

# ARISTOCRACY OF THE NIGHT

A WARHAMMER FANTASY ROLEPLAY 4<sup>th</sup> EDITION UNOFFICIAL SUPPLEMENT





## Introduction

Greetings, lords of the night! I bid thee welcome to mine castle! Within this unofficial rules supplement you will find the rules necessary to play Vampires in Warhammer Fantasy Roleplay 4th edition. Rules for both creating characters starting as vampires and existing characters being unlucky enough to receive the blood kiss during an ongoing campaign! Aristocracy of the Night will largely be a fanmade adaptation and update of the 2nd edition supplement "Nights Dark Masters" and base its rules and fluff interpretations on that. As such this supplement will include rules for the five renowned vampiric bloodlines in the Old World; Von Carstein, Lahmia, Blood Dragon, Necrarch and Strigoi as well as a sixth 'bloodline' in the form of vampires who belong to neither. This supplement is then intended to play either the undead masters of the night as they scheme and bicker to put the Old World under their dark rule. Or playing one of those unlucky vampire hunters who have been cursed with vampirism as the ultimate act of revenge by their chosen quarry. To use this you will need a copy of the Warhammer Fantasy Roleplay 4th edition Rulebook as the rules are intended as a supplement to those presented in the core rulebook. Furthermore it is intentionally left sparse in fluff. As there is little reason to repeat more than what is necessary to play vampires. Chances are if you are reading

this you already know more than enough about vampires than what is presented here. However, some further reading will be suggested to inspire your own path of darkness.

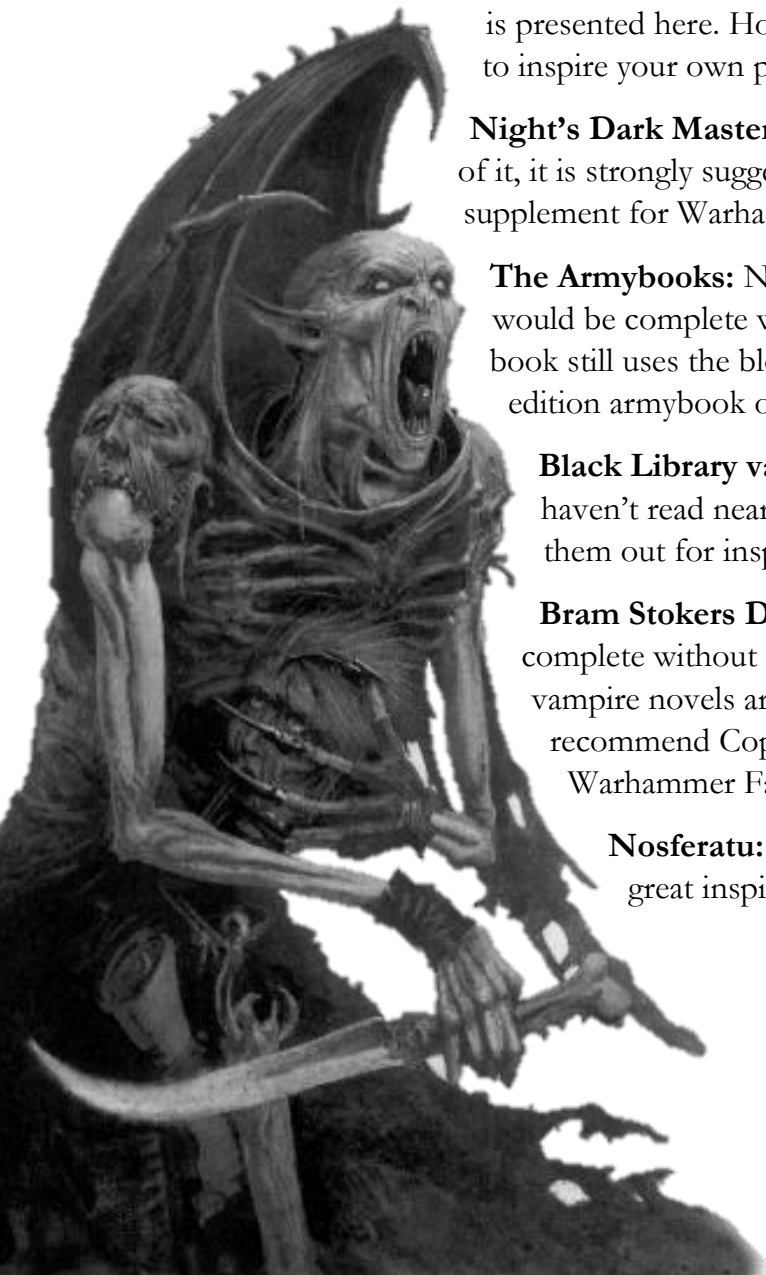
**Night's Dark Masters:** As this supplement is largely a fan update of it, it is strongly suggested you read the definitive Vampire supplement for Warhammer Fantasy Roleplay *2nd edition*.

