice to the night!

CHURCH OF LUMINANCE

100 - Voice of Luminance
The people of Vardoran need guidance and as a representative of the Light you can provide the leadership they so dearly need. Be you soothing, rapturous, dogmatic, or assertive you are skilled at leading the masses. People are more likely to listen when you make more controversial demands such as exile or execution, but this is by no means mind control. People need faith: just as you can lead the faithful, the faithless will never listen.

200 - Holy Eminence
Many faithful carry symbols of the holy Light, typically depictions of the sun, and these symbols radiate holy energy causing pain to creatures of the night. You carry the glory of dawn in your heart and cause a weaker, but ever present holy radiation. Praise the sun, for you are the Light's Herald.

400 - Consecration
Many places have been robbed of the holy Light. An unholy mine, cursed swamp, corrupted forest, desecrated mountainside, many defiled graveyards and ruins, and so much more. Defeating the monstrosities who call these places home does not remove the harm done to the land and yet there is still hope. When you create a symbol of the light and plant it in a desecrated land, the land begins to heal. The symbols can be destroyed and the healing is slow, but now purification is an option.

600 - Miracle at Dawn
When humanity was nearly overrun by Dracula's legions and most of humanity lost hope, a few had faith. And that faith was rewarded with a miracle. The first of the Church were given the power of Light and turned the tides of war.
First, you have the ability to grant the power of Light to others, though they will need to practice and train to become anything of note.
Second… In a time of great need, when hope is lost, as long as you have faith you may invoke a true miracle. Empower an army to great heights immediately. Strike down one great and terrible enemy with a single strike. You may only call upon a miracle once per decade, but once should be more than enough with faith on your side.

TRANCENDUM

100 - Unrepentant in Exile
You brought progress and they exiled you. You saved them and they exiled you! They asked you to reject your life's work, to erase your own brilliance, and when you refused they exiled you! Damn them and soon forget them. It is not your job to gently teach every fool who refuses to see the truth. No, you will *show* them the truth. One day. For now you just have to survive and continue your work. You won't even need much. You don't need as much food or water or creature comforts. Another day, another day. One day, you will show them all.

200 - Redirected Energy
The storms of Gloomrot North are vicious and never ending. A single strike will destroy a tree, damage a building, or kill a creature. The Trancendum adapted by building lightning rods to redirect the storm and create useful batteries and power cores. To stop there would be foolish! You have gone a step beyond and can capture all sorts of energies in batteries. Why stop at lightning when magic, light, shadow, and corrupted energies are abundant in Vardoran. No reason not to take advantage and play with some new energies!

400 - Live Wire
Death is merely an aspect of life we have not quite understood, but you understand enough of life and death to cross that boundary. The recently dead and near dead can be revived through invasive surgery or supercharge technology. They will be… off. Perhaps their mind is a bitter dimmer. Perhaps they are more violent.
With this now is the time to push the boundary further and bring NEW life into the world. If corpses can be revived then stitching together disparate flesh you could create a new person!... just be aware that creation does not mean *control*.

600 - Happy Accidents
It is unfortunate the path of progress is riddled with failure. For many these failures can be lethal to themselves and others caught in backlash. Not to you. Failure IS progress: a lesson learned at best and a painless breakdown of your work at worst. Your technology, alchemical potions, and biological experiments will not explode in your face unless it somehow benefits you or does no harm. You always know how something breaks down just before it happens and have enough time to throw the volatile weapon as a makeshift grenade and how to prevent the break down in the next experiment.

BLOOD PERKS

CREATURE

100 - Persistent
Being knocked out of your shapeshifted form is disorienting and the pain of attack so often forces shapeshifters back into their true form. But what is the true form, the man or the animal? For you it does not matter, no injury can force you to change.

200 - Predator and Prey
A moving target can be difficult to track. Even if you know where they should be, getting a more specific location takes time. Your time with the wilds taught you the lessons of tracking down your targets no matter how often they move or hide.

400 - Curse and Cursed
The wild teaches many lessons and most are unkind, but as you wander nature teaches you its many secrets. Should you interact with a new natural animal, you can learn to shapeshift into their form with some time and effort. More so than that you have learned to harmonize man and beast to create new were-animal forms. And when the moon is full you can spread your new were-animal form as a curse. Or perhaps you see it as a blessing to be shared.

