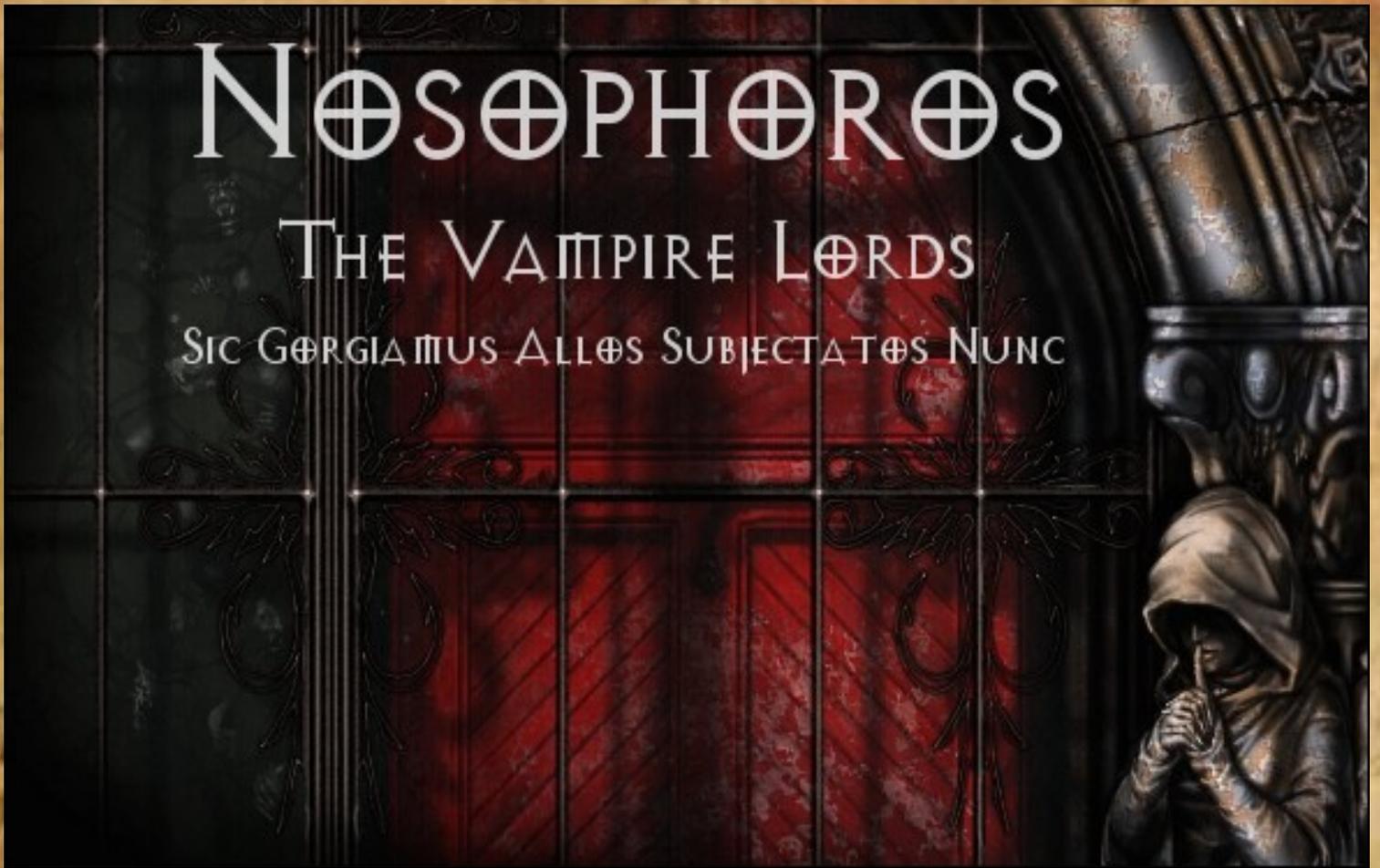


NOSOPHORES

THE VAMPIRE LORDS

SIC GORGIAMUS ALLOS SUBJECTATOS NUNC



THE VAMPIRE LORDS. THE NATION RULED BY VAMPIRE ARISTOCRATS.
TO BE PUREBLOOD IS EVERYTHING AND WHERE MASTER AND SERVANT
KNOW THEIR RIGHTFUL PLACE IN SOCIETY.

A NATION POPULATED WITH BOTH HUMANS AND VAMPIRES.
TAKE CONTROL OF THE MYSTERIOUS MYSTICS, THE NOTORIOUS
SUMMONERS AND THE WICKED NECROMANCERS TO GAIN YOUR
GODHOOD.

YOUR FRIEND
THILOCK DOMINUS

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BLOØD NATION

PREACH VIA BLOØD SACRIFICE

LIKE CØLD (-1)

SPECIAL VAMPIRE DIVINATION SPELLS

SPECIAL NATION UNIT SUMMONING

VAMPIRES CONSUME FØØD

SØME FLYING UNITS

NØ BØWMEN

NØ CAVELRY

9 NEW UNITS

13 NEW CØMMANDERS

1 NEW SPECIAL SUMMON UNIT

1 NEW FLAG

1 NEW MULTI HERØ

4 NEW HERØES

3 NEW PRETENDERS

13 NEW UNIT/CØMMANDER WEAPØNS

9 NEW UNIT/CØMMANDER ARMØR

1 NEW WEAPØN TØ BE FØRGED

23 NEW SPELLS

67 NEW VAMPIRE NAMES



RECRUITABLE UNITS

CHILD OF THE NIGHT

GOLD: 15 RES: 1



CHILDREN OF THE NIGHT ARE THE OFFSPRING OF VAMPIRES. IN THE VAMPERIC ARISTOCRACY ALL VAMPIRE CHILDREN ARE SACRED, IRRESPECTIVE OF WHICH FAMILY THEY ARE BORN INTO.

AS YOUNG VAMPIRES LACK THE STRENGTH OF A FULLY GROWN VAMPIRE, THEIR SURVIVAL INSTINCT HELPS THEM IN DIFFICULT SITUATIONS. WHEN PUSHED INTO SUCH A SITUATION THEY CAN CHANGE INTO WOLF FORM.

STRENGTH:	10	HIT POINTS:	6
ATTACK:	7	ACTION POINTS:	12
DEFENSE:	8	MAP MOVE:	2
PROTECTION:	NONE	SIZE:	1
ENCUMBRANCE:	NONE	PRECISION:	10
MORALE:	14	MAGIC RESISTANCE:	13

RACE: VAMPIRE
WEAPONS: DAGGER, DAGGER
ARMOR: VAMPERIC COAT

ABILITIES

HOLY	COLD RESISTANCE (50%)
POISON RESISTANCE (100%)	DARKVISION (100%)
STORM IMMUNE	STEALTHY (12)
AMBIDEXTROUS (2)	REGENERATION (10%)
BLOOD HUNT (1)	DARK POWER (1)

SPECIAL ABILITIES

INJURED SHAPESHIFT (WOLF)	BECOME VENGEFUL CHILD SPIRIT ON DEATH
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MAGIC SKILLS

NONE

LEADERSHIP

POOR LEADER (10), POOR UNDEAD LEADER (10)

VAMPIRE BEAST

GOLD: 15 RES: 2



SOMETIMES WHEN HUMANS GET BLOODED, IT GOES WRONG. THEY CANNOT CONTROL THEIR THIRST, AND ARE KNOWN FOR THEIR BLOOD-FRENZIED KILLING SPREES. SOON THEIR PHYSICAL APPEARANCE STARTS TO MUTATE, AND THEY ARE MORE OR LESS IN A STATE OF PERPETUAL INSANITY. VAMPIRE BEASTS ARE USUALLY HUNTED DOWN BY OTHER VAMPIRES DUE TO THEIR UNPREDICTABILITY AND UNCONTROLLABLE BLOODLUST. VAMPIRE BEASTS LIVES IN THE SEWERS, MARSHES AND RUINS.