**The Armybooks:** No knowledge of the vampires of Warhammer would be complete without the Armybooks! However, since this book still uses the bloodlines it shows preferences to the 6th edition armybook over the 7th and 8th editions.

**Black Library vampire novels:** There is plenty of them, I haven't read nearly all of them but you should definitely check them out for inspiration.

**Bram Stokers Dracula:** No vampire supplement would be complete without recommending Dracula. Though other gothic vampire novels are also very fitting to read. I would also recommend Coppolas movie as it is very influential on the Warhammer Fantasy vampire aesthetic.

**Nosferatu:** The silent movie and the 1970 remake. Both great inspirations for these bloodsucking monsters.



# THE BLOOD KISS



## Creating Vampire characters

RANDOM VAMPIRE BLOODLINE TABLE	
1d100	Bloodline
01-30	Von Carstein
31-60	Lahmian
61-70	Blood Dragon
71-80	Necrarch
81-90	Strigoi
91-100	Independent

Creating a vampire character as a fresh character follows the standard method from the Warhammer Fantasy 4th ed Rulebook. Roll or pick which bloodline your character belongs to and you can gain bonus xp as normal.

### Vampire Skills, Talents & Traits:

To represent the ancient nature of many vampires, Vampire player characters may choose 3 Skills to gain 10 Advances each and 3 skills to gain 6 Advances each.

**Skills:** See individual Bloodlines.

**Talents:** Frightening 2, see individual Bloodlines for additional talents

**Traits:** Bite+3, Blood Gifts, Night Vision, Vampire, Vampires Curse

### VAMPIRE ATTRIBUTES TABLE

	Von Carstein	Lahmian	Blood Dragon	Necrarch	Strigoi	Independent
<b>Weapon Skill</b>	2d10+50	2d10+40	2d10+50	2d10+30	2d10+40	2d10+30
<b>Ballistic Skill</b>	2d10+20	2d10+20	2d10+20	2d10+20	2d10+20	2d10+20
<b>Strength</b>	2d10+40	2d10+40	2d10+40	2d10+40	2d10+50	2d10+30
<b>Toughness</b>	2d10+40	2d10+40	2d10+40	2d10+40	2d10+40	2d10+30
<b>Initiative</b>	2d10+40	2d10+50	2d10+40	2d10+40	2d10+40	2d10+30
<b>Agility</b>	2d10+40	2d10+40	2d10+40	2d10+20	2d10+50	2d10+30
<b>Dexterity</b>	2d10+40	2d10+40	2d10+40	2d10+40	2d10+40	2d10+30
<b>Intelligence</b>	2d10+20	2d10+20	2d10+20	2d10+50	2d10+20	2d10+20
<b>Willpower</b>	2d10+50	2d10+50	2d10+50	2d10+50	2d10+40	2d10+40
<b>Fellowship</b>	2d10+30	2d10+40	2d10+20	2d10+10	2d10+10	2d10+20
<b>Wounds</b>	SB+(2xTB) +WPB	SB+(2xTB) +WPB	SB+(2xTB) +WPB	SB+(2xTB) +WPB	SB+(2xTB) +WPB	SB+(2xTB) +WPB
<b>Fate</b>	0	0	0	0	0	0
<b>Resilience</b>	3	3	3	3	3	3
<b>Extra Points</b>	1	1	1	1	1	1
<b>Movement</b>	6	6	6	6	6	5