WORKER

100 - The Right Tool for the Job
Art, projects, and other crafts take time and resources. Practice and experimentation will whittle through your stores and leave you with little time to collect more. Thus you are thankful for your phenomenal skill with tools means you gather twice as many resources. Of course you still need the appropriate tools, but you are likely carrying those anyway.

200 - Artisan Magic
There is so much to be done and not nearly enough hands to do it all. Instead you have gone a step beyond even most vampires in magically commanding their crafting and refinement workstations. Not only can you pre-set a workstation to go through the motions as if you were personally handling each tool, you still gain the practice as if you were truly there. You can also queue for the creation of items even if you do not yet have the materials on hand or in your treasury; the production will begin as soon as you have the material instead.

400 - Soul Arts
Vampires may have mastered the art of turning blood into knowledge and power, but what of the soul? The closest they have come is crudely shaping the shattered remains into jewelry, barely capturing the true potential. You have no such limit. Like how vampires can claim power from blood, you can siphon the power of souls into your work. Jewelry, spell jewels, weapons, armour, tools, bags- there is no limit though many would be a waste.
You gain a soul gem from anyone you kill, but you need not murder if that is to your taste. With cooperation or sufficient incapacitation you can lure a soul gem from a person non-lethally. This will weaken them, leaving them lethargic and frail for a time.
You can even beckon a gem from your own soul, though you will be just as weakened in turn. Your soul gems are more potent and customizable than their shard counterparts, being a more complete coalescence of a person's life. Solarus's Soul Shard captures his corruption and greatest failings at the moment of his death, but his soul gem might capture him at his once glorious height.

BRUTE

100 - Flesh and Bone
Hearty is your body. Where your fellows would fall, you still stand and fight! Your body can take half as much more damage than before. Moreover, your body does not seem to degrade with poor care. Eat hearty, drink deep, and bruise your knuckles; these addictions and gluttonies will not slow you down. This will not restore a limb or organ, but if you can heal then you will heal without scars or permanent pains.

200 - Put ‘em Up!
Why limit skills to just weapons? Your fists are as grand a weapon as any! Perform great acts of martial skill unarmed with the same intensity as a weapon skill and pummel your opponents into the ground! Different unarmed fighting styles will have different weapon skills. This does mean the quality of your ‘weapon’ is entirely dependent on the quality of your body, but you have a solid starting point.

400 - Rip and Tear!
The hordes are upon you! Unfortunately for them you are a master of chaotic melees. Beating down an enemy to the point they are dead or out of the fight restores a bit of your health and stamina. Even the weakest combatant or non-living creatures count for this life leech. You seem downright at home in the middle of a long crowded brawl and everyone else is in for the ride whether they want to be or not.

ROGUE

100 - Seize the Moment!
You cannot plan for everything, but you can certainly take advantage of everything. You might not have planned to face a difficult opponent at just this moment, but perhaps you can lead some angry treants into the field to distract your target before getting the kill. The sun might have caught you at a bad time, but luring your target into the dense and shaded woods also makes you a difficult target to hit. Events may not always work in your favor, but you will make it work regardless.

200 - Precision
A well placed strike is deadly. One well aimed projectile or one accurate slice of a knife: a critical hit is more valuable than some clumsy swings. You know accuracy, your aim is excellent for quickly and cleanly ending a battle. Your target might not even see you coming before life is fading from their eyes.

400 - Deadly Dance
Dodge, duck, weave. The best way to avoid harm is to simply not be hit at all. You are not only quick on your feet, you are capable of amazing feets of acrobatics: leap forward several meters, backflip over your opponent before they can strike you, clear a cliffside via impressive freerunning. You are fast enough to dodge a bullet, though perhaps not multiple bullets. Yet. It will take time, but someday you may reach such heights.

WARRIOR

100 - Veteran’s Intuition
Reading your opponents moves can be difficult in the heat of battle. Your enemy is unlikely to announce their plans after all. Your training and experience gives you an edge: you accurately predict the range of your enemies' attacks. That scholar may rain chaos down upon you, but you know exactly where those bolts will land. That V Blood Carrier may prepare a flurry of spear thrusts in a cone over several meters, but you know exactly where her range ends. Prepare your shield and be light on your feet, soldier.

