

Vampire Counts

Millennia ago, the ancient land of Nehekhara saw the rise and fall of the first necromancer, Nagash. His disciple W'soran convinced queen Neferatem of Lahmia to save Nagash's knowledge from destruction. Frustrated by the Mortuary Cult's refusal to allow women to learn magic, she studied Nagash's works and concocted her own Elixir of Life. Those who drank it became the first vampires. Though they were eventually discovered, driven out, enthralled by the returned Nagash, and defeated in his invasion of Nehekhara, they survived and spread. For thousands of years they lurked throughout the Old World, occasionally seizing power or rising armies of the dead.

Then Vladimir von Carstein became count of Sylvania. He eventually led an open revolt to conquer the Empire of Man at the head of an undead army. Though he was defeated, his heirs Konrad and later Mannfred inherited his legacy and kept the wars going for over a century. Since then, the vampires have ruled semi-openly in Sylvania which is known for its dark Vampire Counts as much as for its shrouded forests and mutated populace.

Take 1000 CP

Starting Location

Spend 50CP to choose from any location or roll 1d8 for one of the locations below.

- 1) **Waldenhof**- This crumbling city is the nominal capital of the Province of Sylvania, though the tax collectors from Stirland rarely come, and then only with very heavily armed escorts as they recognize that the vampires are the true lords of the country. Waldenhof is a dark city filled with leering gargoyles, where the populace often stays off the streets, especially at night.
- 2) **Drakenhof**- The original capital of the county, Drakenhof is filled with people too mutated for even the normally liberal Sylvanians to tolerate. Warpstone is even more prevalent in the ground here than it is in the rest of Sylvania, and Castle Drakenhof has served as the home to necromancers and the undead down through the ages.
- 3) **Castle Mousillon**- This castle town was the capital of the Bretonnian Duchy of the same name. Ruined by siege and plague after the traitorous Duke Maldred started a civil war, the remains of the town are ruled by various gangs. Beneath the streets is a court of ghouls, ruled by a corrupted Baron who has created his own court of ghouls.
- 4) **The Black Prince's Domain**- A tiny kingdom in the Border Princes houses a mysterious lord. Only appearing under a cloak while in public, he is rumored to be a noble and handsome man who was cursed with the form of a beast. He is highly popular, personally riding out by night to slay raiders in his tiny domain.
- 5) **Silver Pinnacle**- Once a Dwarf hold, it was long ago conquered by Neferata's loyal vampire children. Now the vampire queen rules a fortress remade in the style of old Lahmia, manipulating her web of vampiric agents throughout the world.
- 6) **The Forest of Shadows**- This giant forest covers most of the country of Ostland in the Empire of Man. It is filled with chaos warbands, beastmen tribes, goblins, cultists, necromancers, and giant spiders. One of the many hidden towers here belongs to the ancient vampire Melkhior, who was once W'soran's direct student.
- 7) **New Bechafen**- When the vampire lord Luthor Harkon was shipwrecked on the continent of Lustria, he vowed to conquer it. Using his magic to draw even more ships to serve as food and recruits, he founded the Vampire Coast. Over a thousand years later, the mad vampire rules New Bechafen, the

only real town in his domain, is peopled by the shipwrecked and their descendants who live in hopeless misery. The undead, who outnumber the living, prefer to call the town Speisekammer, meaning “larder”.

8) **Free Choice-** You can start anywhere you want.

Backgrounds

You can change your sex for 50CP. Any Background can be taken as a Drop In.

Blood Dragon (Free)- Abhorash, captain of the palace guard in Lahmia, was among the first vampires. He tried to maintain the honor and morality he held in life, but when Lahmia was sacked he turned on humanity, who he now viewed as barbarous and unworthy of regard. He and his few followers wandered the world seeking out battle and attempting to achieve the pinnacle of martial perfection. Abhorash finally achieved this when he killed a dragon and drank its blood, forever quenching his thirst. After that, he wandered out of history. 1500 years later, one of his vampire children, Walach Harkon, came upon the knightly Order of the Dragon and, impressed with them, granted them all the Blood Kiss. Since then, Abhorash’s get have been associated with knights and there are many units of dark knights who wonder the Old World seeking combat.

Lahmians (Free)- Neferata, the first of the vampires, learned the lesson of Lahmia’s fall well. She decided that she would wash her hands of open rule and instead spread her influence in the shadows. Granting her bloodline to beautiful and cunning women, she created a conspiracy that spread throughout human society. Eventually destroying the Dwarf citadel of Silver Pinnacle to become her secret base, even to this day the charming and manipulative Lahmians remain ensconced in the upper tiers of mortal society, pulling men’s strings in the name of their queen.