### **New Trait: Blood Gifts**

The blood of Vampires contain more than just strength and hunger. The skills and powers of the First Children are passed down into each generation and ancient magial ability in all of their descendants. Blood Gifts encompass the various powers a mortal gains upon transforming into a Vampire. Some blood gifts are associated with or unique to some bloodlines and manifest most strongly among them. However the bloodlines have been muddled since the time of the first seven Vampires and certain traits can thus manifest in unexpected places.



As a Vampire character grows more powerful, he acquires new Blood Gifts. Blood Gifts can be bought as talents. Blood Gifts associated with your bloodline cost 400xp and Blood Gifts not associated with your bloodline cost 800xp. You may only purchase as many Blood Gifts equal to your Willpower Bonus in number. You may at most only acquire **two** Blood Gifts that negate a Weakness from the Vampires Curse trait. See **Weaknesses** for details.

All Vampires start with the following Blood Gifts: Blood Drain, Natural Necromancer

### **Bloodline Starting Bloodgifts**

*Von Carstein:* Pass for Human, Blood Gift (Any Von Carstein)

*Lahmian:* Pass for Human, Blood Gift (Any Lahmian)

*Blood Dragon:* Pass for Human, Blood Gift (Any Blood Dragon)

*Necrarch:* Terror 1, Blood Gift (Any Necrarch)

*Strigoi:* Monster Manifest, Blood Gift (Any Strigoi)

*Independent:* Mixed Blood, Blood Gift (Any one)

#### **But what about Vampiric?**

As you might notice vampires in this supplement do not follow the rules in the Warhammer Fantasy 4th ed. Rulebook Bestiary. This is because this supplement intends to give more in depth rules for being a vampire than the basic rules for using them as opponents supplied in the rulebook.

### **New Trait: Vampire**

The character is a descendant of one of the First Children, the undead lords of the night. Unless they have the Pass for Human blood gift their appearance as a fanged undead monster is visible for all to see. Their maws distended with hideous fangs, visages twisted into monstrous reflections of humanity, their fingers having extended into hard claws and their bodies taking on the appearance of the walking corpses that they are. No matter their exact form, the vampire is obviously not a living, breathing human. As undead, Vampires have no need for the prerequisites of life and neither need food, nor drink (save blood), nor air to breathe. They do not suffer the effects of exposure and are immune to the following Conditions: *Fatigued*, *Poisoned*, *Unconscious*. Vampires are also affected by all abilities that affect Undead only. If a vampire suffers a number of Critical Wounds equal to or greater than their Toughness Bonus and have 0 wounds, or die from a *Bleeding* Condition, they suffer the *Torpor* Condition.



### **New Trait: Vampires Curse**

Vampirism is a great boon, but also has a deal of weaknesses brought on by an ancient curse of the Great Necromancer himself. There are common vulnerabilities, but some variety exists. Unless otherwise stated, Vampires have the following six weaknesses: No Reflection, Daemonsroot and Witchbane, Religious Symbols, Running Water, Silver and Sunlight. See **Weaknesses** for details.