200 - Switch it Up
Most warriors do not carry more than two weapons; switching weapons in the middle of combat is too risky and time consuming, often requiring you to drop your current weapon to the ground. Not for you, however. You can switch the weapon you are wielding out for another in mere seconds, the previous weapon taking its rightful place in its proper sheath, holster, or other similar storage.

400 - Man-at-Arms
Stab, swing, upslice! There is nothing more satisfying than perfectly stringing together attacks. Typically you have to take several seconds to breathe before you can perform the same weapon skill, but as long as you land the strike, then there is no need to wait. That said, you cannot wait between these attacks. Pausing even for a moment or missing your target will break the combination of attacks and you will have to wait those excruciating seconds before you can begin again.

SCHOLAR

100 - From the Book

Magic and technology are the results of study and many of Vardoran's libraries are written by the scholars who study these subjects. For many it takes a lifetime to master a single school of magic or technology and for most scholars that is enough. Your studies should not be so limited and you can rapidly learn spells and new forms of technology written by scholars. This still takes time, but you could learn a spell or new technology in a week or two, perhaps a day or two if you already know some other subjects from the same school and learning a spell from a new school or field takes mere weeks.

200 - Shell of Power

A sad fact is spells can be interrupted or you can be preparing your weapon a single attack throws you off. The more powerful spells and weapons have a second, if not multiple seconds, of cast time and all it takes is a hit to knock you out of your concentration. Any time you cast a spell or use a weapon that is not instant, you gain a weak shield based on your spell power. For now it is unlikely to survive more than one attack, but one brief moment is often all you need.

400 - Facets of Power

Typically a scholar attunes spell jewels while in their own domain to alter their spells and a technician must take time to carefully alter their tech in their labs. But to study is to learn and you have learned how to alter on the fly, so to speak. By studying a spell jewel you can learn to apply its effects to your spells or technology at will even after you have discarded or destroyed the jewel in question. At first you can only apply a single effect, but that will change with practice and study such as things are properly meant to go. Learn as much as you can, cast a chaos volley that is stronger on one cast and then faster in the next. Perhaps one day your spells can simply have it all.

MUTANT

100 - Vague Lim(b)its
The flesh is malleable and the Trancendum pushes the limits of the human body everyday. Your flesh is twisted, though perhaps not visually immediately apparent. Your limbs and joints twist at impossible angles and you can stretch your limbs several meters before retracting with your prey in hand.

200 - Transplant Acceptance
Experimentation left trauma on your body, but you lived. Adapted. You will keep adapting. Your body adapts to alterations with ease and you will never suffer transplant rejection. Your body even adapts to extra organs you previously did not have. No one is quite sure what benefits extra livers or hearts will provide, but you are in a state to learn.

400 - Abominable
You live and they will regret what they have done to you. Too many limbs, too many eyes, too many mouths, too much flesh! Above all else, you are a person! How dare they! Somehow despite the mutagens flowing in your veins you remain mostly a human, but for a time you become a true Abomination. In this form your flesh is so mangled you can create and remove limbs and organs on the fly and the discarded flesh becomes rat horrors who, in their extremely short lifespans, chase down the objects of your ire. When the time comes and your transformation ends all wounds gained in this form are shed along with your abominable form.

DRACULIN

100 - Many Hands of the Legion
Draculin, united under the Immortal King, all but dominated Vardoran. It took an actual miracle to counter the Legion. Perhaps you do not cooperate willingly and certainly not kindly, but the Draculin know how to complete their work. The many sacrificial blood rituals need unity to reach fruition and you demand a level of order from your allies and subordinates. Thankfully your mere presence also provides efficiency and skill for large scale operations.

200 - Stygian Command
Your command is written in blood and Stygian power flows through your veins. Those you command can share in your glory, benefiting from one ability chosen from an Altar of Stygian Awakening. You know how to create your own altar and know one passive ability already, but you will unfortunately have to learn the rest on your own.

400 - Charming Tyrant
To dominate the weak willed is easy. To dominate the minds of the more disciplined is tedious, but far from impossible. Unfortunately many entities defy this blood magic entirely, such as those empowered by V Blood carriers. You, of course, do not have such limits. V Blood Carriers remain highly resistant, but if sufficiently weakened and subdued even they will fall under your sway.