Necrarch (Free)- W’soran, Neferata’s vizier, was the only vampire truly loyal to Nagash’s cause. After Nagash’s second defeat, W’soran fled with his necromancer apprentices to await his master’s return. One wrinkle with this plan is that Nagash’s goal of a world of undead is that there would be no blood to drink. W’soran turned to his necromancy, learning to subsist mostly on pure Dhar and feeding only rarely. The side effect of this was that vampires who used these spells looked like shriveled corpses and tended to go insane with age. One of W’soran’s mad apprentices eventually killed him and the bloodline scattered, eventually falling out of communication with each other. Now they each pursue necromancy in their own way, having at most a few apprentices they have turned, often in the solitude of the wilderness.

Strigoi (Free)- Ushoran was Neferata’s brother, who with the fall of Nagash chose to stay in Nehekhara and attempt to recreate the glory of Lahmia. He conquered the kingdom of Strigos and remade Lahmia’s society of vampire-princes who were worshiped by the population while feeding only on criminals and invaders. Neferata in her jealousy turned vampires, humans, and greenskins against her brother’s kingdom, which was destroyed. The refugees were hunted by humans set against them by the Lahmians until they could no longer show their faces in society. They eked out lives in the wilderness, feeding on animals until their bodies twisted into bestial forms. Now they lurk in the wilds, ruling packs of ghouls and dreaming of revenge.

Von Carstein (Free)- Vashanesh was Neferata’s consort. When Lahmia fell, Nagash chose him to be his general. Vashanesh allowed himself to be killed in order to break the spell that Nagash used to control the vampires. He returned to unlife thanks to his magic ring, and disappeared from history for many thousands of years. It was only when Count Otto van Drak was on his deathbed that he made his move, marrying the Count’s daughter and inheriting control of Sylvania under the assumed name

Vladimir von Carstein. After centuries of rule, spreading his condition to the other nobles of the county, he summoned armies of the undead and tried to conquer the empire. Though Sylvania lost the Vampire Wars, Vlad's brood remained ensconced in Sylvanian society as its true rulers.

Race

Ghoul (Free)- An odd fact about the humans of Mallus: those who are driven to eat human flesh will transform into monsters. Their skin will become pale and night, their nails will grow into wicked claws, and spines of bone may grow from their backs. The transformation leaves them stronger than other men, though they are of course not welcome in society. Many ghouls degrade into mindless cannibals, but you are one of the ones who retained your personality. Though living creatures instead of undead, ghouls are drawn towards concentrations of dark magic and often enter the service of vampires.

As a ghoul, or as any other race here other than vampires, you are not actually a member of the bloodline from your background. Rather, this is the bloodline (or at least general behavior of) the vampire you serve.

Human (Free)- Their short lives and fear of death mean that Man is the only race that takes an interest in necromancy. And for the aspiring necromancer, there are few sources of the magical lore they seek other than the vampires who have mastered the art. Nor are necromancers the only ones who bow before vampiric masters. The Lahmians have many minions throughout mortal society, the von Carsteins have their retainers and peasants, the Strigoi maintain contact with the gypsy caravans filled with the refugees of Strigos, and even the Blood Dragons and Necrarchs groom squires and research assistants in preparation for receiving the blood kiss.

Spectre (Free)- Some men are barred from Morr's realm and continue to haunt the world of the living. You are one such disembodied soul, unable to pass on to the afterlife. You are selectively incorporeal. You can pass through walls or the swords, but can cause your own attacks to connect regardless. Your attacks count as magical, and it is only spells and magic weapons that can harm you.

Wight (Free)- A staple of vampire armies, necromancers can raise ancient warriors to serve. Reduced to an unliving skeleton with only scraps of flesh, your undead body is still quite powerful.

Advanced Spirit (100 CP)- Beyond the basic spirits that fill their hosts, there are more elite and specialized forms of incorporeal undead formed mainly from the evil dead or from necromancers who failed in their quest to become lichs. The Banshee or Syreen can unleash shrieks that strike listeners dead. Hexwraiths wield flaming scythes that ignore armor and Wraiths do the same but with cold. You can be any of these stronger kinds of cursed soul.

Vampire (100 CP)- You are no mere minion. You are one of the inheritors of Neferata's Elixir of Life, passed from vampire to vampire through the blood kiss down through the millennia.

By default, a vampire appears with pale skin, fangs, and a stretched almost bat-like visage, though their body, mind, and magic are greatly enhanced. By drinking blood, they can heal their own wounds, but they experience an unstoppable urge to drink blood. Willpower and physical toughness can slow it, and with age they can learn to extend the time between feedings from days to years. Managing to abstain without succumbing to a frenzied bloodbath of feeding will leave your body weakened until you can barely move. They can spread their condition by draining someone dry and then feeding the vampire's own blood to them, causing them to rise, ravenously hungry, some time within the next week. See the Vampire Customization section to finish customizing your new form.

