

NØSØPHØRØS

THE VAMPIRE LØRDS

SIC GØRGIAMUS ALLOØS SUBJECTATØS NUNC



THE VAMPIRE LØRDS. THE NATION RULED BY VAMPIRE ARISTØCRATS.
TØ BE PUREBLØØD IS EVERYTHING AND WHERE MASTER AND SERVANT
KNØW THEIR RIGHTFUL PLACE IN SØCIETY.

A NATION PØPULATED WITH BØTH HUMANS AND VAMPIRES.
TAKE CØNTRØL ØF THE MYSTERIOUS MYSTICS, THE NØTØRIØUS
SUMMØNERS AND THE WICKED NECRØMANCERS TØ GAIN YØUR
GØDHØØD.

YØUR FRIEND
THILØCK DØMINUS

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FEATURES OF NOSOPHORES

BLOOD NATION

PREACH VIA BLOOD SACRIFICE

LIKE COLD (-1)

SPECIAL VAMPIRE DIVINATION SPELLS

SPECIAL NATION UNIT SUMMONING

VAMPIRES CONSUME FOOD

SOME FLYING UNITS

NO BOWMEN

NO CAVELRY

9 NEW UNITS

13 NEW COMMANDERS

1 NEW SPECIAL SUMMON UNIT

1 NEW FLAG

1 NEW MULTI HERO

4 NEW HEROES

3 NEW PRETENDERS

13 NEW UNIT/COMMANDER WEAPONS

9 NEW UNIT/COMMANDER ARMOR

1 NEW WEAPON TO BE FORGED

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)

CITY GUARD

GOLD: 14 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.

IT IS POPULAR FOR HUMANS THAT LIVE IN THE DOMINION OF THE VAMPIRE LORDS TO BE ALLOWED TO ENLIST AS CITY GUARDS. THIS GRANTS THEM IMMUNITY FROM BLOOD DRAINING, AS WRITTEN IN THE LAW BOOKS OF THE

VAMPIRES...

STRENGTH:	10	HIT POINTS:	10
ATTACK:	12	ACTION POINTS:	12
DEFENSE:	10	MAP MOVE:	1
PROTECTION:	NONE	SIZE:	2
ENCUMBRANCE:	3	PRECISION:	8
MORALE:	12	MAGIC RESISTANCE:	10

RACE: HUMAN
WEAPONS: SPEAR OR SWORD
ARMOR: IRON CAP, RING MAIL CUIRASS, KITE SHIELD

ABILITIES

MOUNTAIN SURVIVAL CASTLE DEFENSE (1)

SPECIAL ABILITIES

NONE

MAGIC SKILLS

NONE

LEADERSHIP

POOR 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 RØSE GUARD

GØLD: 50 RES: 2



BLACK RØSE GUARDS, ALSØ KNØWN AS BLACK CRUSADERS ARE DEVØTED AND FEARLESS VAMPIRES, GUARDIANS ØF THE BLACK RØSE ØRDER.

THE BLACK RØSE ØRDER IS A CULT ØF HIGH-RANKING VAMPIRES WHØ ARE DEVØTED TØ PRØTECT ANCIENT VAMPIRE ARTIFACTS: TØMBS ØF THE FIRST VAMPIRES AND ØTHER TREASURES. ØNLY A SELECTED FEW ARE CHØSEN TØ BECØME A BLACK RØSE GUARD AS THE REQUIREMENTS ARE HIGH. THEY ALSØ ACT AS PRØTECTØR ØF THE PUREBLOODS.