CORRUPTED

100 - Toxic Body
You have learned the secrets of venom sap and now your very blood is poison. In battle a touch of your blood is enough to cause a minor case of poisoning and you can spit poison at great distance. It may not be the most potent of toxins, but you can always be assured you have something to work with.

200 - A Beneficial Pain
When suffering from a curse, poison, or other malady you find yourself having a small benefit at the same time. You may be under the Curse of the Forest, but you run a bit faster. You may be poisoned, but you are a bit more fire resistant. These effects are random each time you are afflicted with a malady, but always to your benefit. These effects may even stack upon one another if you are afflicted with several maladies.

400 - Healer's Demise
Survival is a skill earned and one to be both commended and feared. To fight and see another day is to learn from your mistakes which is why you must take care your prey does not get the chance. The fanatics of the Light who cross into Oakveil press their Healing into one another and would bludgeon their way through if not for the wonderful properties of venom sap. Your presence is a Vile Corruption to every form of healing. From blood rose potions, to Light magic, to blood magic; the venom in you slowly saps the ability to recover. Should your weapons harm flesh, the wound is resistant to healing even when they are far from you.

ITEMS

Do not be unprepared for the chaos ahead. Should you rather not delve into the world and collect or create items here are some exceptional items and properties ready for you. You get one discount per tier with the 100 tier item being discounted to ‘free’.

Free - A Beginning
Make the best with what you have, these nights will be long and unkind.
A copper weapon and/or tool, even if the weapon type typically does not exist for copper materials.
Leather armor, tailored to your taste.
A plain copper ring, with the barest hint of magical enhancements.
A homely cloak, resistant to the elements.
A leather bag, sturdy and practical.

100 - Merlot Rack
A storage cabinet of merlots, these wines are made from Brighthaven’s famous sacred grapes and blood of varying quality. Rarely the collection might even contain the most fine of vintages with 100% quality blood. Or, if you rather not have sanguine wine, you can instead have a cabinet of very luxurious if mundane wine fit for the nobility.

100 - Coin Purse
Quite a fine purse for a fine customer! This money pouch contains a collection of five hundred coins of copper, silver, and/or goldsun mint in whatever ratio you prefer. The pouch restores every week.

100 - Sun Hat
Not necessarily a hat, this headwear protects you from unbearable heat of the sun. A vampire’s disguises will still break and their skin will smolder, exposing their status as a vampire, but you will not incinerate under the sun’s gaze.

100 - Loyal Beast
A faithful pet. The bandits train wolves, the militia is fond of their hounds, and the Trancendum raise giant rats, but you are not limited to just those. Any creature is available as a pet in either their common size or as a giant version of their species. They are otherwise mundane.

100 - Fine Decorations
Someone of your status should not suffer to live in squalor. This luxurious collection consists of garden decor, indoor decor, and lights with everything from distinguished wood carved furniture to the Nocturnal Opulence furnishing sets. Purchasing this item will also allow you to ‘reskin’ your properties walls, doors, windows, and other furniture with these clearly superior equivalents.

200 - Protection from the Night
A crate of garlic wreaths, eight holy symbols of the Light, and eight silver knives. The garlic is properly dried and braided to last half a year without rotting. The symbols are staves topped with minimalist rising suns cast in blessed metal. The silver knives are ornate and blessed blades though small and appearing to be letter openers. These will not kill any monster worthy of the night, but it will certainly deter them and harm them if they dare approach.

200 - Eternal Castle Heart
The heart of your domain, this heart is undying and requires no fuel. For now the ‘castle’ is only a small manor and through resources you can expand anywhere within the range of the heart. Currently capable of maintaining four floors, and nine servants. Any structure built within the heart’s territory does not decay under weather or time, though sieges can potentially break your builds. Like all castle hearts, you can move all the structures and stores to another claimed location. The aesthetics are determined by you, if you’d rather a cursed tree, fleshly core, holy fountain, or other such things.

Any crafting station within can be ordered to function autonomously, pulling resources from your Treasury; however you cannot queue for a craft you do not have the resources for at that moment.

200 - Supernatural Mount
A horse fit for a conqueror. This occult steed is fast, quick to get to max speed, and quick to turn. They could be a vampire horse, skeletal, mutated, or any other aesthetic befitting of you. For vampires this mount can be summoned through vampiric might, for others you have a whistle or bell that summons the horse. The steed can be killed, but can be revived via resummoning or using the summon item.