Vampire Customization

The various vampire bloodlines have diverged significantly since the time of Lahmia. Though you can develop the powers list below through practice, these are the ones you were born with. You can likewise mutate your curse to remove your weaknesses.

You can buy at most **six** of the weaknesses that grant BP.

You can use special Blood Points in this section. You can buy extra BP, getting 2 BP for every 1 CP spent. You start with... **-550 BP**? As in negative 550? Well, that's what you get for failing the great necromancer Nagash and drawing his most powerful curse down on you.

Sunlight Vulnerability (+200BP)- Direct exposure to sunlight will weaken and kill you. Being in sunlight halves your physical and even mental characteristics and damages you while also setting you on fire (which will damage you even more than the raw sunlight). Cloud cover or a cloak are enough to protect you from the sun's rays.

Barred By Thresholds (+100BP)- You may not enter a building unless you either own it or a mortal within invites you inside.

Counting (+100BP)- You are obsessed with counting small objects like coins or bits of string. Only with great willpower can you resist counting any you are presented with and are distracted as long as they are in your sight either way.

Daemonsroot and Witchbane (+100BP)- There are two rare plants, Daemonsroot and Witchbane, of the Old World which you cannot come near without great willpower. The winds of magic also curl around you in an unusual way, which magicians can sometimes use to identify you as a vampire.

Funeral Vulnerability (+100BP)- You are terrified by the sight of equipment of those who handle corpses, such as sawdust or embalming fluid.

Flammable (+100BP)- You are extremely weak to fire and burn easily.

Garlic Vulnerability (+100BP)- Being near to garlic weakens and distracts you.

No Reflection (+100BP)- You cast neither a reflection nor a shadow.

Religious Vulnerability (+100BP)- You are warded away by faith. Only with great willpower can you approach or touch a religious symbol or enter a temple to any god. Even the Chaos Gods have forsaken you.

Running Water Vulnerability (+100BP)- Touching running water (of at least a yard across and a foot deep will quickly damage you.

Silver Vulnerability (+100BP)- The mere touch of silver burns you and damage from silver weapons used against you is increased.

Stake Vulnerability (+100BP)- A wooden stake in your heart will render you immobile until it is removed.

Gromril Vulnerability (+50BP)- This special metal smelted by Dwarfs is your bane, and weapons made from it cut through you easily.

Ithilmar Vulnerability (+50BP)- A silvery magical metal made by the Elves, Ithilmar does not harm you more than any other metal. However, being wounded by such a weapon will cause you to catch on fire.

Warpstone Vulnerability (+50BP)- Warpstone, the solidified form of the raw magic of Chaos, inspires great fear in you. Actually being in its presence for an hour will start randomly scrambling your vampiric weaknesses and blood gifts.

Bat Form (100BP, discount Strigoi)- You can transform back and forth from a bat at will, subsuming your clothing and equipment into the transformation.

Blood Burst (100BP)- The blood you drink is stored in sacs around your body. When burst by a wound, the sticky tar-like blood will spray on nearby creatures, sticking to them and hampering their movements.

Blood Sated (100BP, discount Necrarch, Strigoi)- You only need to drink blood half as often.

Call Forth Thunder (100BP, discount Von Carstein)- Once per day you can instantly create a storm severe enough to blot out the sun and allow you to walk in sunlight. The storm will last for hours.

Corrupted Innocence (100BP, discount Lahmian)- You are breathtakingly beautiful, enough that even the Witch Hunters will have trouble striking down such a beautiful creature.

Curse of the Revenant (100BP, discount Strigoi)- You are much harder than even a normal vampire, and can take more damage.

Dark Majesty (100BP, discount Necrarch, Von Carstein)- You can naturally control several dozens of lesser undead (ie not vampires, mummies, or liches) separate from whatever you might control with necromancy. The number scales with your willpower.

Deathsight (100BP, discount Necrarch)- You can naturally see immaterial spirits and souls.

Domination (100BP, discount Lahmian)- You can control the mind of a nearby mortal, pitting your charisma against their willpower. Any danger, before or after the control, breaks the effect.

Ethereal Mist (100BP, discount Lahmian, Von Carstein)- Once per day, you can transform yourself and your clothing and equipment into mist. In this form, you are immune to any damage except spells. After several hours, you'll be able to try to re-coalesce as an act of willpower, trying again ever few hours until you succeed.

Familiar Form (100BP, discount Lahmian)- You can transform back and forth from a single small land animal of your choice, like a cat, at will, subsuming your clothing and equipment into the transformation.

Pass For Human (100BP, free Blood Dragon, Lahmian, von Carstein)- You can retract your claws

and fangs and regain your human features at will, looking fully human.