STRENGTH:	14	HIT POINTS:	12
ATTACK:	12	ACTION POINTS:	16
DEFENSE:	10	MAP MOVE:	2
PROTECTION:	5	SIZE:	2
ENCUMBRANCE:	NONE	PRECISION:	10
MORALE:	30	MAGIC RESISTANCE:	12

RACE: VAMPIRE
WEAPONS: CLAW, BITE
ARMOR: NONE

ABILITIES

COLD RESISTANCE (100%)	DARK POWER (2)
POISON RESISTANCE (100%)	DARKVISION (100%)
STORM IMMUNE	REGENERATION (20%)
BLOOD HUNT (2)	BERSERK (4)

SPECIAL ABILITIES

NONE

MAGIC SKILLS

NONE

LEADERSHIP

NONE

VAMPIRE SOLDIER

GOLD: 18

RES: 2



VAMPIRE SOLDIERS ARE THE MOST COMMON UNITS IN THE VAMPIRE ARMY. IN WARTIMES VAMPIRE SOLDIERS ARE RECRUITED EN MASSE, AND WHEN PEACE COMES MOST VAMPIRE SOLDIERS ARE RETURNING HOME TO THEIR FAMILIES. ONLY SOME ARE KEPT TO GUARD AND PATROL THE NATION.

MANY VAMPIRE SOLDIERS COMES FROM CITIZEN OR MERCHANT FAMILIES.

STRENGTH:	14	HIT POINTS:	12
ATTACK:	12	ACTION POINTS:	14
DEFENSE:	12	MAP MOVE:	2
PROTECTION:	NONE	SIZE:	2
ENCUMBRANCE:	NONE	PRECISION:	12
MORALE:	16	MAGIC RESISTANCE:	13

RACE: VAMPIRE
WEAPONS: GREAT SWORD
ARMOR: FULL SCALE MAIL

ABILITIES

COLD RESISTANCE (50%)	DARK POWER (2)
POISON RESISTANCE (100%)	DARKVISION (100%)
STORM IMMUNE	REGENERATION (10%)
BLOOD HUNT (2)	

SPECIAL ABILITIES

NONE

MAGIC SKILLS

NONE

LEADERSHIP

NONE

BLACK ROSE GUARD

GOLD: 50 RES: 2



BLACK ROSE GUARDS, ALSO KNOWN AS BLACK CRUSADERS ARE DEVOTED AND FEARLESS VAMPIRES, GUARDIANS OF THE BLACK ROSE ORDER.

THE BLACK ROSE ORDER IS A CULT OF HIGH-RANKING VAMPIRES WHO ARE DEVOTED TO PROTECT ANCIENT VAMPIRE ARTIFACTS: TOMBS OF THE FIRST VAMPIRES AND OTHER TREASURES. ONLY A SELECTED FEW ARE CHOSEN TO BECOME A BLACK ROSE GUARD AS THE REQUIREMENTS ARE HIGH. THEY ALSO ACT AS PROTECTOR OF THE PUREBLOODS.

STRENGTH:	14	HIT POINTS:	15
ATTACK:	15	ACTION POINTS:	14
DEFENSE:	14	MAP MOVE:	2
PROTECTION:	NONE	SIZE:	2
ENCUMBRANCE:	NONE	PRECISION:	12
MORALE:	20	MAGIC RESISTANCE:	15

RACE: VAMPIRE

WEAPONS: VAMPERIC GREAT SWORD

ARMOR: BLACK ROSE HELMET, BLACK ROSE MAIL

AGE: 75 (500)

ABILITIES

HOLY	COLD RESISTANCE (50%)
POISON RESISTANCE (100%)	DARKVISION (100%)
STORM IMMUNE	AMBIDEXTROUS (2)
REGENERATION (10%)	BLOOD HUNT (2)
DARK POWER (2)	CAPITAL RECRUITMENT

SPECIAL ABILITIES

NONE

MAGIC SKILLS

NONE

LEADERSHIP

POOR LEADER (10), OKAY UNDEAD LEADER (40)



SPELLCASTERS & COMMANDERS

NIGHT STALKER

GOLD: 80 RES: 2



THE BLACK VENOM GUILD ARE VAMPIRE ASSASSINS, WHICH CAN BE CONTRACTED TO DO THE DIRTY JOBS.

THE BLACK VENOM GUILD AND ITS MEMBERS ARE NOT OF HIGH REPUTE IN THE VAMPERIC ARISTOCRACY, AND MORE OR LESS TABOO. NEVERTHELESS, THE ARISTOCRATS USES THEM TO AVOID OR TAKE CARE OF PROBLEMS CLANDESTINELY.

STRENGTH:	14	HIT POINTS:	14
ATTACK:	12	ACTION POINTS:	14
DEFENSE:	12	MAP MOVE:	3
PROTECTION:	NONE	SIZE:	2
ENCUMBRANCE:	NONE	PRECISION:	12
MORALE:	20	MAGIC RESISTANCE:	13

RACE: VAMPIRE
WEAPONS: 2 x BLACK VENOM SHORT SWORD
ARMOR: GUILD ARMOR, DEATH MASK

ABILITIES

ASSASSIN
POISON RESISTANCE (100%)
STORM IMMUNE
REGENERATION (10%)
STEALTHY (20)
FLYING
COLD RESISTANCE (50%)
DARKVISION (100%)
AMBIDEXTROUS (3)
BLOOD HUNT (2)
DARK POWER (2)

SPECIAL ABILITIES

NONE

MAGIC SKILLS

NONE

LEADERSHIP

NONE

GATE KEEPER

GOLD: 60 RES: 1



CITY GUARDS ARE THE RANK OF HUMANS DEFENDING CITIES AND FORTRESSES FOR THE VAMPIRE NATION. THEIR SPECIALIZATION IN DEFENDING WALLS MAKES THEM INVALUABLE, DESPITE THEIR RELATIVE WEAKNESS COMPARED TO VAMPIRES.

THE GATE KEEPER IS THE CITY GUARD ENTRUSTED WITH ORGANIZING THE DEFENSE OF VAMPIRE CITIES AND FORTRESSES.

STRENGTH:	10	HIT POINTS:	12
ATTACK:	13	ACTION POINTS:	12
DEFENSE:	12	MAP MOVE:	1
PROTECTION:	NONE	SIZE:	2
ENCUMBRANCE:	3	PRECISION:	10
MORALE:	13	MAGIC RESISTANCE:	12

RACE: HUMAN

WEAPONS: SWORD

ARMOR: IRON CAP, RING MAIL CUIRASS, KITE SHIELD

ABILITIES

MOUNTAIN SURVIVAL

CASTLE DEFENSE (1)

SPECIAL ABILITIES

NONE

MAGIC SKILLS

NONE

LEADERSHIP

OKAY LEADER (40)

BLACK ROSE LORD

GOLD: 220 RES: 2



A BLACK ROSE LORD IS A PUREBLOOD VAMPIRE DEVOTED TO GUARD AND PROTECT OTHER PUREBLOODS.