200 - Carriages
Three carriages pulled by large beasts of burden are now in your possession. One is a luxurious carriage. One is a transport cart. The last is a prison carriage. All three of these carriages have a particular quality: all sorts of harm could befall them, but whatever is being transported will be unharmed until removed from the carriages. The prison carriage cage cannot be escaped until the carriage finally breaks down. Each is pulled by one or two mundane beasts of burden and will take whatever path you determine.

400 - Resource
These are small properties, but incredibly valuable. Each of these locations can be stripped bare of resources and the dawn of a new day will see everything restored with a new randomized selection. You will still need the proper tools to harvest higher quality resources when they spawn, but you always have the opportunity for more the next day. One purchase will buy one property. For **200 more** (or **100 more** if this property is discounted) you receive all four.
The Grove is a small circle of trees inhabited by creatures. Provides Wood, Bone, Hides, Leathers, Silkworms, and Hearts.
The Quarry is a small cave with outcrops of materials. Provides Stone, Ore, Gem, and Crystals.
The Meadow is a small glade flourishing with plants next to a pond. Provide Seeds, Herbs, Saplings, and Fish.
The Scrapyard is a small junkyard of abandoned projects and papers and one Lightning Harvester. Provides Tech and Knowledge.

400 - Trading Post
You are haunted by the most wondrous of merchants. Every three days five wagons approach near one of your properties if possible, somewhere random if not, and set up shop. They can sell anything not-unique though their limited selection is always random and their stock of said selection is always limited. These merchants only accept copper, silver, and goldsun coins but thankfully you can sell your excess supplies to them for coins if you find yourself short. Soon they will leave and return in three days with entirely new selection and stock.

400 - Mobile Machinery
This fleet of vehicles are the product of Trancendums brilliance and ambition. The Driller is capable of mining all forms of minerals, the Lightning Protector absorbs lightning and redirects it as a weapon, and the Gattler is a walking gun. While within these machines you cannot be harmed, but the machines themselves can be broken and will spit you out upon destruction. You have two of each and they will be replaced if broken in a week's time.

400 - Ounce of Prevention and a Pound of Cure
A leather bag of consumables to keep you healthy and hale. Blood Rose Potions, Potions of Rage, Witch Potions, Resistance Potions, Elixirs, and Coatings. You get three of each with the resistance potions, elixirs, and coatings being of whatever type you need at the moment. The bag replenishes every three days.

600 - Grand Brazier
A mist brazier creates a small pocket of mist when fueled with bones to defend vampires from the sun. This brazier will cover an entire region and can even create other weather patterns with other fuels. Mutant grease for a deadly lightning storm. Sunflowers for a sunny day. Primal Blood Essence to call forth a Blood Moon. The effects are limited to the region the brazier is in though with some study and research you might rediscover the workings of this brazier.

600 - Cursed Weapon
A legendary armament, decorated and mighty… and parasitic. This weapon is intelligent and subverts the minds of its wielders to your cause. Capable of fighting remotely alongside its wielder, firing bolts of unholy power and providing shields. The weapon will provide the same if wielded by you, slavishly loyal to you and you alone. This weapon begins on par with the Legendary Ancestral weapons, however they can be upgraded thrice. Once using silver or dark silver bars, once using gold bars, and once using onyx tears.
The degree of sentience of this weapon is up to you. Could be as something akin to a machine or could outright be a once mortal soul inhabiting the armament.

600 - Treasury Bag
Crafted by legendary artisans, this gold-lined bag is capable of holding a large standing storage worth of items despite the unassuming size. Another benefit for the exhausted after a long journey, upon entering one of your holdings you can automatically sort and properly store all items within this bag into your treasury with effort on your part.

600 - Ultimate Spell Jewel
Spell jewels typically only have four tiers and only work on one particular non-ultimate spell. This opalescent jewel goes well beyond the typical and can be applied to any ultimate spell and even swapped between them. This jewel has five tier three attributes and while you cannot change the effects afterward you can upgrade the attributes to a max of six (one tier above the standard). If one of the chosen attributes is school specific, then the effect will swap to the appropriate effect for the school.

COMPANIONS

100 - A Bond in Blood (One New Companion or Companion Import)
In these grim times, there is no greater advantage than a friend you can truly trust. You have one such friend who has a storied life in this world. They may be cursed, have history with a faction, and carry the weight of their life's work in their blood- but above all they are your ally.