### **New Condition: Torpor**

Whenever a Vampire becomes wounded enough that they would die, they instead enter a deathless slumber known as torpor. Their bodies shriveling and revealing their true corpse-like nature as the vampire for all intents and purposes, dies. A vampire can remain in torpor indefinitely until either awakened or destroyed. With a successful **Challenging Lore (Necromancy) test** a vampire can be awakened from *Torpor*, by feeding the torpid vampire an amount of blood equal to an adult human over the course of a single night. The next night the vampire awakens, recovering from all Critical wounds but only regaining TB wounds as they awaken in a weakened state. A vampire cannot suffer from the *Torpor* condition if they would die from Critical Wounds that cause decapitation, dying from the effects of an *Ablaze* condition or dying from exposure to one of their **Weaknesses**. See **Weaknesses** for details.

### **Bleeding & Feeding**

Vampires must drink blood to maintain their unholy existences. With a successful Bite attack (see **Blood Drain**) they feed upon their victim and drain them of blood. If this occurs during combat or is otherwise resisted, the victim loses 1d10 points from their Strength characteristic as well as any wounds rolled normally. If the victim's strength reaches 0 from such an attack, the character is killed. If the victim survives, they regain their Strength at 1 point per hour.

Those who have fallen under the sway of the Vampire may offer their blood willingly, allowing the vampire to feed with more control. In such a case, the Vampire rolls 2d10 and chooses which result to inflict. This controlled feeding does a maximum of one wound in damage, but resolve a Bite attack normally to see how much blood the Vampire sates their hunger with. However, if the Vampire rolls doubles on his roll for Strength drained, their natural bloodlust causes them to lose themselves in the feeding and they drain the sum of two dice in strength.

Whether bled willingly or unwillingly, those drained are effectively Stinking Drunk for one hour afterwards and similarly do not remember the attack clearly or at all. Anyone having their Strength drained below 10, must make a Willpower test or gain a Trauma psychological trait. Vampires also gain the Fear 3 trait whilst feeding if they did not have it before.



Vampires need a regular supply of fresh Human blood to stay alive. However, only the youngest need to feed every day. It takes discipline and resolve to control the hunger for blood and the oldest most powerful Vampires can master their impulses. Young Vampires, called Thralls, need to feed every Toughness bonus days and mature Vampires only need to feed every Toughness bonus weeks. The most ancient of Vampires only need to feed every Toughness bonus months, but these are unsuitable as player characters. Vampire characters created with the standard character creation are automatically assumed to be mature vampires, existing characters receiving the Blood Kiss are automatically Thralls.

Once the respite has passed, the Vampire feel the hunger come upon them. The need to drink blood is a much stronger urge than the mortal need for food and drink and resisting it is a testament to the strong wills of Vampires. To abstain from feeding for a longer period, the Vampire must succeed on a **Difficult (-10) Cool Test** and if they succeed they can ignore their hunger for an additional hour (day, week or month). For each time the Vampire abstains from feeding the Cool test increases in difficulty with one step to a maximum of -50. If they fail their Cool test, they are overcome by their hunger and must immediately seek out a victim.

Not feeding is not only difficult to resist, but dangerous to a vampire's health. For each successful period of abstaining, the Vampire loses 1d10 points of Strength. They also lose this Strength if they fail the test and cannot find enough blood to sate them. Usually blood from one adult human is enough. If the Vampire fails the Cool test to abstain by 3 Success levels or more, they are reduced to a feral state and enter *Frenzy* and must feed immediately or lose Strength every hour. This state also occurs if the Vampire's Strength drops below 10 due to continued abstinence. If the Vampire finds a victim, their Strength returns at 10 points per Blood Drain attack. Should the Vampire's Strength reach 0, they enter *Torpor*.

A Vampire's hunger is sated if they have drained a full adult human's worth of blood in Wounds (approx 10-12 on average) with Blood Drain attacks and many vampires feed on multiple victims to avoid piling up corpses and maintain herds of willing 'bloodswain' as a regular food supply.