Psychic Drain (100BP)- You drain the will from any living creature nearby. Those without great willpower will find their ability to put effort into anything they do quickly eroding by being near you, needing hours to recover afterwards.

Ravenous (100BP)- Your hunger is so great that you can choose to enter into a powerful frenzy of attacks when tempted by the scent of nearby blood, such as through open wounds.

Regeneration (100BP, discount Blood Dragon, Strigoi)- You regenerate wounds quickly and constantly, except ones inflicted by silver weapons.

Scent Blood (100BP)- You can smell living blood to such a great degree that you pinpoint anyone within dozens of yards of you, even if they were invisible.

Summon Wolves (100BP, discount Von Carstein)- Once per day you can call any nearby wolves or dire wolves to do your bidding for the next few hours.

Summon Vermin (100BP, discount Strigoi)- Once per day, you can summon a swarm of bats, rats, or other tiny creatures from the surrounding area to serve you for a few hours.;

Swarm Form (100BP)- Choose one of beetles, cockroaches, flies, or ravens. You can transform into a swarm of these creatures for a few minutes. As long as even one of your swarm survives, so do you. You won't be able to turn back into a swarm again until the next sunset.

Transfixing Gaze (100BP, discount Lahmian, Von Carstein)- Your gaze can immobilize the weak willed who meet it, allowing you to keep them helpless while you kill them.

Wings (100BP)- You can grow wings on your back or between your arm and side, allowing you to fly at twice your running speed.

Wolf Form (100BP, discount Blood Dragon, Von Carstein)- You can transform back and forth from a Doom Wolf (one of the gigantic wolves native to Slyvania) at will, subsuming your clothing and equipment into the transformation.

Wellspring of Dhar (100BP, discount Necrarch)- Your soul is a natural pool of Dhar. All wizards near you who draw on dark magic, chaos magic, or necromancy have their spells empowered. You can toggle this effect on and off.

Monstrous Mass (200BP, discount Strigoi)- You have grown into a hulking brute, with skin as tough as armor and incredible superhuman strength.

Quickblood (200BP, discount Blood Dragon, Lahmian)- You have superhuman speed, able to make skilled fighters look like clumsy children and even dodge bullets.

Varghulf (400BP)- A vampire who throws off the trappings of civilization reverts to a bestial state. The Strigoi are only a pale imitation of this transformation, for a full varghulf is as massive as an ogre, with a fur covered body that looks more like a walking bat than any man, complete with non-functional wings. Most varghulfs are nothing but mindless, bloodthirsty animals, but like Albrecht Nictus you

have managed to retain your sanity through the transformation.

Perks

No Shambling Corpse (Free for the duration of the jump, 100CP to keep)- Most of the undead hordes that serve the vampire counts are bound by foul necromancy, quitting the field as soon as the wizard who controls them dies. Even the vampires themselves were once bound by Nagash, though he does not seem capable of repeating that spell. You however are immune to necromantic control over the undead and can freely abandon whatever master you may have started in service to.

Duty Beyond Death (100CP, free Blood Dragon)- Even when made into a vampire, Abhorash did not give in to the decadence of the Lahmian court. He starved himself until he could take it no longer and awoke from his bloodlust ashamed. From then on, he lit 12 candles nightly to remind him of the 12 men he killed and fed only on criminals. Even today, some of his descendants maintain such oaths. You likewise have great willpower, enough to stick to your principles even to the point of starvation.

Worthy Foe (200CP, discount Blood Dragon)- When Walach Harkon challenged the Order of the Blood Dragon, he killed the cowardly and inept but granted the blood kiss to the brave warriors who put up a fight. Indeed, it is common for Blood Dragons to duel a prospective child-in-darkness to decide whether they are worthy of vampirism. You will find that your enemies adopt a similar attitude towards you, their minds filling with respect and dreams of how useful you might be so long as you give a good showing in your battles with them. They'll still kill you if it isn't safe to capture you or should you refuse the honor of joining them.

Thirst Sated (400CP, discount Blood Dragon)- The greater the foe, the more succulent the blood. Meloch the Giant Killer sates his thirst for a century each time he kills and drains a giant. Abhorash drank a dragon's blood and was forever freed from the need to drink blood. Vampire or no, you have a vampire's ability to empower yourself by drinking blood and you, by martial skill or guile, have drunk a dragon dry. You no longer need sustenance of any kind and are empowered in both body and magic. So great is this boon that Zacharias the Everliving will quickly go from hiding in a cave from his former master Melkior to overpowering and nearly killing him, despite being W'Soran's direct disciple, merely from draining dry a dragon who he finds asleep.