THE BLACK ROSE ORDER IS A CULT OF HIGH-RANKING VAMPIRES WHO ARE DEVOTED TO PROTECTING ANCIENT VAMPIRE ARTIFACTS: TOMBS OF THE FIRST VAMPIRES AND OTHER TREASURES. ONLY A SELECTED FEW ARE CHOSEN TO BECOME A BLACK ROSE GUARD AS THE REQUIREMENTS ARE HIGH. THEY ALSO ACT AS PROTECTOR OF THE PUREBLOODS.

STRENGTH:	16	HIT POINTS:	22
ATTACK:	16	ACTION POINTS:	14
DEFENSE:	15	MAP MOVE:	2
PROTECTION:	NONE	SIZE:	2
ENCUMBRANCE:	NONE	PRECISION:	13
MORALE:	22	MAGIC RESISTANCE:	16

RACE: VAMPIRE

WEAPONS: VAMPERIC GREAT SWORD

ARMOR: BLACK ROSE HELMET, BLACK ROSE MAIL

ABILITIES

HOLY	COLD RESISTANCE (50%)
POISON RESISTANCE (100%)	DARKVISION (100%)
STORM IMMUNE	AMBIDEXTROUS (3)
REGENERATION (10%)	BLOOD HUNT (2)
DARK POWER (2)	FEAR (0)
SPREAD DOMINION (1)	CAPITAL RECRUITMENT

SPECIAL ABILITIES

INJURED SHAPESHIFT (MIST)

MAGIC SKILLS

DEATH MAGIC (2)

LEADERSHIP

GOOD LEADER (80), GOOD UNDEAD LEADER (80)

MYSTIC

GOLD: 110 RES: 2



THE MYSTICS ARE THE BACKBONE OF THE HIGH COUNCIL. THEY HAVE DIRECT CONNECTION WITH THE VAMPIRE GODS WHICH ALLOW THEM TO CHANNEL THEIR ENERGY OR PRAY FOR THEIR INTERFERENCE.

THE LAW BOOKS OF THE VAMPIRES ARE WRITTEN BY THE MYSTICS, AND THEY ALSO ACT AS DEFENDERS AND PROSECUTORS WHEN CASES ARE PRESENTED IN THE COURT OF BLOOD.

STRENGTH:	14	HIT POINTS:	12
ATTACK:	11	ACTION POINTS:	14
DEFENSE:	11	MAP MOVE:	1 (2)
PROTECTION:	NONE	SIZE:	2
ENCUMBRANCE:	NONE	PRECISION:	12
MORALE:	15	MAGIC RESISTANCE:	15

RACE: VAMPIRE
WEAPONS: RITUAL DAGGER
ARMOR: MYSTIC ROBE

ABILITIES

HOLY	COLD RESISTANCE (50%)
POISON RESISTANCE (100%)	DARKVISION (100%)
STORM IMMUNE	REGENERATION (10%)
BLOOD HUNT (2)	DARK POWER (2)
HEALER (25%)	FLYING

SPECIAL ABILITIES

REANIMATE UNDEAD VAMPERIC DIVINATION SPELLS

MAGIC SKILLS

DIVINE MAGIC (1), BLOOD MAGIC (1)

LEADERSHIP

POOR LEADER (10), POOR MAGIC LEADER (10), OKAY UNDEAD LEADER (40)



THE MYSTICS ARE THE BACKBONE OF THE HIGH COUNCIL. THEY HAVE DIRECT CONNECTION WITH THE VAMPIRE GODS WHICH ALLOW THEM TO CHANNEL THEIR ENERGY OR PRAY FOR THEIR INTERFERENCE.

DARK MYSTICS ARE THE JUDGES OF THE COURT OF BLOOD.

STRENGTH:	14	HIT POINTS:	14
ATTACK:	12	ACTION POINTS:	14
DEFENSE:	12	MAP MOVE:	1 (2)
PROTECTION:	NONE	SIZE:	2
ENCUMBRANCE:	NONE	PRECISION:	13
MORALE:	16	MAGIC RESISTANCE:	17

RACE: VAMPIRE
 WEAPONS: BLACK SKULL STAFF
 ARMOR: MYSTIC ROBE

ABILITIES

HOLY	COLD RESISTANCE (50%)
POISON RESISTANCE (100%)	DARKVISION (100%)
STORM IMMUNE	REGENERATION (10%)
BLOOD HUNT (2)	DARK POWER (2)
HEALER (30%)	FLYING

SPECIAL ABILITIES

REANIMATE UNDEAD	VAMPERIC DIVINATION SPELLS
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MAGIC SKILLS

DIVINE MAGIC (2), BLOOD MAGIC (1), DEATH MAGIC (1)

LEADERSHIP

OKAY LEADER (40), POOR MAGIC LEADER (10), OKAY UNDEAD LEADER (40)

NECRØMANCER

GØLD: 230 RES: 1



THOUGH NECRØMANCERS AREN'T VAMPIRES BUT HUMANS, SOME ØF THEM ARE RANKED HIGH IN THE VAMPERIC ARISTØCRACY.

NØRMLY MØST NECRØMANCERS CAN BE FØUND IN ØLD TØMBS, GRAVEYARDS ØR ØTHER ISØLATED PLACES, TALKING TØ THE SPIRITS ØR STUDYING AND EXPERIMENTING IN DUSTY LIBRARIES AND LABØRATORIES.
HØBBY: SKULL BØWLING.

STRENGTH:	10	HIT PØINTS:	10
ATTACK:	8	ACTION PØINTS:	12
DEFENSE:	10	MAR MOVE:	1
PRØTECTION:	NØNE	SIZE:	2
ENCUMBRANCE:	3	PRECISION:	12
MØRALE:	12	MAGIC RESISTANCE:	14

RACE: HUMAN
WEAPØNS: BLACK SKULL STAFF
ARMØR: NECRØMANCER RØBE

ABILITIES

DARKVISIØN (25) DARK PØWER (1)
RESEARCH (3) FØRGE (15)

SPECIAL ABILITIES

NØNE

MAGIC SKILLS

DEATH MAGIC (2), EARTH MAGIC (2)

LEADERSHIP

PØØR LEADER (10), ØKAY UNDEAD LEADER (40)

DARK SUMMONER

GOLD: 425 RES: 5



ONLY A LITTLE IS KNOWN ABOUT DARK SUMMONERS; THEY PRACTICE THE ARTS OF DEMONOLOGY AND NECROMANCY.

DARK SUMMONERS ARE NOT KNOWN FOR THEIR SOCIALIZING, NOT EVEN IN THE VAMPERIC ARISTOCRACY. THEY KEEP TO THEMSELVES, THOUGH THEIR REPUTATION IS WELL-KNOWN THROUGHOUT THE WORLD AS SADISTIC AND CRUEL.