### **Healing the Vampire**

As they are not alive vampires do not benefit from the usage of the Heal skill or Surgery skill to regain wounds or heal critical wounds. Vampires can only use the Heal skill to remove *Bleeding* conditions. Instead to recover wounds and remove critical wounds Vampires need to drink blood. It can either drink blood directly from a victim with a successful Bite attack and heals as many wounds as the victim loses and automatically remove any *Bleeding* conditions and if the Vampire kills its victim by draining it of blood the Vampire completely heals *one* Critical wound. Drinking blood that is not fresh from a victim (such as blood poured from a bottle into a glass) only heals an amount of wounds equal to the Vampire's Willpower Bonus per day and cannot heal Critical wounds.



## Becoming a Vampire

Some of those who hunt or otherwise invoke the ire of the night's dark masters are given the Blood Kiss as a form of ironic torture. To a Vampire, few things are as amusing as turning someone who hates vampires with all their being into a vampire. Their suffering in their new condition almost as sweet as blood itself.

These rules are intended for those characters who started out as ordinary mortals and have lived through several adventures and career levels meeting a sticky end at the hands of a Vampire. Only to wake up in a cold crypt, with no heartbeat and a bestial thirst for blood...

To become a Vampire your character must:

1. Die by having their blood drained by a vampire and then receive the Blood Kiss by the same vampire. How the Blood Kiss actually works is never truly elaborated upon (briefly mentioned in *Nights Dark Masters* p. 35) but it involves some form of exchange of blood. It is ultimately up to the GM to decide how the Blood kiss is performed.
2. Be human. Elven and Dwarven vampires are only rumours and speculation and in this supplement they're assumed to be nothing more than that and that only humans can be turned into vampires.

Once they have been turned by the Blood Kiss, your character immediately gains the following talents and traits: Bite+3, Blood Gifts, Frightening 2, Night Vision, Vampire, Vampires Curse and they belong to the same Vampiric Bloodline as the vampire who sired them through the Blood Kiss and gain the starting Blood Gifts of the bloodline they now have become part of.

Characters who were turned by the Blood Kiss will also receive bonuses to their attributes depending on the Bloodline who they belong to. Refer to the Bloodline page for the particular changes they undergo.





## THE BLOODLINES



In the days of ancient Nehekbara, the first vampires were born. The Queen of Lahmia, the beautiful and cunning Neferata desired eternal life and tried to copy the Elixir of Life that Nagash invented and succeeded... Partially. She and all those that drank of the elixir became eternally youthful and immortal but the flawed elixir gave them an unending thirst for human blood to sustain their now unholy existences. Nagash eventually learned of this and made the vampires his captains in the war against Nehekbara, the dread lords of his hosts of undead. But, they failed in their task and nearly all of them were destroyed. The seven vampires that survived, including Neferata the first vampire, fled across all corners of the world to avoid destruction and damnation at the hands of the Nehekbarans. For this betrayal and failure, Nagash cursed them with the weaknesses we know vampires have today. Most notably to sunlight, silver and running water. Over time the first children sired new

vampires and these became the bloodlines. Taking on the traits of their vampiric fathers and mothers in darkness and becoming extended families defined by shared traits and strengths passed on from sire to child until we have the bloodlines as we know them today: The aristocratic and lordly Von Carsteins of Sylvania, the seductive and secretive Lahmians, the martial and chivalrous Blood Dragons, the sorcerous and decayed Necrarchs, the monstrous and skulking Strigoi. Sixth and no true bloodline, we have those called Independents. Usually vampires who have rejected their bloodlines or who have no clear line of descent, as they manifest blood gifts of several bloodlines or just those shared between all of the descendants of the first children.

The following pages include the rules of the individual Bloodlines, their brief descriptions and what characterizes them and those Blood Gifts unique to their bloodline and the characteristic changes applied to characters who have been given the Blood Kiss.