Supreme Warrior (600CP, discount Blood Dragon)- Blood Dragons commonly seek to become dragonslayers in imitation of Abhorash's great feat. But you are not merely strong enough to kill a dragon in open combat. You are a true equal of Abhorash's skill in combat, every bit as great a warrior as the scourge of the greenskins who has sought out worthy foes for most of human history and lived to tell the tale. Should the world end, your last stand against the hordes of Chaos warriors and daemons would only falter because the world itself was destroyed before you were.

Darkly Romantic (100CP, free Lahmian)- Poets and writers have pushed the idea of the vampire as a tragic and romantic figure, deserving of pity or even heroic. This is largely the work of the Lahmians, who work to push this exact idea and play up legends like that of the unlikely heroine Genevieve Dieudonne who once saved the Emperor's life. You always benefit from such a reputation, as those who discover your inhuman nature are inclined to first judge you as tragically cursed but harmless, at least until they have good cause to think otherwise.

Eccentric Noble (200CP, discount Lahmian)- The Lahmians live among mortals and not just any mortals. Infiltrating the nobility while living a secret double life as an agent of Queen Neferata and hiding your vampiric condition is no walk in the park. But you can handle it easily, continuing to come

up with excuses to avoid the sun and mirrors and otherwise appearing as simple a charmingly eccentric noblewoman. Seduction is another key part of the Lahmian strategy and another tool in your toolset, as you are an expert at seducing others, rather it be in the context of securing a political marriage or setting up a forbidden rendezvous for later blackmail.

Bat's Paw (400CP, discount Lahmian)- When the vampire Tzarina Katarin was exposed and killed, the men of Kislev thought it was their victory. They never realized that it was merely the public manifestation of the internal schism between those Lahmians who wanted to seize public control of civilization against those who wanted to continue to wait to rebuild Lahmia. Down to this day, the Tsarevich Pavel Society are an organization of vampire hunters who are the unknowing pawns of the Lahmian Sisterhood against their enemies and traitors. You are a manipulator of such great talents that you can achieve similar coups of deception, turning the very people who would oppose you into one more set of puppets.

Queen of Evil (600CP, discount Lahmian)- From her hidden fortress at Silver Peak, Neferata's network of spies manipulate the entire Old World. When Ushoran re-instated open vampire rule over Strigos, she quickly turned all the surrounding humans against the kingdom and even drove the greenskins towards it. Like her, you are skilled enough to set up and run a complex international conspiracy to equal the Lahmian Sisterhood, leaving nobles and bureaucrats throughout the Old World dancing to your tune as your willing slaves and far more who are unknowing pawns.

Dark Teacher (100CP, free Necrarch)- There is only so much a single necromancer can achieve, yet the Necrarchs have always had a problem with rebellious apprentices. W'soran was betrayed and killed by his apprentice Melkhior, who was in turn attacked by his own rebellious apprentice Zacharius. You are not only a skilled teacher in the sense of being good at imparting knowledge, but you know how to instill loyalty in your students or failing that at least the wit to notice when they're planning to turn on you.

Madness Immunity (200CP, discount Necrarch)- Vampires have a tendency to go mad over the centuries. Really, even the men of Mallus seem to have fragile minds that go mad at the drop of a hat. Maybe it's all the Chaos leaking into the world through the polar gates? But the Necrarchs have it particularly bad, tending to go so paranoid that their bloodline cannot even work together, instead all huddling in their individual towers penning insane prophecies about the undead replacing humanity. But at least now you're immune to insanity, whether the cause be external or internal.

Wizard (400CP, discount Necrarch)- Vampires have long centuries to study necromancy or any other magic that catches their fancy. They find little use for the healing powers of the Lore of Life, but you are a complete master of one of the other Lores of magic. The other seven basic winds of magic are:

The **Lore of Beasts** (Ghur) revolves around control over and transformation into animals.

The **Lore of Death** (Shyish), common among daemons of Nurgle, deals with decay, fear, communication with the spirits of the dead, and control over the undead.

The **Lore of Fire** (Aqshy) consists of spells of fire and anger.

The **Lore of Heavens** (Azyr) involves divination, fate, and weather control.

The **Lore of Light** (Hysh) has many uses: control of light, stone, and time; healing; enhancement of the

intellect; and banishment and destruction of daemons and the undead.

The **Lore of Metal** (Chamon), favored by daemons of Tzeentch, has spells for control of metal and the creation and enchantment of material objects.

The **Lore of Shadow** (Ulgo), common among daemons of Slaanesh, revolves around illusions and darkness.

But as a (probable) necromancer you are also heir to the dark discipline of necromancy that created your kind:

The **Lore of the Deep** is the specialized magic developed by Luther Harkon's pirates of the Vampire Coast. It controls the sea and creatures that come from it.

The **Lore of the Vampires** is the standard necromancy that descends from Nagash's researches. It specializes in creating and controlling the undead and inflicting death.