STRENGTH:	14	HIT PØINTS:	15
ATTACK:	15	ACTION PØINTS:	14
DEFENSE:	14	MAP MØVE:	2
PRØTECTION:	NØNE	SIZE:	2
ENCUMBRANCE:	NØNE	PRECISION:	12
MØRALE:	20	MAGIC RESISTANCE:	15

RACE: VAMPIRE
WEAPØNS: VAMPERIC GREAT SWØRD
ARMØR: BLACK RØSE HELMET, BLACK RØSE MAIL

AGE: 75 (500)

ABILITIES

HØLY	CØLD RESISTANCE (50%)
PØISON RESISTANCE (100%)	DARKVISION (100%)
STØRM IMMUNE	AMBIDEXTROUS (2)
REGENERATION (10%)	BLOOD HUNT (2)
DARK PØWER (2)	CAPITAL RECRUITMENT

SPECIAL ABILITIES

NØNE

MAGIC SKILLS

NØNE

LEADERSHIP

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

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 RØSE LØRD

GØLD: 220 RES: 2



A BLACK RØSE LØRD IS A PUREBLOOD VAMPIRE DEVØTED TØ GUARD AND PRØTECT ØTHER PUREBLOODS.

THE BLACK RØSE ØRDER IS A CULT ØF HIGH-RANKING VAMPIRES WHØ ARE DEVØTED TØ PRØTECTING ANCIENT VAMPIRE ARTIFACTS: TØMBS ØF THE FIRST VAMPIRES AND ØTHER TREASURES. ØNLY A SELECTED FEW ARE CHØSEN TØ BECØME A BLACK RØSE GUARD AS THE REQUIREMENTS ARE HIGH. THEY ALSØ ACT AS PRØTECTOR ØF THE PUREBLOODS.

STRENGTH:	16	HIT PØINTS:	22
ATTACK:	16	ACTION PØINTS:	14
DEFENSE:	15	MAP MØVE:	2
PRØTECTION:	NØNE	SIZE:	2
ENCUMBRANCE:	NØNE	PRECISION:	13
MØRALE:	22	MAGIC RESISTANCE:	16

RACE: VAMPIRE
WEAPØNS: VAMPERIC GREAT SWORD
ARMØR: BLACK RØSE HELMET, BLACK RØSE MAIL

ABILITIES

HØLY	CØLD RESISTANCE (50%)
PØISON RESISTANCE (100%)	DARKVISION (100%)
STØRM IMMUNE	AMBIDEXTROUS (3)
REGENERATION (10%)	BLOOD HUNT (2)
DARK PØWER (2)	FEAR (0)
SPREAD DØMINIØN (1)	CAPITAL RECRUITMENT

SPECIAL ABILITIES

INJURED SHAPESHIFT (MIST)

MAGIC SKILLS

DEATH MAGIC (2)

LEADERSHIP

GØØD LEADER (80), GØØD 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
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MAGIC SKILLS

DIVINE MAGIC (1), BLOOD MAGIC (1)

LEADERSHIP

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

DARK MYSTIC

GOLD: 220 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.

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)

NECRΘMANCER

GOLD: 230 RES: 1



THOUGH NECROMANCERS AREN'T VAMPIRES BUT HUMANS, SOME OF THEM ARE RANKED HIGH IN THE VAMPERIC ARISTOCRACY.

NORMALLY MOST NECROMANCERS CAN BE FOUND IN OLD TOMBS, GRAVEYARDS OR OTHER ISOLATED PLACES, TALKING TO THE SPIRITS OR STUDYING AND EXPERIMENTING IN DUSTY LIBRARIES AND LABORATORIES.
HOBBY: SKULL BOWLING.

STRENGTH:	10	HIT POINTS:	10
ATTACK:	8	ACTION POINTS:	12
DEFENSE:	10	MAP MOVE:	1
PROTECTION:	NONE	SIZE:	2
ENCUMBRANCE:	3	PRECISION:	12
MORALE:	12	MAGIC RESISTANCE:	14

RACE: HUMAN
WEAPONS: BLACK SKULL STAFF
ARMOR: NECROMANCER ROBE

ABILITIES

DARKVISION (25)	DARK POWER (1)
RESEARCH (3)	FØRGE (15)

SPECIAL ABILITIES

NONE

MAGIC SKILLS

DEATH MAGIC (2), EARTH MAGIC (2)

LEADERSHIP

POOR LEADER (10), OKAY 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)
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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)

NOSOPHORES BLOOD UNITS



"BUT FIRST, ON EARTH AS VAMPIRE SENT,
THY CORPSE SHALL FROM ITS TOMB BE RENT:
THEN GHASTLY HAUNT THY NATIVE PLACE,
AND SUCK THE BLOOD OF ALL THY RACE;
THERE FROM THY DAUGHTER, SISTER, WIFE,
AT MIDNIGHT DRAIN THE STREAM OF LIFE;
YET LOATHE THE BANQUET WHICH PERFORCE
MUST FEED THY LIVID LIVING CORPSE.