<b>BLOODLINES BLOOD KISS ATTRIBUTE BONUS</b>						
	<b>Von Carstein</b>	<b>Lahmia</b>	<b>Blood Dragon</b>	<b>Necrarch</b>	<b>Strigoi</b>	<b>Independent</b>
<b>Weapon Skill</b>	+10	+10	+20	+10	+10	+10
<b>Ballistic Skill</b>	-	-	-	-	-	-
<b>Strength</b>	+20	+10	+20	+10	+20	+10
<b>Toughness</b>	+10	+10	+10	+10	+10	+10
<b>Initiative</b>	+10	+10	+10	+10	+10	+10
<b>Agility</b>	+10	+10	+10	-	+20	+10
<b>Dexterity</b>	+10	+10	+10	+10	+10	+10
<b>Intelligence</b>	-	-	-	+20	+10	-
<b>Willpower</b>	+20	+20	+10	+20	+10	+20
<b>Fellowship</b>	+10	+20	+10	-20	-20	+10
<b>Wounds</b>	-	-	-	-	-	-
<b>Fate</b>	-1	-1	-1	-1	-1	-1
<b>Resilience</b>	+1	+1	+1	+1	+1	+1
<b>Extra points</b>	-	-	-	-		-
<b>Movement</b>	+2	+2	+2	+2	+2	+1

### **VON CARSTEIN**

The archetypical vampires of the Old World. The Von Carstein are the true aristocrats of the night and seek to take over the Empire as its unliving lords and once almost succeeded in the Vampire Wars

#### **Von Carstein Skills & Talents**

**Skills:** Charm, Cool, Channeling (Dhar), Evaluate, Gossip, Melee (Basic), Melee (Fencing), Intimidate, Leadership, Lore (Von Carstein), Lore (Necromancy), Language (Magick)

**Talents:** Arcane Magic (Necromancy), Attractive *or* Warrior Born, Commanding Presence, Noble Blood, Read/Write

**Blood Gifts:** Call forth Thunder, Dark Majesty, Defy the Dawn, Ethereal Mist, Persistent Image, Silvered Blood, Summon Wolves, Transfixing Gaze, Walking Death, Wolf Form

### **LAHMIAN**

Seductive and alluring, the Lahmian sisterhood are the daughters of Neferata, the first vampire, secretly ruling mortal nations as a shepherd rules his herd.

#### **Lahmian Skills & Talents**

**Skills:** Bribery, Charm, Cool, Channeling (Dhar), Entertain (Any), Gossip, Melee (Fencing), Intuition, Lore (Lahmian Sisterhood), Lore (Necromancy), Language (Magick), Sleight of Hand

**Talents:** Arcane Magic (Necromancy), Attractive, Cat-tongued *or* Gregarious, Read/Write, Schemer

**Blood Gifts:** Aethyric Cipher, Corrupted Innocence, Defy the Dawn, Domination, Ethereal Mist, Familiar Form, Noble Blood, Quick Blood, Transfixing Gaze, Unhallowed Soul



## **BLOOD DRAGON**

The knights of darkness and the descendants of noble Abhorash. The chivalrous Blood Dragons are the foremost warriors among the children of the night.

### **Blood Dragon Skills & Talents**

**Skills:** Athletics, Cool, Channeling (Dhar), Melee (Basic), Melee (Cavalry), Melee (Any), Intimidate, Leadership, Lore (Blood Dragon), Lore (Necromancy), Language (Magick), Ride (Horse)

**Talents:** Arcane Magic (Necromancy), Combat Aware, Combat Master, Warrior Born, Read/Write

**Blood Gifts:** Blademaster, Furious Charge, Iron Sinews, Piercing Strike, Quickblood, Terrible Blows, Unhallowed Soul, Unholy Regeneration, Waterwalker, Wolf Form

## **NECRARCH**

The descendants of W'soran, whom the Necrarchs revere as the father of vampires. Peerless necromancers and twisted scientists whom find new ways to create unliving abominations.