You can repurchase this perk, discounted regardless of Background, to master another Lore of magic per purchase.

Great Necromancer (600CP, discount Necrarch)- Nagash is called the Great Necromancer, but you have the potential to rival him. You may not have any knowledge of magic, but you are the kind of creative genius who could take the scraps of dark magic held by a few druchii pirates and turn it into a whole new branch of magic devoted to the creation of the undead. Given time, you could become the same recurring threat to the world that Nagash has become.

Grudges (100CP, free Strigoi)- Hate. That's what the Strigoi were left with when the Lahmians destroyed their city. Hate for the Lahmians themselves, their greenskin pawns, the Blood Dragons and Necrarchs that scorned them... hate that filled their dreams as they slept in the wilderness and plotted revenge. You share their capacity for hate, the ability to hold grudges that would do a Dwarf proud. So long as someone has wronged you, you find yourself empowered when working against them.

Survivalist (200CP, discount Strigoi)- The Strigoi were forced into hiding in the wilderness after the fall of Strigos, and like them you are an expert at living and hiding in the deep wilds. You could survive for centuries, hunting animals and staying hidden until you were nothing but a legend.

Strigos Reborn (400CP, discount Strigoi)- While Neferata was hiding in the shadows telling her minions that one day she would recreate Lahmia, Ushoran went out and did it. Strigos recaptured the ideal of a city state of vampire nobles ruling worshipful citizens and feeding only on criminals and invaders. Like him, you have a knack for understanding how to integrate strange beings such as vampires into society, making use of their powers and convincing the populace to accept them.

Ghoul King (600CP, discount Strigoi)- Some of the Strigany nomads who live within Sylvania remember their ancient ancestors service to the Strigoi. Ghouls instinctively find their way into the service of nearby vampires, especially the Strigoi. Like them, the dispossessed, the outcast, and the freaks naturally find themselves attracted towards you and subservient to your desires, instinctively recognizing you as their king in exile. In a land like the Old World, it won't be long before you are a king of the catacombs and borrows, reigning over a small kingdom of loyal mutants and ghouls in the wilderness or beneath the feet of the unsuspecting.

True Love (100CP, free Von Carstein)- Neferata claims to have fallen in love with Vashanesh at first sight. Though Isabella von Carstein's marriage to Vlad was originally only political, they eventually fell in such a deep love that Vlad agreed to make Isabella a vampire and, when he died, she committed suicide out of despair. You are lucky in love, especially when it comes to meeting potential mates with great power. And when you do form a relationship, you are an excellent romantic partner, able to sweep your love off their feet and form a stable, enduring love even if the two of you are otherwise spending your time killing peasants and raising them as undead slaves.

Harsh, But Fair (200CP, discount Von Carstein)- The Von Carsteins were harsh but fair, while Otto von Drak had only been harsh. The Sylvanians were happy to bend the knee to their pale new lords as long as they protected the people from rampaging bandits and greenskins. Like Vlad, you know how to run a brutal but fair regime that the average peasant will be happy with, even while you are secretly assassinating all your client nobles who refuse to join you in undeath.

Vampire General (400CP, discount Von Carstein)- The Vampire Wars consume a large portion of the Empire's history. Again and again, the Vampire Counts would surge forth from Sylvania and only barely be repulsed by the combined might of the rest of the Empire. You are the equal of Vlad or Manndred when it comes to prosecuting a war. Though your battle tactics are highly specialized around herding mostly mindless minions around while protecting a few key commanders who are keeping everyone else animated.

Plans Across the Ages (600CP, discount Von Carstein)- Vashanesh's involvement with Sylvania goes back far beyond the night he came to claim Isabella van Drak's hand in marriage. Thousands of years ago, he had identified the warptone heavy land as a place of interest. He had spread knowledge of necromancy to various families in the region and intervened again against the Skaven when they spread the Black Plague. Like him, you are capable of extreme long term planning, of the kind mere mortals can scarcely comprehend. You could spend thousands of years preparing a land for your future use, leaving in in the perfect position for you to swoop in and become its new lord when the time is right.

Items

Can't Stop Here, This Is Vampire County (200/400CP)- Mortals quell in terror when they realize the dead have risen. You and your forces are this fear come to life.

For 200 CP, you have amassed a reasonable sized horde of undead and/or ghouls, plus perhaps the odd mortal necromancer or two. You have perhaps 100 minions, more if they consist largely of weak fodder like zombies and fewer if your troops are hardier or include more champions like vampire commanders. They count as followers, and you have learned the basic necromancy needed to keep your horde animated and under control.