New and Imported Companions get **600**, a choice of curse, faction, blood, and associated discounts.

300 - Clan (Eight New Companions or Companion Imports)
Eight allies stand beside you to face the night. They may all be varied in their factions, blood, and curses but are united by your companionship.

New and Imported Companions get **600**, a choice of curse, faction, blood, and associated discounts.

100 - Servants (Three Followers)
These three servants are of high expertise and decently outfitted for hunts, though they are lacking in personality. They might even not be sentient at all and could be mindless undead, technological construct, magic construct, or animated stonework. They will commit to missions and defend your territories and if defeated they will respawn in a week's time somewhere within your territory. Giving them better gear will permanently upgrade their skills to match and these servants do not count for castle heart limits.

??? - Canon Characters
You have gained the allyship of one of Vardoran's natives. A friendship, a curious fascination, a bitter rivalry, a begrudging admiration, an intense devotion- They could be any local or even a V Blood Carrier and they now wish to follow you on your journey. Be aware some choices will make entire armies of enemies of others.
100 for any Act I (levels 1-39) local
200 for any Act II (levels 40-59) local
300 for any Act III (levels 60-65) local
400 for any Act IV (levels 66-91) local

DRAWBACKS

100 - Wandering Target
Where are they? The V Blood or Vampire you are hunting or even the vendor you need never seem to follow a reasonable path and they are never in the same place. Plotting out a plan of attack or just making a purchase will always take longer than it should just because you will be running in circles trying to find just one wandering fool.

100 - STOP DODGING
Your enemies are watching your every twitch in the moment of combat… or perhaps you are supremely unlucky. When you make an attack it seems the bastards wait for a weapon skill or spell before they perfectly dodge, wasting your time and effort. This is not constant, but it happens enough to make you wonder why you bother at all.

100 - Poor Loot Rolls
Vardoran is rich in history and materials though you do not get to share in the spoils. Everything you want is harder to come by. Sources only have half as much no matter where you go so collecting resources will always take twice as long.

200 - They Work in Packs
Rarely does a warrior truly work alone. In these dark days being alone is almost guaranteed to get one killed so people travel together. Unfortunately this has evolved to a degree that is troublesome to you. Your enemies never travel alone and are quick to call for one another at the mere hint of a threat. Taking out one from the pack without anyone noticing is near impossible as they regularly check in with each other.

200 - Constant Exposure
As Vardoran becomes more dangerous people become ever more cautious or throw caution to the wind entirely. Every human settlement is filled with garlic and holy symbols, the Church of the Damned is spreading unholy fissures in just about every mine, the Venom Blades are carrying Vile Corruption, all of Gloomrot is besieged by sudden cloudless lightning strikes, and even every vendors works in just silver or goldsun coins. Regardless of who you are you will find yourself under siege by weather and environmental hazards. You could find yourself mining and an unholy rift cracks open to spew forth unholy fire. Nothing you cannot dodge, but it is another hazard of many to deal with.

200 - Endless Hunger
Your stomach is a bottomless well and the emptiness will drive you mad. Blood or food will satiate you for a time, but never for long. Vampires find their blood pools draining at such a speed to the point they must feed daily and Draculin now need daily blood to sustain themselves. Werewolves and the Undead crave flesh and will need to hunt every night. Humans can no longer go a day without food and even skipping a single meal will be tortuous. Secure your food supplies and defend them well. If an enemy cannot kill you in combat, they might just starve you.

300 - Grief
Morals degenerate in these conflicts and you have fostered a grudge in someone. They are not particularly tough or powerful, but they are skilled and stealthy. They slip into your properties and steal your supplies or even damage your buildings themselves with explosives or fire. They may even lead hostiles into your path at crucial moments. You never seem to catch them or even see them and they refuse to confront you directly.

300 - Brutalities
The world is unkind. Your enemies grow in power and methodology, even the common man grew tougher in these volatile times. At least there is more treasure to recover from enemies, but is it worth the rise in adversity? Enemy V Blood Carriers in particular have evolved with new techniques and abilities.