### **Necrarch Skills & Talents**

**Skills:** Cool, Channeling (Dhar), Evaluate, Melee (Basic), Language (Classical), Language (Nehekharan), Language (Magick), Lore (Any), Lore (Necrarch), Lore (Necromancy), Research, Trade (Apothecary *or* Embalmer)

**Talents:** Aethyric Attunement, Arcane Magic (Necromancy), Detect Artefact, Read/Write, Second Sight

**Blood Gifts:** Blood-sated, Dark majesty, Deathstight, Defy the Dawn, Mastery over Flesh, Nehekharan Scrolls, Noble Blood, Silvered Blood, Summon Ancients, Wellspring of *Dhar*

Necrarch vampires cannot gain the Pass for Human Blood Gift.

## **STRIGOI**

Accursed and bitter. The bestial Strigoi once ruled a mighty kingdom, but were overthrown by the Lahmians. Now their courts are filled with ghouls and their kingdoms forgotten graveyards and crypts.

### **Strigoi Skills & Talents**

**Skills:** Athletics, Climb, Cool, Channeling (Dhar), Melee (Brawling), Intimidate, Lore (Strigoi), Lore (Necromancy), Language (Magick), Stealth (Rural), Outdoor Survival, Perception

**Talents:** Arcane Magic (Necromancy), Warrior Born, Rover, Read/Write, Scale Sheer Surface

**Blood Gifts:** Bat Form, Blood-sated, Curse of the Revenant, Iron Sinews, Monster Manifest, Summon Ghouls, Summon Vermin, Unhallowed Soul, Walking Death, Waterwalker

Strigoi vampires cannot gain the Pass for Human Blood Gift.



## **INDEPENDENT**

The mongrel children of the vampires. Born from no clear bloodline, they can manifest the powers of nearly all of them. Minor bloodlines or those that have rejected their bloodlines are also counted here, even if they do not have mixed bloodlines.

### **Independent Skills & Talents**

**Skills:** Athletics, Charm, Cool, Channeling (Dhar), Evaluate, Gossip, Melee (Basic), Language (Magick), Language (Any), Lore (Vampires), Stealth (Any), Ranged (Any)

**Talents:** Alley Cat *or* Rover, Arcane Magic (Necromancy), Frenzy, Read/Write, Nose for Trouble

**Blood Gifts:** Mixed Blood

## **BLOOD GIFTS**

As mentioned, Blood Gifts are the powers inherent to vampiric blood passed down from the First Children to their unliving descendants today. This list encompasses Blood Gifts converted from Night's Dark Masters and new ones made for this supplement.

### **Aethyric Cypher**

Your natural mastery over the Winds of Magic allows you to cloak and dissipate the Aethyric distortions around you. Those with the Second Sight talent observing you must succeed on an **Opposed Willpower test** and pass with at least one success level in order to detect anything unusual about you. You are also immune to Daemonsroot, Witchbane, and any other similar wards.

### **Bat Form**

As your movement, you may transform into a Vampire Bat. You gain the characteristics, talents and traits of your new form, though you retain your own Intelligence, Willpower, Wounds as well all of your own skills, talents and traits. All weapons, armour and trappings that you wear or carry are absorbed into your new form and reappear when you regain your normal form. You can remain in your new form for as long as you wish. Changing back to your Vampire form costs a second turns movement. You may use this trait as often as you wish.

### **Vampire Bat**

**M:** 2 **WS:** 35 **BS:** - **S:** 35 **T:** 30 **I:** \* **Ag:** 35 **Dex:** - **Int:** \* **WP:** \* **Fel:** \* **W:** \*

**Skills:** Dodge, Perception 20

**Talents:** Strike Mighty Blow

**Traits:** Dark Vision, Fly 100, Fear 2, Weapon (Teeth)+8

### **Blademaster**

You are a master of every style and variation of hand-to-hand combat, enabling you to predict every action your opponent you will take. You gain the *Champion* creature trait.



### **Blood Drain**

You can drink blood with successful Bite attacks when a victim is grappled and regain wounds from it (see **Healing the Vampire**).

### **Blood-Sated**

You may abstain from drinking blood for twice the standard period (see **Bleeding & Feeding**). Once beyond this limit, you must make a Willpower test to resist every second interval.