STRENGTH:	14	HIT POINTS:	25
ATTACK:	12	ACTION POINTS:	14
DEFENSE:	12	MAP MOVE:	2
PROTECTION:	NONE	SIZE:	2
ENCUMBRANCE:	NONE	PRECISION:	15
MORALE:	22	MAGIC RESISTANCE:	20

RACE: VAMPIRE
WEAPONS: DEMONIC BLOOD SPEAR
ARMOR: LIVING DEMON HIDE

ABILITIES

FEAR (5) COLD RESISTANCE (50%)
POISON RESISTANCE (100%) DARKVISION (100%)
STORM IMMUNE REGENERATION (10%)
BLOOD HUNT (3) DARK POWER (3)
FLYING MAKES UNREST (1)
CAPITAL RECRUITMENT

SPECIAL ABILITIES

SUMMON SNOW DEMON WOLF (2) INJURED SHAPESHIFT (MIST)

MAGIC SKILLS

DEATH MAGIC (2), BLOOD MAGIC (3), ASTRAL MAGIC (2), RANDOM MAGIC (1)

LEADERSHIP

POOR LEADER (10), POOR MAGIC LEADER (10), SUPERIOR UNDEAD LEADER (160)

N⊕S⊕PHER⊕S BLO⊕D UNITS



"BUT FIRST, ⊕N EARTH AS VAMPIRE SENT,
THY C⊕RPSE SHALL FR⊕M ITS T⊕MB BE RENT:
THEN GHASTLY HAUNT THY NATIVE PLACE,
AND SUCK THE BLO⊕D ⊕F ALL THY RACE;
THERE FR⊕M THY DAUGHTER, SISTER, WIFE,
AT MIDNIGHT DRAIN THE STREAM ⊕F LIFE;
YET L⊕ATHE THE BANQUET WHICH PERF⊕RCE
MUST FEED THY LIVID LIVING C⊕RPSE.

THY VICTIMS ARE THEY YET EXPIRE
SHALL KN⊕W THE DEM⊕N F⊕R THEIR SIRE,
AS CURSING THEE, TH⊕U CURSING THEM,
THY FLO⊕WERS WITHERED ⊕N THE STEM."

-L⊕RD BYR⊕N (GIA⊕UR)

THE CHOSEN ONE

RES: 0



THE CHOSEN ONE: A CHILD OF THE NIGHT WHICH HAS BEEN TOUCHED BY THE VAMPIRE GODS THEMSELVES AND GIVEN THE BLESSING OF DARKNESS. NORMALLY THIS CHILD'S POWER IS DORMANT AND THE CHILD IS UNAWARE OF ITS POWER. THROUGH DARK RITUALS AND BLOOD SACRIFICES, A DARK SUMMONER CAN AWAKEN THE DARK POWERS IN THE CHILD.

THE AWAKENING MUST BE FOLLOWED BY YEARS OF TRAINING.

STRENGTH:	10	HIT POINTS:	8
ATTACK:	7	ACTION POINTS:	12
DEFENSE:	8	MAP MOVE:	2
PROTECTION:	NONE	SIZE:	1
ENCUMBRANCE:	NONE	PRECISION:	12
MORALE:	16	MAGIC RESISTANCE:	13

RACE: VAMPIRE
WEAPONS: RITUAL DAGGER, RITUAL DAGGER
ARMOR: VAMPERIC COAT

ABILITIES

AWE (3)	COLD RESISTANCE (50%)
POISON RESISTANCE (100%)	DARKVISION (100%)
STORM IMMUNE	REGENERATION (10%)
BLOOD HUNT (2)	DARK POWER (2)
STEALTHY (15)	AMBIDEXTROUS (2)
STANDARD (10)	RESEARCH (-3)

SPECIAL ABILITIES

SUMMON SNOW DEMON WOLF (2)	SHAPESHIFT (WOLF)
BECOME VENGEFUL CHILD SPIRIT ON DEATH	UNIQUE

MAGIC SKILLS

DEATH MAGIC (1), BLOOD MAGIC (1), ASTRAL MAGIC (1)

LEADERSHIP

POOR LEADER (10), POOR UNDEAD LEADER (10)

NEW BLOODÉD VAMPÍRE

RES: 2



A HUMAN MUST PROVE HIMSELF WORTHY TØ BE GIFTED WITH BLOOD; A NEW BLOODÉD VAMPÍRE MUST PROVE HIMSELF WORTHY ØF BEING A VAMPÍRE. IN ØRDER TØ DØ SØ, A NEW BLOODÉD VAMPÍRE HAS TØ FACE THE TRIAL ØF BLOOD. EQUIPPED WITH ØNLY A SHØRT SWØRD AND HIS ABILITY TØ SURVIVE, HE MUST FACE ANY DANGER THAT THE VAMPÍRE CØUNCIL SETS BEFORE HIM.

THIS IS WRITTEN IN THE LAW BØØKS ØF THE VAMPÍRES.

STRENGTH:	14	HIT PØINTS:	12
ATTACK:	12	ACTION PØINTS:	14
DEFENSE:	12	MAR MOVE:	2
PROTECTION:	NØNE	SIZE:	2
ENCUMBRANCE:	NØNE	PRECISION:	12
MØRALE:	20	MAGIC RESISTANCE:	13

RACE: VAMPÍRE
WEAPØNS: SHØRT SWØRD
ARMØR: NØNE

ABILITIES

FLYING
PØISON RESISTANCE (100%)
STØRM IMMUNE
BLOOD HUNT (2)
CØLD RESISTANCE (50%)
DARKVISION (100%)
REGENERATION (10%)
DARK PØWER (2)

SPECIAL ABILITIES

NØNE

MAGIC SKILLS

NØNE

LEADERSHIP

PØØR LEADER (10), PØØR UNDEAD LEADER (10)

PUREBLOOD VAMPIRE

RES: 2



THE PUREBLOOD VAMPIRES ARE STRICTLY DESCENDED FROM THE FIRST VAMPIRES. THE CURSE OF VAMPIRISM RUNS STRONG IN THEIR VEINS. ONLY THE BREEDING OF TWO PUREBLOODS CAN CREATE ANOTHER PUREBLOOD TO AVOID POLLUTING THE BLOODLINE.

A PUREBLOOD VAMPIRE CARRIES HIGH STATUS IN THE VAMPIRE COMMUNITY IRRESPECTIVE OF ITS SOCIAL STATUS OR RANK. HOWEVER, SOME PUREBLOODS CHOOSE TO REJECT THEIR NOBILITY TO PURSUE OTHER MATTERS.

BY KEEPING THE BLOODLINE CLEAN THE PUREBLOOD VAMPIRES INHERIT MANY OF THE FIRST VAMPIRES' ABILITIES.