THY VICTIMS ARE THEY YET EXPIRE
SHALL KNOW THE DEMON FOR THEIR SIRE,
AS CURSING THEE, THOU CURSING THEM,
THY FLOWERS WITHERED ON THE STEM."

-LORD BYRON (GIAOUR)

THE CHØSEN ΘNE

RES: Ø



THE CHØSEN ΘNE: A CHILD ΘF THE NIGHT WHICH HAS BEEN TØUCHED BY THE VAMPIRE GØDS THEMSELVES AND GIVEN THE BLESSING ΘF DARKNESS. NØRMALLY THIS CHILD'S PØWER IS DØRMANT AND THE CHILD IS UNAWARE ΘF ITS PØWER. THRØUGH DARK RITUALS AND BLOOD SACRIFICES, A DARK SUMMØNER CAN AWAKEN THE DARK PØWERS IN THE CHILD.

THE AWAKENING MUST BE FØLLØWED BY YEARS ΘF TRAINING.

STRENGTH:	1Ø	HIT PØINTS:	8
ATTACK:	7	ACTION PØINTS:	12
DEFENSE:	8	MAP MØVE:	2
PRØTECTION:	NØNE	SIZE:	1
ENCUMBRANCE:	NØNE	PRECISION:	12
MØRALE:	16	MAGIC RESISTANCE:	13

RACE: VAMPIRE
WEAPØNS: RITUAL DAGGER, RITUAL DAGGER
ARMØR: VAMPERIC CØAT

ABILITIES

AWE {3}	CØLD RESISTANCE {50%}
PØISON RESISTANCE {1ØØ%}	DARKVISION {1ØØ%}
STØRM IMMUNE	REGENERATION {10%}
BLOOD HUNT {2}	DARK PØWER {2}
STEALTYH {15}	AMBIDEXTRØUS {2}
STANDARD {1Ø}	RESEARCH {-3}

SPECIAL ABILITIES

SUMMØN SNØW DEMØN WØLF {2}	SHAPESHIFT {WØLF}
BECØME VENGEFUL CHILD SPIRIT ØN DEATH	UNIQUE

MAGIC SKILLS

DEATH MØGIC {1}, BLOOD MØGIC {1}, ASTRAL MØGIC {1}

LEADERSHIP

PØØR LEADER {1Ø}, PØØR UNDEAD LEADER {1Ø}

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	MÁP MØVE:	2
PRØTECTION:	NØNE	SIZE:	2
ENCUMBRANCE:	NØNE	PRECISION:	12
MØRALE:	2Ø	MAGIC RESISTANCE:	13

RACE: VAMPÍRE
WEAPØNS: SHØRT SWØRD
ARMØR: NØNE

ABILITIES

FLYING	CØLD RESISTANCE [50%]
PØISON RESISTANCE [1ØØ%]	DARKVISION [1ØØ%]
STØRM IMMUNE	REGENERATION [10%]
BLOOD HUNT [2]	DARK PØWER [2]

SPECIAL ABILITIES

NØNE

MAGIC SKILLS

NØNE

LEADERSHIP

PØØR LEADER [1Ø], PØØR UNDEAD LEADER [1Ø]

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

SPECIAL ABILITIES

IMMORTAL

MAGIC SKILLS

DEATH MAGIC (3), BLOOD MAGIC (2)

LEADERSHIP

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

ANCIENT VAMPIRE LORD

RES: 5



MOST ANCIENT VAMPIRE LORDS LIVE A SILENT AND QUIET LIFE, PASSING ON THEIR TIME-TELLING TALES OF THE PAST TO THEIR YOUNG KINDRED. THEY NO LONGER HAVE ANY INTEREST IN GRAND BALLROOM PARTIES ANYMORE, BUT DO ATTEND SMALLER GATHERINGS INSTEAD.