For 400 CP, you are a true Vampire Count(ess), or at least the power behind the throne of a mortal count away from Sylvania or maybe you're some equivalent noble of moderate power, like a petty Border Prince. You have a town of peasants to lord over and a sufficient army (presumably mostly of the undead) to defend your borders. All the residents and soldiers count as followers, and you have learned the basic necromancy needed to keep your horde animated and under control.

Undead Mount (100CP, free Blood Dragon)- You would be a poor knight with no mount. This is an undead horse with grafted wings that can fly, a sub-type of Nightmare known as a Hellsteed. In battle, it strains at the reins to plunge into the fray and sate its bloodlust.

Knightly Order (200CP, discount Blood Dragon)- This building is the fortified headquarters of a knightly order. The order is loyal to you, and they are eager to earn undeath.

Blood Chalice (400CP, discount Blood Dragon)- This magic chalice was used by the Order of the Blood Dragon in mockery of the Lady of the Lake and her own Grail. Walach Harkon added the blood of any opponent he respected, from knights and witch hunters to even his own lover Aurora. Dipping a weapon in the chalice will enchant it and set it aflame. Drinking from it instead heals wounds.

Fleet (600CP, discount Blood Dragon)- Luther Harkon, thanks to his association with sailors, has pursued technology far more than the average vampire of the Old World. This collection of ships would make a fine pirate flotilla, not least because one of them has been converted into Necrofex Collossus, a hundred corpses bound with the remains of a wrecked ship to create a giant humanoid form, with one hand being a trio of canons.

Lady Zmada's Portrait (100CP, free Lahmian)- It is expected for a vampire to hide from the daylight. But apparently one member of the Zmada family had the clever idea to hide in plain sight. A vampire can walk into this empty portrait, appearing inside as a painted image until they emerge.

Mansion (200CP, discount Lahmian)- This stately mansion is elegantly appointed, though quite dark with plenty of shadowed locations to stand even during the day. It also has plenty of secret passages and hidden chambers. In future jumps, it can be kept as a Warehouse attachment or deployed into the world.

Black Coach (400CP, discount Lahmian)- Vampires' souls are forever bound to the mortal world, unable to pass on to their eternal rewards. With sufficient necromantic effort, the vampire's remains can be reconstituted to return them to unlife. This enchanted coach is designed for this. Pulled by nightmares and driven by a wraith coachman (who can accompany you as a follower if you wish), it is magically protected and gathers the energies of magic and slaughter that swirl around battlefields. As a battle continues, it will empowered, eventually gaining resistance to magic, become incorporeal, and even be borne into the sky by howling winds.

Coven Throne (600CP, discount Lahmian)- This dais is borne aloft by a horde of armed ghosts that are bound to you. At its base is an enchanted basin that, when filled with the blood of virgins, can be used to scry into the near future. Two vampire handmaidens come with this purchase, able to perform the scrying and to beguile any attackers. The vampires and spirits can all accompany you as followers if you want.

Necrotic Powder (100CP, free Nechrarch)- This alchemically treated pouch contains necrotic powder, pure Dhar solidified into a powdered warpstone. The powder can eat through nearly anything: papers that need to be destroyed, locks or doors blocking the user's way, minions who have outlived their usefulness, etc.

Necromancer's Tower (200CP, discount Nechrarch)- This tower is designed for experimentation. Its basement is filled with cells to hold prisoners or experimental subjects. It also has living quarters for servants (a few heavily mutated assistants come with this as followers if desired) and a library full of necromantic texts. The top of the tower has an observatory and a lightning rod, meant to aid in the study of the stars and harness lightning, both for the practice of the Wind of Magic called Azyr. In future jumps, it can be kept as a Warehouse attachment or deployed into the world.

Mortis Engines (400CP, discount Necrarch)- This ark contains a piece from an ancient liche or vampire's body. Merely being there causes the undead spirits of the ancient necromancer's servants to bare the engine aloft and defend it. These spirits will become followers. Opening the relic's container will cause its dark magic to spew outward, harming enemies while healing allied undead. The destruction of the mortis engine will result in a deadly explosion of dark magic, harming living and dead alike. This mortis engine also contains blasphemous scrolls of necromantic lore which will empower any magic from the Lore of the Vampires cast nearby.

Nine Books of Nagash (600CP, discount Nechrarch)- Nagash was the first and greatest necromancer, and his infamous Nine Books recount his secret knowledge and the records of his experiments. Each is a heavily sought after source of necromantic knowledge, and you possess the full set, sure to provide a treasure trove of dark lore that any necromancer would salivate over.

Then We Will Fight In The Shade (100CP, free Strigoi)- Vampires who cannot call storms to cover the sun during battle instead rely on bats to cover the sun. You possess an extensive cave network filled with an improbably large flock of undead bats which you control. Although not good in a fight, they are numerous enough to literally blot out the sun to allow you to safely venture outside during the day.