STRENGTH:	14	HIT POINTS:	22
ATTACK:	14	ACTION POINTS:	14
DEFENSE:	14	MAP MOVE:	1 (2)
PROTECTION:	NONE	SIZE:	2
ENCUMBRANCE:	NONE	PRECISION:	12
MORALE:	25	MAGIC RESISTANCE:	15

RACE: VAMPIRE
WEAPONS: VAMPERIC SWORD, LIFE DRAINING
ARMOR: NOBLE SCALE CUIRASS

ABILITIES

FLYING
POISON RESISTANCE (100%)
STORM IMMUNE
BLOOD HUNT (2)
AMBIDEXTROUS (2)
COLD RESISTANCE (50%)
DARKVISION (100%)
REGENERATION (10%)
DARK POWER (2)

SPECIAL ABILITIES

IMMORTAL

MAGIC SKILLS

NONE

LEADERSHIP

OKAY LEADER (40), POOR MAGIC LEADER (10), GOOD UNDEAD LEADER (80)

VAMPIRE LORD

RES: 2



A VAMPIRE LORD: ONE OF THE FINEST VAMPIRE ARISTOCRATS. THE BLOOD OF THE FIRST VAMPIRES RUNS STRONG IN A VAMPIRE LORD. RAISED WITH THE ETIQUETTE AND MANNERS FROM CHILDHOOD TO BE A LORD, THEY KNOW THEIR RIGHTFUL PLACE IN SOCIETY. FEARED ON THE BATTLEFIELD AND JUST AS LOVED IN THE BALLROOM MASQUERADE, THE VAMPIRE LORDS ARE WELL-KNOWN.

BY KEEPING THE BLOODLINE CLEAN THE PUREBLOOD VAMPIRES INHERIT MANY OF THE FIRST VAMPIRES' ABILITIES.

STRENGTH:	15	HIT POINTS:	26
ATTACK:	15	ACTION POINTS:	14
DEFENSE:	15	MAP MOVE:	2
PROTECTION:	NONE	SIZE:	2
ENCUMBRANCE:	NONE	PRECISION:	13
MORALE:	30	MAGIC RESISTANCE:	17

RACE: VAMPIRE
WEAPONS: VAMPERIC GREAT SWORD, LIFE DRAINING
ARMOR: BLACK NOBLE MAIL

ABILITIES

FLYING
POISON RESISTANCE (100%)
STORM IMMUNE
BLOOD HUNT (3)
AMBIDEXTROUS (3)
FEAR (0)
COLD RESISTANCE (50%)
DARKVISION (100%)
REGENERATION (10%)
DARK POWER (2)
STANDARD (10)

SPECIAL ABILITIES

IMMORTAL

MAGIC SKILLS

DEATH MAGIC (3), BLOOD MAGIC (2)

LEADERSHIP

GOOD LEADER (80), OKAY MAGIC LEADER (40), EXPERT UNDEAD LEADER (120)



SPECIAL NECROMANTIC CONJURATION SPELLS
AVAILABLE FOR THE NOSOPHORES NATION.

BY RECALLING THE SOUL OF THE DEAD BODY,
THE SKELETON BECOMES ALIVE WITH MIND,
SPIRIT AND BODY. THIS WILL ONLY HAPPEN IF
THE SOUL ACCEPT THE INVITATION TO WALK
THE EARTH AGAIN IN EXCHANGE OF COMPLETE
LOYALTY.

SKELETON GUARD

RES: I



SKELETON GUARDS ARE BONES OF LONGDEAD HUMANS WHICH HAVE BEEN REVIVED TO FOLLOW THE BIDDING OF THEIR MASTER. THOUGH NOT MINDLESS, THE SKELETONS ARE BONDED TO THEIR MASTER.

BY RECALLING THE SOUL OF THE DEAD BODY, THE SKELETON BECOMES ALIVE WITH MIND, SPIRIT AND BODY. THIS WILL ONLY HAPPEN IF THE SOUL ACCEPTS THE INVITATION TO WALK THE EARTH AGAIN IN EXCHANGE FOR COMPLETE LOYALTY.

STRENGTH:	10	HIT POINTS:	6
ATTACK:	11	ACTION POINTS:	9
DEFENSE:	9	MAP MOVE:	2
PROTECTION:	NONE	SIZE:	2
ENCUMBRANCE:	NONE	PRECISION:	10
MORALE:	15	MAGIC RESISTANCE:	12

RACE: UNDEAD

WEAPONS: HALBERD

ARMOR: RING MAIL HAUBERK, KITE SHIELD

ABILITIES

COLD RESISTANCE (100%)

Poor AMPHIBIAN

NO HEAL

POISON RESISTANCE (100%)

DO NOT EAT

SPECIAL ABILITIES

NONE

MAGIC SKILLS

NONE

LEADERSHIP

NONE

SKELETON COMMANDER

RES: 1



SKELETON COMMANDERS ARE BONES OF LONGDEAD HUMANS WHICH HAVE BEEN REVIVED TO FOLLOW THE BIDDING OF THEIR MASTER. THOUGH NOT MINDLESS, THE SKELETONS ARE BONDED TO THEIR MASTER.

BY RECALLING THE SOUL OF THE DEAD BODY, THE SKELETON BECOMES ALIVE WITH MIND, SPIRIT AND BODY. THIS WILL ONLY HAPPEN IF THE SOUL ACCEPTS THE INVITATION TO WALK THE EARTH AGAIN IN EXCHANGE FOR COMPLETE LOYALTY.

STRENGTH:	12	HIT POINTS:	13
ATTACK:	12	ACTION POINTS:	9
DEFENSE:	10	MAP MOVE:	2
PROTECTION:	NONE	SIZE:	2
ENCUMBRANCE:	NONE	PRECISION:	10
MORALE:	18	MAGIC RESISTANCE:	14

RACE: UNDEAD

WEAPONS: BROAD SWORD

ARMOR: FULL CHAIN MAIL, KITE SHIELD

ABILITIES

COLD RESISTANCE (100%)

Poor AMPHIBIAN

STANDARD (5)

POISON RESISTANCE (100%)

Do NOT EAT

NO HEAL

SPECIAL ABILITIES

NONE

MAGIC SKILLS

NONE

LEADERSHIP

Poor LEADER (10), Okay UNDEAD LEADER (40)

SKELETON WARRIOR

RES: 1



SKELETON WARRIORS ARE BONES OF LONGDEAD HUMANS WHICH HAVE BEEN REVIVED TO FOLLOW THE BIDDING OF THEIR MASTER. THOUGH NOT MINDLESS THE SKELETONS ARE BONDED TO THEIR MASTER.

BY RECALLING THE SOUL OF THE DEAD BODY, THE SKELETON BECOMES ALIVE WITH MIND, SPIRIT AND BODY. THIS WILL ONLY HAPPEN IF THE SOUL ACCEPTS THE INVITATION TO WALK THE EARTH AGAIN IN EXCHANGE FOR COMPLETE LOYALTY.

STRENGTH:	12	HIT POINTS:	8
ATTACK:	12	ACTION POINTS:	9
DEFENSE:	10	MAP MOVE:	2
PROTECTION:	NONE	SIZE:	2
ENCUMBRANCE:	NONE	PRECISION:	10
MORALE:	15	MAGIC RESISTANCE:	13

RACE: UNDEAD

WEAPONS: DUSK SWORD

ARMOR: FULL SCALE MAIL, KITE SHIELD

ABILITIES

COLD RESISTANCE (100%)

Poor AMPHIBIAN

NO HEAL

POISON RESISTANCE (100%)

DO NOT EAT

SPECIAL ABILITIES

NONE

MAGIC SKILLS

NONE

LEADERSHIP

Poor LEADER (10), Okay UNDEAD LEADER (40)

SKELETON LORD

RES: 1



SKELETON LORDS ARE BONES OF LONGDEAD HUMANS WHICH HAVE BEEN REVIVED TO FOLLOW THE BIDDING OF THEIR MASTER. THOUGH NOT MINDLESS THE SKELETONS ARE BONDED TO THEIR MASTER.