THOUGH AN ANCIENT VAMPIRE LORD LACKS THE STRENGTH OF THE YOUNG, HIS MIND IS STILL SHARP AND CAN BE A MORE THAN WORTHY FOE.

STRENGTH:	14	HIT POINTS:	22
ATTACK:	13	ACTION POINTS:	14
DEFENSE:	13	MAP MOVE:	2
PROTECTION:	NONE	SIZE:	2
ENCUMBRANCE:	NONE	PRECISION:	14
MORALE:	34	MAGIC RESISTANCE:	20

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

ABILITIES

FLYING	COLD RESISTANCE (50%)
POISON RESISTANCE (100%)	DARKVISION (100%)
STORM IMMUNE	REGENERATION (10%)
BLOOD HUNT (4)	DARK POWER (2)
AMBIDEXTROUS (2)	STANDARD (10)
FEAR (3)	BLOODVENGEANCE (2)

SPECIAL ABILITIES

IMMORTAL	SUMMON NEW BLOODED VAMPIRE (3)
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MAGIC SKILLS

DEATH MAGIC (4), BLOOD MAGIC (4), RANDOM MAGIC (3)

LEADERSHIP

EXPERT LEADER (120), OKAY MAGIC LEADER (40), SUPERIOR UNDEAD LEADER (160)



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%)	POISON RESISTANCE (100%)
POOR AMPHIBIAN	DO NOT EAT
NO HEAL	

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%)	POISON RESISTANCE (100%)
POOR AMPHIBIAN	DO NOT EAT
STANDARD (5)	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%)	POISON RESISTANCE (100%)
POOR AMPHIBIAN	DO NOT EAT
NO HEAL	

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%)	POISON RESISTANCE (100%)
POOR AMPHIBIAN	DO NOT EAT
STANDARD (5)	NO HEAL

SPECIAL ABILITIES

NONE

MAGIC SKILLS

NONE

LEADERSHIP

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



NOSOPHORES HEROES

VAMPIRE LORD

RES: 2



VAMPIRE LORDS OF THE NON-PUREBLOODS SOMETIMES JOIN YOUR CAUSE TO PROVE THEIR WORTHINESS - MAINLY BECAUSE OF RIVALRY BETWEEN LORDS OF THE PUREBLOODS AND NON-PUREBLOODS. IN THE PAST BLOOD FEUDS WERE COMMON OCCURRENCES AMONG THE LORDS.

THOUGH NOT AS POWERFUL AS PUREBLOOD LORDS AND LACKING THEIR ABILITIES, THE VAMPIRE LORDS ARE STILL VERY DANGEROUS FOES.

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
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MAGIC SKILLS

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

LEADERSHIP

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

SHADØW NECRØMANCER

RES: 1



IT IS KNØWN THAT NECRØMANCERS ARE EAGER TØ STUDY AND PERFORM EXPERIMENTS, ESPECIALLY WHEN IT CØMES TØ UNLOCKING SECRETS REGARDING LIFE AND DEATH.

THE SHADØW NECRØMANCER IS THE CASE WHERE AN EXPERIMENT WENT WRØNG. TRAPPED BETWEEN TWØ WØRLDS, THE SHADØW NECRØMANCER IS HARD TØ CØMMUNICATE WITH, THOUGH SØMETIMES HE MANAGES TØ MATERIALIZE HIMSELF FØR A SHØRT PERIOD ØF TIME.