Catacombs (200CP, discount Strigoi)- This network of catacombs are chock full of bodies ready for the raising or eating, or just a hiding place. With each jump, the stock of bodies is replenished from local sources of corpses and it can either be kept as a Warehouse attachment or deployed into the world.

Corpse Cart (400CP, discount Strigoi)- First seen when the plague carts carrying victims of the Black Plague had their cargos animated into fused masses of undead flesh, a corpse cart is a vehicle that empowers the undead around it. This one has an unholy brazier that hampers enemy magic and a bell with a warpstone inside whose tolling empowers necromantic magic that raises the dead.

Zombie Dragon (600CP, discount Strigoi)- Dragons went to the Plain of Bones when it came time for their lives to end, at least until Chaos came and raised some of the bodies there as undead. Vampires occasionally travel there to gain control of one of them as a servant. A zombie dragon is a powerful monster, able to fly and breathe a cloud of pestilence, while attracted flies in such incredible numbers that the swarm will interfere with warriors who close in on it.

The Nightshroud (100CP, free Von Carstein)- The funeral shroud of Nehekharan king Pharatohep, soaked in the blood of witches, this magic shroud turns aside blows like armor. A physical aura of gloom surrounds it, which reaches out with tendrils to grapple with anyone who attacks the wearer.

Castle (200CP, discount Von Carstein)- This brooding castle is the perfect place for a Vampire Count to rule from. In addition to all the amenities of a regular castle, the dungeon includes the caskets and warpston-infused water used to transform vampries into the bestial bat-creatures called vargheists.

The Wailing Blade (400CP, discount Von Carstein)- The personal weapon of Vlad von Carstein. It was once a weapon of the dark elves that raided Nehekhar and was presented to him by Nagash. It produces a wailing sound when swung that frightens listeners. Normally, it will force the wielder to keep fighting as long as there is more blood to spill, but you are immune to this curse.

The Von Jumper Ring (600CP, discount Von Carstein)- Vashanesh freed the vampires from Nagash's control by allowing himself to be struck down, breaking the enchantment on his ring that

made them Nagash's slaves. But they were all of them deceived, for Nagash had forged in secret a second ring. If the vampires slipped his leash, he would allow them to spread before seizing control again. Through an improbable series of events, it was removed from the Great Necromancer's secret vaults and wound up on your finger. Nagash's link to it has been severed, but it allows you to control any vampire you meet. It also magically protects you from harm and constantly regenerates your body. Even if you were to die, you would rise at the next dusk (as a vampire if you weren't one already).

Companions

Companion Import (50-300CP)- You can import or create one companion per 50 CP spent, up to 300 where you may import/create 8 instead. Each companion gets a free background and 600CP to spend.

Canon Companion (100CP)- You can choose any ghoul, vampire, or human necromancer or any other undead that is not affiliated with the Tomb Kings of Nehekhara to become your companion per purchase. Alternatively, you can get a slot which can allow you to invite anyone willing to accept to become your companion.

Drawbacks

You can take up to +600CP worth of Drawbacks.

Extended Campaign (0CP)- Have you been to Mallus before? You can continue on from where you left off.

Obvious Undead (+100CP)- You cannot change your body from the undead/ghoul alt-form you purchased here. If you are a human, you are pale with obvious fangs and the inhuman facial features of a vampire regardless.

Witch Hunted (+100CP)- The Witch Hunters are onto you! Or another similar hunter of secret occult dangers outside the Empire. At least one already strongly suspects that something is wrong with you and is out to expose you for what you've done. If you deal with that one, it won't be long before someone else comes snooping around to turn the powers of the local government against you.

Arrogant (+200CP)- Bah! Mere mortals! What can they do? You are extremely arrogant towards the shorter lived beings of the world, only able to consider other immortals as true foes and underestimating the power and resourcefulness of anyone else.

Blood Curse (+200CP)- The curse of Nagash is upon you. Like the standard vampire, silver burns you; daemonsroot, witchbane, holy symbols, and temples repel you; running water damages you; and you cast neither reflection nor shadow.

Controlled (+300CP)- You begin the jump controlled by necromantic magic or, if you are not undead, by the beguiling powers of a vampire. You will be forced to obey all their commands, though if you can arrange their death you will be free.

A Few Bats Short of a Belfry (+300CP)- Konrad von Carstein ruined Sylvania's chance to conquer the empire in his mad bloodlust. Luther Harkon is cursed with many false personalities living in his head. Like them, you have a crippling mental illness. While it does not necessarily prevent you from acting as a warlord, it's still a significant disadvantage that your enemies will easily be able to take advantage of.

End Choice
Go Home
Stay
Continue Jumping

Notes

A Generic Jump by Generic Anon.