BY RECALLING THE SOUL OF THE DEAD BODY, THE SKELETON BECOMES ALIVE WITH MIND, SPIRIT AND BODY. THIS WILL ONLY HAPPEN IF THE SOUL ACCEPTS THE INVITATION TO WALK THE EARTH AGAIN IN EXCHANGE FOR COMPLETE LOYALTY.

STRENGTH:	12	HIT POINTS:	14
ATTACK:	12	ACTION POINTS:	9
DEFENSE:	10	MAP MOVE:	2
PROTECTION:	NONE	SIZE:	2
ENCUMBRANCE:	NONE	PRECISION:	10
MORALE:	18	MAGIC RESISTANCE:	15

RACE: UNDEAD

WEAPONS: DUSK SWORD

ARMOR: FULL CHAIN MAIL, KITE SHIELD

ABILITIES

COLD RESISTANCE (100%)

Poor Amphibian

STANDARD (5)

POISON RESISTANCE (100%)

DO NOT EAT

NO HEAL

SPECIAL ABILITIES

NONE

MAGIC SKILLS

NONE

LEADERSHIP

Poor Leader (10), Okay Undead Leader (40)



N⊕S⊕P⊕H⊕O⊕R⊕S H⊕E⊕R⊕O⊕S

V⊕A⊕M⊕P⊕I⊕R⊕E L⊕O⊕R⊕D

RES: 2



V⊕A⊕M⊕P⊕I⊕R⊕E L⊕O⊕R⊕D⊕S ⅆ T⊕H⊕E N⊕O⊕N-P⊕U⊕R⊕E⊕B⊕L⊕O⊕O⊕D⊕S S⊕O⊕M⊕E⊕T⊕I⊕M⊕E⊕S J⊕O⊕I⊕N Y⊕O⊕U⊕R C⊕A⊕U⊕S⊕E T⊕O P⊕R⊕O⊕V⊕E T⊕H⊕E⊕I⊕R W⊕O⊕R⊕T⊕H⊕I⊕N⊕E⊕S - M⊕A⊕I⊕N⊕L⊕Y B⊕E⊕C⊕A⊕U⊕S⊕E ⅆ R⊕I⊕V⊕A⊕L⊕R⊕Y B⊕E⊕T⊕W⊕E⊕E⊕N L⊕O⊕R⊕D⊕S ⅆ T⊕H⊕E P⊕U⊕R⊕E⊕B⊕L⊕O⊕O⊕D⊕S ⅆ N⊕O⊕N-P⊕U⊕R⊕E⊕B⊕L⊕O⊕O⊕D⊕S. I⊕N T⊕H⊕E P⊕A⊕S⊕T B⊕L⊕O⊕O⊕D F⊕E⊕U⊕D⊕S W⊕E⊕R⊕E C⊕O⊕M⊕M⊕O⊕N ⅆ C⊕O⊕C⊕U⊕R⊕E⊕N⊕C⊕E⊕S ⅆ M⊕O⊕N⊕G T⊕H⊕E L⊕O⊕R⊕D⊕S.

T⊕H⊕O⊕G⊕H N⊕O⊕T ⅆ S P⊕O⊕W⊕E⊕R⊕F⊕U⊕L ⅆ S P⊕U⊕R⊕E⊕B⊕L⊕O⊕O⊕D L⊕O⊕R⊕D⊕S ⅆ L⊕A⊕C⊕K⊕I⊕N⊕G T⊕H⊕E⊕I⊕R ⅆ B⊕I⊕L⊕I⊕T⊕I⊕E⊕S, T⊕H⊕E V⊕A⊕M⊕P⊕I⊕R⊕E L⊕O⊕R⊕D⊕S ⅆ R⊕E T⊕H⊕E V⊕E⊕R⊕Y D⊕A⊕N⊕G⊕E⊕R⊕O⊕U⊕S F⊕O⊕E⊕S.

STRENGTH:	15	HIT POINTS:	20
ATTACK:	15	ACTION POINTS:	14
DEFENSE:	14	MAP MOVE:	2
PROTECTION:	NONE	SIZE:	2
ENCUMBRANCE:	NONE	PRECISION:	13
MORALE:	26	MAGIC RESISTANCE:	16

RACE: VAMPIRE
WEAPONS: NOBLE GREAT SWORD
ARMOR: BLACK NOBLE MAIL

ABILITIES

COLD RESISTANCE (50%)	POISON RESISTANCE (100%)
STORM IMMUNE	DARKVISION (100)
AMBIDEXTROUS (3)	DARK POWER (2)
STANDARD (10)	REGENERATION (10)
BLOOD HUNT (3)	FEAR (0)

SPECIAL ABILITIES

INJURED SHAPESHIFT (MIST)

MAGIC SKILLS

DEATH MAGIC (2), RANDOM MAGIC (1)

LEADERSHIP

GOOD LEADER (80), GOOD UNDEAD LEADER (80)

THE JUDGE

RES: 2



THE JUDGE: A CRUEL AND BLACK-HEARTED DARK MYSTIC WHO HAS SENTENCED MORE HUMANS AND VAMPIRES TO DEATH THAN ANY OTHER DARK MYSTIC. THE JUDGE ALWAYS CARRIES THE BOOK OF BLOOD WITH HIM, SHOULD A CASE SUDDENLY APPEAR.

THE MYSTICS ARE THE BACKBONE OF THE VAMPIRE COUNCIL. THEY HAVE DIRECT CONNECTION WITH THE VAMPIRE GODS WHICH ALLOW THEM TO CHANNEL THEIR ENERGY OR PRAY FOR THEIR INTERFERENCE.

STRENGTH:	13	HIT POINTS:	15
ATTACK:	12	ACTION POINTS:	14
DEFENSE:	12	MAP MOVE:	2
PROTECTION:	NONE	SIZE:	2
ENCUMBRANCE:	NONE	PRECISION:	12
MORALE:	24	MAGIC RESISTANCE:	18

RACE: VAMPIRE
WEAPONS: BLACK SKULL STAFF
ARMOR: MYSTIC ROBE

ABILITIES

COLD RESISTANCE (50%)	POISON RESISTANCE (100%)
STORM IMMUNE	DARKVISION (100%)
HEALER (40)	DARK POWER (2)
FLYING	REGENERATION (10)
BLOOD HUNT (3)	HOLY
INCREASE UNREST (1)	

SPECIAL ABILITIES

REANIMATE UNDEAD VAMPERIC DIVINATION SPELLS

MAGIC SKILLS

DIVINE MAGIC (3), BLOOD MAGIC (2), DEATH MAGIC (3)

LEADERSHIP

OKAY LEADER (40), POOR MAGIC LEADER (10), OKAY UNDEAD LEADER (40)

THE BARONESS

RES: 10



THE BARONESS IS KNOWN TO BE A BIT EXTRAVAGANT. SHE HAS A KEEN SENSE FOR DELICATE LUXURIES, GRAND BALLROOM EVENTS, AND MINGLING WITH CELEBRITIES. MOST OF ALL, SHE HAS A GREAT TASTE IN MEN, ESPECIALLY IF THEY ARE RICH OR FAMOUS.