STRENGTH:	8	HIT PØINTS:	10
ATTACK:	8	ACTION PØINTS:	12
DEFENSE:	12	MAP MØVE:	3
PRØTECTION:	NØNE	SIZE:	2
ENCUMBRANCE:	2	PRECISION:	12
MØRALE:	14	MAGIC RESISTANCE:	15

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

ABILITIES

DARK PØWER {2}	ETHEREAL
DARKVISION {50}	RESEARCH BØNUS {3}

SPECIAL ABILITIES

IMMØRTAL

MAGIC SKILLS

DEATH MAGIC {3}, EARTH MAGIC {3}, ASTRAL MAGIC {1}

LEADERSHIP

NØNE

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 DOMINION (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)



NOSOPHOTOS PRETENDERS

SHADOW DRAGON

COST: 50

RES: 1



FROM THE DARKEST DEPTH OF THE SHADOWLAND LURKS THE SHADOW DRAGON, WAITING TO RETALIATE FOR THE GODS' BANISHMENT. THE RETURNING OF THE SHADOW DRAGON WAS FORETOLD THOUSANDS OF YEARS AGO AND THIS DAY IS THE DAY OF ITS RETURNING.

HUNGRY FOR VENGEANCE UPON THE WORLD THAT CHAINED ITS FREEDOM, THE SEARCH OF GODHOOD HAS BEGUN...

STRENGTH:	24	HIT POINTS:	100
ATTACK:	15	ACTION POINTS:	12
DEFENSE:	12	MAP MOVE:	2
PROTECTION:	18	SIZE:	6
ENCUMBRANCE:	NONE	PRECISION:	12
MORALE:	30	MAGIC RESISTANCE:	18

RACE: DRAGON/SHADOW
WEAPONS: CLAW, BITE, DEATH BREATH
ARMOR: NONE

ABILITIES

FLYING	STORM IMMUNE
DARKVISION (100%)	COLD RESISTANCE (100%)
POISON RESISTANCE (100%)	ETHEREAL
AMBIDEXTROUS (3)	FEAR (5)
COLD (5)	MAGIC BOOST (-2)
DOMINIONS (1)	MAGIC PATH (80)

SPECIAL ABILITIES

SHAPESHIFT (SHADOW)

MAGIC SKILLS

DEATH MAGIC (2)

LEADERSHIP

OKAY LEADER (40), GOOD UNDEAD LEADER (80)

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

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
ATTACK: 14
DEFENSE: 14
PROTECTION: NONE
ENCUMBRANCE: NONE
MORALE: 30

HIT POINTS: 23
ACTION POINTS: 14
MAP MOVE: 2
SIZE: 2
PRECISION: 12
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 JOIN 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:	50	MAGIC RESISTANCE:	6

RACE: UNDEAD
WEAPONS: 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

SNOW DEMON WOLF

SUMMONABLE



A COLD-ICE WIND, CHILL DOWN THE SPINE, RED GLOWING EYES IN THE DARK AND THE SMELL OF BLOOD; SNOW DEMON WOLF.

THESE VILE BEASTS THAT ROAMING THE SNOWCOVERED WASTELANDS OF THE NORTHERN PART OF THE WORLD CAN ONLY BE TAMED BY THE CHOSEN ONE AND DARK SUMMONER. AS THEIR SURROUNDING FOULNESS ATTRACT THE SNOW DEMON WOLVES. GIVE THEM A CORPSE AND YOU HAVE A FRIEND FOR LIFE.

STRENGTH:	12	HIT POINTS:	8
ATTACK:	14	ACTION POINTS:	20
DEFENSE:	14	MAP MOVE:	3
PROTECTION:	5	SIZE:	2
ENCUMBRANCE:	NONE	PRECISION:	8
MORALE:	30	MAGIC RESISTANCE:	15

RACE: DEMON
WEAPONS: BITE
ARMOR: NONE

ABILITIES

COLD RESISTANCE (100%)	POISON RESISTANCE (100%)
DARKVISION (100%)	STEALTHY (15)
WINTER POWER (1)	DARK POWER (1)
ETHEREAL	CHILL (3)
ANIMAL AWE (1)	ICE PROTECTION (1)

SPECIAL ABILITIES

NONE

MAGIC SKILLS

NONE

LEADERSHIP

NONE

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%)	POISON RESISTANCE (100%)
DARKVISION (100%)	STEALTHY (15)
STORM IMMUNE	DARKPOWER (1)
REGENERATION (10)	BLOOD HUNT (1)
HOLY	

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