300 - A Storm of Bloody Tears
When Solarus slew the Immortal King, it rained blood for seven days before people could once again step outside without risking agonizing death… and then the rain returned. Every few days the sky turns red before the sky once again rains blood. This will not last seven days, instead lasting minutes or hours, but being caught in this storm is a death sentence. Society adapted, with new shelters and weather predictions while life attempts to move on.

SCENARIOS

Should you require further incentive or further challenge, Vardoran has many adventures available. If completed with the Brutalities Drawback you get both the standard and the Brutal Mode Reward. Completing a scenario gives the option to leave early, or you can continue to live in Vardoran until a decade has passed. Failing to complete the scenario but still surviving merely denies you the scenario rewards.

V Rising (Requires Vampire)
The Dark Barriers have fallen and vampires awaken to vaguely familiar Vardoran. You are perhaps one of the ancient slumbering vampires or a freshly turned victim of circumstance- either way you begin in a cemetery in south Farbane Woods with an endless thirst of blood. You can smell them- the V Blood Carriers- and the promise of power that thrums in their veins. Hunt, drink deep, and empower yourself until you see that final prey: The Immortal King Dracula. The remaining Legion of Noctum have revived him through blood rituals and he seeks to reconquer Vardoran. You will not be brought to heel as vampires once were. You will consume the blood of the Immortal King and gain all he knows.
Reward:
The Immortal King knew and experienced much and you have pulled that knowledge from his blood. Any and all perks you have purchased are uplifted to his level be they martial or supernatural.
Brutal Mode Reward:
A single merlot bottle, the Blood of the Immortal lies within. Drinking this grants a blood type grander than any others. Your might is doubled, your cooldowns halved, and unlike drinking from the Heart of Dracula this blood pool will last like any other. Should you drink you will find the bottle replaced in three days.

Inheritor
Many have tried to conquer Vardoran and now another enters the fray. Either as an official heir to a faction, a challenging forgotten heir, or heir to no one at all and instead truly ambitious; in the end it does not matter where you start as you will be making an enemy of many. Through charisma, intelligence, or violence you will face many challenges in your quest. If you are a part of a faction you will find yourself contending with others who doubt your abilities or are seething with jealousy while those creating their own faction will find themselves dealing with the difficulties of recruiting an army. Some may be more receptive to peaceful negotiations depending on your history, others will be hostile regardless of your intentions.
Only when the seven major factions of Vardoran agree to your leadership, are forced into subordination, or are outright defeated will you have conquered Vardoran.
Reward:
A crown of your own design, a Victor's Crown of Command. While wearing this you can command any of your servants even if they are across the world. You are also aware of exactly your servants skills and weaknesses as well as how they would fare against any challenge.
Brutal Mode Reward:
A loyal army of mastery and expertise servants. They are skilled in any environment and situation and are entirely loyal to you. If one is killed they would return to you in three days time.

Survivors
The vampires have returned and seek blood- your blood. Perhaps you are a V Blood Carriers, have particularly high blood quality, or taste just the irresistible. You are not alone in these matters. You and **Three** (or **Six** with the Brutalities Drawback) others have found comradery in these volatile times and band together to survive the night.
For whatever reason, many vampires survived behind the Dark Barriers and now awaken with a hunger for your blood.
Your vampiric hunters are of varying might and skill. Some are barely above wild animals. Others are skilled combatants of an ancient war. Few are terrible champions capable of slaughtering the great heroes of Vardoran. Most vampires will make their attempts on your life alone, unwilling to share the reward. Others will band together, baring down on you and your allies with coordination. Some will attempt to hunt you down immediately, others will gather equipment and knowledge before making an attempt. They can vaguely track you through the scent of your blood and their tracking becomes more accurate as they close in on your location. You and your allies must survive a year of this onslaught.
Reward:
Three free companions (this includes canon companions)
Brutal Mode Reward:
Six free companions (this includes canon companions)

End Times

A decade passed or you have completed your tasks. Vardoran changed for the better of the worse, perhaps without noticeable interference on your part.
Now a new road lies before you.

Stay
Something about these lands captivate you be it the people you've met or the lands you have conquered. Welcome home and may your legend last an eternity.

Forge Onward
You came, you saw, you conquered. There is nothing left for you here, nothing worth staying for. New lands call for you and Vardoran will remember you.

Return to Home
This is not home and something calls for you in your past. You've seen this world and all its ills. Time to return home with all that you have learned and gained.