HAVING MASTERED SMOOTH-TALK, SHE CAN GET ANYONE TO SLIP THEIR SECRETS.

STRENGTH:	13	HIT POINTS:	16
ATTACK:	11	ACTION POINTS:	14
DEFENSE:	11	MAP MOVE:	2
PROTECTION:	NONE	SIZE:	2
ENCUMBRANCE:	NONE	PRECISION:	13
MORALE:	20	MAGIC RESISTANCE:	16

RACE: VAMPIRE
WEAPONS: VAMPERIC SWORD
ARMOR: NONE

ABILITIES

DARK POWER (2)	FEMALE
DARKVISION (100%)	FLYING
COLD RESISTANCE (50%)	POISON RESISTANCE (100%)
STORM IMMUNE	RESEARCH (-5)
STEALTHY (20)	SPY
SEDUCE (10)	AWE (2)
REGENERATION (10)	BLOOD HUNT (3)

SPECIAL ABILITIES

IMMORTAL

MAGIC SKILLS

BLOOD MAGIC (2)

LEADERSHIP

NONE

THE ORACLE

RES: 1



DEEP BENEATH THE VAMPIRE COUNCIL, LOCKED AWAY IN HER CHAMBER, LIVES THE ORACLE. ONLY A FEW KNOW OF HER EXISTENCE AND SHE IS GUARDED BY A HANDFUL OF THE MOST TRUSTED MYSTIC GUARDS. SHE IS GIFTED WITH THE POWER OF FORSEEING EVENTS OF THE FUTURE.

THE MYSTICS USES HER GUIDANCE WHEN IMPORTANT DECISIONS ARE GOING TO BE MADE.

STRENGTH:	8	HIT POINTS:	8
ATTACK:	5	ACTION POINTS:	12
DEFENSE:	8	MAP MOVE:	2
PROTECTION:	NONE	SIZE:	1
ENCUMBRANCE:	NONE	PRECISION:	11
MORALE:	16	MAGIC RESISTANCE:	15

RACE: VAMPIRE
WEAPONS: NONE
ARMOR: VAMPERIC COAT

ABILITIES

DARK POWER (2)	FEMALE
DARKVISION (100%)	COLD RESISTANCE (50%)
POISON RESISTANCE (100%)	STEALTHY (15)
STORM IMMUNE	AWE (2)
REGENERATION (10)	HOLY
NO BAD EVENT (25)	SPREAD DOMINATION (1)

SPECIAL ABILITIES

REANIMATE UNDEAD	VAMPERIC DIVINATION SPELLS
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MAGIC SKILLS

DIVINE MAGIC (2)

LEADERSHIP

POOR LEADER (10), POOR UNDEAD LEADER (10)



NØSØPHØRØS PRETENDERS

SHADØW DRAGØN

CØST: 5Ø

RES: I



FRØM THE DARKEST DEPTH ØF THE SHADØWLAND LURKS THE SHADØW DRAGØN, WAITING TØ RETALIATE FØR THE GØDS' BANISHMENT. THE RETURNING ØF THE SHADØW DRAGØN WAS FØRETØLD THØUSANDS ØF YEARS AGØ AND THIS DAY IS THE DAY ØF ITS RETURNING.

HUNGRY FØR VENGEANCE UPØN THE WØRLD THAT CHAINED ITS FREEDØM, THE SEARCH ØF GØDHØØD HAS BEGUN...

STRENGTH:	24	HIT PØINTS:	1ØØ
ATTACK:	15	ACTION PØINTS:	12
DEFENSE:	12	MÄP MØVE:	2
PRØTECTION:	18	SIZE:	6
ENCUMBRANCE:	NØNE	PRECISION:	12
MØRALE:	3Ø	MÄGIC RESISTANCE:	18

RACE: DRAGØN/SHADØW
WEAPØNS: CLAW, BITE, DEATH BREATH
ARMØR: NØNE

ABILITIES

FLYING	STØRM IMMUNE
DARKVISION (1ØØ%)	CØLD RESISTANCE (1ØØ%)
PØISØN RESISTANCE (1ØØ%)	ETHEREAL
ÄMBIDEXTRØUS (3)	FEAR (5)
CØLD (5)	MÄGIC BØØST (-2)
DØMINIØNS (1)	MÄGIC PATH (8Ø)

SPECIAL ABILITIES

SHAPESHIFT (SHADØW)

MÄGIC SKILLS

DEATH MÄGIC (2)

LEADERSHIP

ØKAY LEADER (4Ø), GØØD UNDEAD LEADER (8Ø)

THE BLOOD MONOLITH

COST: 0

RES: 1



THE BLOOD MONOLITH IS A POWERFUL SPIRIT INHABITING A HUGE STANDING STONE. THE SPIRIT CANNOT LEAVE THE MONOLITH, BUT IT CAN POSSESS WILLING TARGETS IN ORDER TO MAKE ITS WILL HEARD AND TO PERFORM TASKS SUCH AS FORGING ITEMS FOR ENCHANTMENT. THE SPIRIT IS TREMENDOUSLY STRONG IN ITS DOMINION AND IT IS ALSO MAGICALLY POWERFUL. IN A PHYSICAL BATTLE, THE STONE WOULD BE DIFFICULT TO DESTROY, EVEN THOUGH IT CANNOT STRIKE BACK.

STRENGTH:	15	HIT POINTS:	200
ATTACK:	5	ACTION POINTS:	2
DEFENSE:	0	MAP MOVE:	0
PROTECTION:	28	SIZE:	6
ENCUMBRANCE:	NONE	PRECISION:	5
MORALE:	30	MAGIC RESISTANCE:	18

RACE: SPIRIT
WEAPONS: NONE
ARMOR: NONE

ABILITIES

STONEBEING
AMPHIBIAN
NEED NO EAT
MAGIC PATH (40)
BLIND
POISON RESISTANCE (100%)
DOMINIONS 4

SPECIAL ABILITIES

NONE

MAGIC SKILLS

DEATH MAGIC (1), BLOOD MAGIC (1)

LEADERSHIP

EXPERT LEADER (120)

VAMPIRE KING

COST: 75

RES: 2



THE VAMPIRE KING: ONE OF THE MOST POWERFUL PUREBLOOD VAMPIRES TO EVER YET LIVE. THE SEARCH FOR GODHOOD HAVE BEEN AN OBSESSION FOR THE VAMPIRE KING SINCE HIS AUDIENCE WITH THE ORACLE.

WITH HIS RECENT SUCCESS IN GATHERING ALL THE VAMPIRE LORDS AS HIS VASSALS, HE HAS CLEARED THE FIRST OBSTACLE TO ACHIEVING GODHOOD.