NOTES

There is not an exact number for how many vampires awaken in the Hidden Cemeteries. Could be one, could be many. Power likely varies from vampire to vampire. Unless you pick a drawback or scenario that requires more, you are free to imagine however many or how little you want.

Just assume all the DLC is available. It's all neat cosmetics anyways and you should have your crazy looking thrones and animal forms anyways.

To state the obvious: there is nothing stopping a person from learning new spells, technologies, skills, and crafts on their own except time and resources. I tried to focus on perks that are either upgrades to their game counterparts or skills/abilities that would be a pain in the ass to learn.

Owning or not owning an Eternal Castle Heart does stop one from creating a new Castle Heart, though created Castle Hearts will require fuel to sustain itself. You could theoretically expand the ‘level’ of your castle further with more exotic materials.

On Gear Levels

In game your power level is determined by your gear. No idea how this works for anyone, especially considering villagers who presumably are not wearing armor have a level range between between 14-60. Maybe finer clothes, even non combat clothes, affect gear level? I don’t know. Or maybe gear levels are a gameplay conceit. Finagle something yourself.

On Vampires, Vampiric Abilities, and Blood Pools

Vampires are notably stronger/faster/etc than their human counterparts, but can still be taken down by mundane humans with decent weapons.
Sleeping in coffins drastically reduces the rate your blood pool drains.
Vampires gain knowledge via drinking V Blood. This knowledge comes in the forms of crafting knowledge, individual spells, and other abilities such as shapeshifting or domination.
I’d say normal humans or animals should ‘only’ change your blood pool while those with more supernatural blood should give you knowledge. Finagle something yourself.
There are prolly more blood types in the multiverse than what is available in V Rising. No idea what effects a blood pool of ‘the good blood’ from Bloodborne would have but it would be interesting.
That said, gained knowledge is limited to what vampires are not weak to. If a V Blood Carrier uses Light magic, you will gain an illusion/unholy/blood/etc corrupted counterpart rather than what they used, if you gain a spell at all instead of crafting knowledge.

On V Blood Carriers

V Blood Carriers somehow have blood even if they are undead or even ghostly, so who knows how that works. V Blood Carriers are limited to a theme but their powers scale with them as far as I can tell. Not sure if their abilities count as ‘magic’ insofar as anti-magic abilities count, but I’m leaning more towards ‘yes they are magic’. Finagle something yourself.

On Magic

You have up to four spells active at any given time though one is a veil dash and another is an ultimate. I am uncertain if there is a limit to the variety of schools available in-universe. V Blood Carrier descriptions mention things like Earth Speakers and Psychopomps, but those could have also been former V Blood Carriers.

Each school is associated with an effect you inflict on enemies such as ‘blood magic’ having the ‘Leech’ effect or ‘illusion magic’ having the ‘Weaken’ effect.

Each school has three passive abilities gained by learning (3/5/7) spells of that school.

Spells always some sort of flaw/weakness

Veil dashes vary but for the most part take several seconds to cool down with the only exception being the Lightweaver light dash which instead has the flaws of being easily trackable and highly visible.

Spells may have travel time to hit your target, don’t do too much damage, have limited range, longer cooldowns, long wind up, have uncontrollable spread, lock you in place while you cast, etc

This is where spell jewels come in to alter the spells with things like ‘be faster’, ‘also cleanses you of debuffs’, and/or ‘more damage’.

Jewel quality determines how many effects the jewel has on the particular spell with tier four jewels having four effects

How non combat magic works is a mystery to me. Rituals are all over the place and they can apparently warp entire areas such as the Haunted Mine or the Cursed Forest. Or that might be V Blood shenanigans. No idea. At least for certain the group effort blood magic of the Draculin can summon creatures from beyond and create blood souls which are echoes of V Blood Carriers, many are more powerful than their true counterparts.

On Technology

Here lies mad science and all its terrifying glory.

Takes a more cartoonish form what with the magnetic shields that can drag a person a couple meters, lightning guns, and walking tanks with things like guns or lightning guns, mutagens that turn people and animals into multi-limbed freaks, and surgeries to bring back the dead. You could theoretically have a more esoteric technology, but all tech is hampered in the same way: limited by time and resources. New tech must be researched, experimented, constructed, and powered. Tech can also be stolen or broken. That said, compared to magic it seems to be far more easily controlled and shared.