STRENGTH:	14	HIT POINTS:	23
ATTACK:	14	ACTION POINTS:	14
DEFENSE:	14	MAP MOVE:	2
PROTECTION:	NONE	SIZE:	2
ENCUMBRANCE:	NONE	PRECISION:	12
MORALE:	30	MAGIC RESISTANCE:	18

RACE: VAMPIRE
WEAPONS: BLACK SKULL STAFF, LIFE DRAINING
ARMOR: NONE

ABILITIES

FLYING
COLD RESISTANCE (50%)
DARK VISION (100%)
BLOOD HUNT (3)
MAGIC PATH (40)
STORM IMMUNE
POISON RESISTANCE (100%)
REGENERATION (10%)
DOMINIONS (2)

SPECIAL ABILITIES

IMMORTAL
SUMMON PUREBLOOD VAMPIRE (1)
SUMMON NEW BLOODED VAMPIRE (DOM STR/2 EACH MONTH)

MAGIC SKILLS

DEATH MAGIC (1), BLOOD MAGIC (2)

LEADERSHIP

OKAY LEADER (40), EXPERT UNDEAD LEADER (120)



SHAPESHIFT & SPECIAL UNITS

SØULLESS

SUMMØNABLE



RECENTLY DECEASED BØDIES WHICH HAVE BEEN ANIMATED INTO FALSE LIFE. THIS IS A PRATICE WELL KNØWN BY NECRØMANCERS. ESPECIALLY IN SURPRISE ATTACK ØR AN AMBUSH IT HAVE BEEN SEEN THAT FALLEN SØLDIERS HAVE BEEN RAISED TØ STAB THEIR CØMRADES IN THE BACK.

MØREØVER TØ BE BITTEN BY A SØULLESS WILL CURSE THE BØDY AND HE WILL JØIN THE RANK ØF THE SØULLESS.

STRENGTH:	12	HIT PØINTS:	6
ATTACK:	5	ACTION PØINTS:	14
DEFENSE:	3	MAR MØVE:	2
PRØTECTION:	NØNE	SIZE:	2
ENCUMBRANCE:	NØNE	PRECISION:	4
MØRALE:	5Ø	MAGIC RESISTANCE:	6

RACE: UNDEAD
WEAPØNS: SØULLESS BITE
ARMØR: NØNE

ABILITIES

MINDLESS	LIFELESS
NEVER HEALS	DØ NØT EAT
CØLD RESISTANCE (100%)	PØISON RESISTANCE (100%)
PØØR AMPHIBIAN	

SPECIAL ABILITIES

NØNE

MAGIC SKILLS

NØNE

LEADERSHIP

NØNE

SNØW DEMØN WØLF

SUMMØNABLE



A CØLD-ICE WIND, CHILL DØWN THE SPINE, RED GLØWING EYES IN THE DARK AND THE SMELL ØF BLOOD; SNØW DEMØN WØLF.

THESE VILE BEASTS THAT RØAMING THE SNØWCØVERED WASTELANDS ØF THE NØRTHEN PART ØF THE WØRLD CAN ØNLY BE TAMED BY THE CHØØSEN ØNE AND DARK SUMMØNER. AS THEIR SURRØUNDING FØULNESS ATTRACT THE SNØW DEMØN WØLVES. GIVE THEM A CØRPSE AND YØU HAVE A FRIEND FØR LIFE.

STRENGTH:	12	HIT PØINTS:	8
ATTACK:	14	ACTION PØINTS:	20
DEFENSE:	14	MÄP MØVE:	3
PRØTECTION:	5	SIZE:	2
ENCUMBRANCE:	NØNE	PRECISION:	8
MØRALE:	30	MÄGIC RESISTANCE:	15

RACE: DEMØN

WEAPØNS: BITE

ÄRMØR: NØNE

ÄBILITIES

CØLD RESISTANCE (100%)

DARKVISIØN (100%)

WINTER PØWER (1)

ETHEREAL

ÄNIMAL ÄWE (1)

PØISØN RESISTANCE (100%)

STEALTHY (15)

DARK PØWER (1)

CHILL (3)

ICE PRØTECTION (1)

SPECIAL ÄBILITIES

NØNE

MÄGIC SKILLS

NØNE

LEÄDERSHIP

NØNE

CHILD OF THE NIGHT - WOLF SHAPE

SHAPESHIFT



CHILDREN OF THE NIGHT ARE THE OFFSPRING OF VAMPIRES.

IN THE VAMPERIC ARISTOCRACY ALL VAMPIRE CHILDREN ARE SACRED IRRESPECTIVE OF WHICH FAMILY THEY ARE BORN INTO.

AS YOUNG VAMPIRES LACK THE STRENGTH OF A FULLY GROWN VAMPIRE, THEIR SURVIVAL INSTINCT HELPS THEM IN DIFFICULT SITUATIONS. WHEN PUSHED INTO SUCH A SITUATION THEY CAN CHANGE INTO WOLF FORM.

STRENGTH:	12	HIT POINTS:	4
ATTACK:	9	ACTION POINTS:	15
DEFENSE:	10	MAP MOVE:	2
PROTECTION:	5	SIZE:	1
ENCUMBRANCE:	NONE	PRECISION:	12
MORALE:	30	MAGIC RESISTANCE:	13

RACE: VAMPIRE

WEAPONS: BITE

ARMOR: NONE

ABILITIES

COLD RESISTANCE (50%)

DARKVISION (100%)

STORM IMMUNE

REGENERATION (10)

HOLY

POISON RESISTANCE (100%)

STEALTHY (15)

DARKPOWER (1)

BLOOD HUNT (1)

SPECIAL ABILITIES

BECOME VENGEFUL CHILD SPIRIT ON DEATH

MAGIC SKILLS

NONE

LEADERSHIP

POOR LEADER (10), POOR UNDEAD LEADER (10)

VENGEFUL CHILD SPIRIT

SHAPESHIFT



WHEN A VAMPIRE CHILD DIES IN DESPAIR, FEAR AND AGONY, ITS SPIRIT WILL SEEK OUT VENGEANCE. SORROW AND SADNESS ARE MARKED IN THE CHILD'S SPIRIT.

VAMPIRE FOLK LORE TELL THE TALES OF VENGEFUL CHILD SPIRITS STILL HAUNTING ANCIENT AND FORGOTTEN BATTLEGROUNDS, SEARCHING FOR THEIR EARTHLY BODY...

STRENGTH:	6	HIT POINTS:	1
ATTACK:	10	ACTION POINTS:	12
DEFENSE:	5	MAP MOVE:	1
PROTECTION:	NONE	SIZE:	1
ENCUMBRANCE:	NONE	PRECISION:	10
MORALE:	50	MAGIC RESISTANCE:	13

RACE: UNDEAD

WEAPONS: CLAW

ARMOR: NONE

ABILITIES

COLD RESISTANCE (100%)

DARKVISION (100%)

ETHEREAL

POISON RESISTANCE (100%)

NEED NO EAT

DARKPOWER (1)

SPECIAL ABILITIES

NONE

MAGIC SKILLS

NONE

LEADERSHIP

NONE

THANKS TO

UGM6HR AND DMIZER AT [HTTP://UBUNTUFORUMS.ORG](http://ubuntuforums.org) FOR TEXT
ANALYTIC_KERNEL AT [HTTP://FORUM.SHRAPNELGAMES.COM](http://forum.shrapnelgames.com)
FOR TEXT AND GRAMMER CORRECTIONS.

HUMAKTY, ALPINE JOE, MARAXUS, THARTO, REDEYES,
ANALYTIC_KERNEL AND SOMBRE
AT [HTTP://FORUM.SHRAPNELGAMES.COM](http://forum.shrapnelgames.com) FOR BUG SQUEEZING,
SUGGESTIONS AND IDEAS.