### **Call Forth Thunder**

Once per day as an action, you may call forth a huge and terrible storm, even from a completely blue and quiet sky. The storm makes flying impossible and all Ballistic skill tests take a -10 penalty. The storm protects all Vampires within a mile of you from sun damage. If you are killed, the storm quiets immediately. Otherwise, it lasts for a number of hours equal to your Willpower Bonus.

### **Carrier**

Your indiscretions about feeding have infected you with a horrid contagion. You gain the Infected creature trait.

### **Corrupted Innocence**

You are either so exquisitely beautiful or so obviously vulnerable it is absolutely unconscionable to strike at you. You gain the Distracting creature trait.

### **Curse of the Revenant**

You have such a terrible burning desire to keep living that you can defy death. All Critical Hits dealt to you have their rolls reduced by -20 to a minimum of 1.

### **Dark Majesty**

You are such a powerful figure that you can command mighty armies of the Undead. You may control a number of creatures with the Undead Trait equal to your Willpower characteristic+30 at any one time.

### **Deathsight**

You can see spirits and souls that are normally invisible to the naked eye. When living beings die you can see their souls leaving their bodies.



### Defy the Dawn

Your will is so strong, you can overcome even the terrible power of the sun. If you pass a Willpower test, you can walk in the sun without taking any damage or penalties. You must pass another test after each hour of exposure, at a cumulative -10 penalty per hour spent in the sun. Failure indicates your characteristics halve and you begin to take damage for every minute of exposure, as normal. If this power is chosen a second time, you obtain complete immunity to damage from the sun and you may walk in it without any consequence.

### Domination

You can force weak-willed mortals to obey your every command. As an Action, you may use this power on any Human, Dwarf, Elf, Halfling, Orc, Skaven, Beastman, Goblin or similar creatures you can clearly see within 6 yards. If you succeed on an **Opposed Fellowship/Willpower test** you gain complete control over your target and can compel him to do anything you wish (this is a free action). After 1d10 rounds, the victim may attempt another opposed test to break free. You may end the effect any time as a free action. This ability cannot be used in combat, as the mind is too alert for danger. If you attack the dominated target, its effects immediately end.

### Ethereal Mist

Once per day, as an Action, you can reduce your body (and all carried, worn, or held items) to vapour. The mist is entirely magical, under your control and does not behave according to nature. Whilst in this state you gain the *Ethereal* and *Fly (10)* Creature traits. After 1d10 hours, you may make a Willpower test. Success means your body coalesces, if the test fails, you must wait another 1d10 hours before trying again. Whilst in mist form, you do not truly world and are beyond all but magical effects. Vampires often use this power to fae their deaths, allowing them time to regroup and return for their vengeance.

### Familiar Form

As your Movement, you may transform into any small animal of your choice. You gain the characteristics, talents and traits of your new form, though you retain your own Intelligence, Willpower, Wounds as well all of your own skills, talents and traits. All weapons, armour and trappings that you wear or carry are absorbed into your new form and reappear when you regain your normal form. You can remain in your new form for as long as you wish. Changing back to your Vampire form costs a second turns movement. You may use this trait as often as you wish.

### **Familiar**

**M:** 6 **WS:** 20 **BS:** - **S:** 10 **T:** 10 **I:** \* **Ag:** 38 **Dex:** - **Int:** \* **WP:** \* **Fel:** \* **W:** \*

**Skills:** Climb, Stealth (Any), Perception 20, Swim

**Talents:** Alley Cat, Flee!

**Traits:** Night vision, Weapon (Teeth)+4



### **Furious Charge**

Whilst charging, you attack at the precise moment to produce the most devastating effect, driving your weapon through your foe's defences. If you succeed on a *Melee* test as part of a Charge, you ignore your opponents armour.

### **Host**

Your body is host to a colony of vile insects and worms. They crawl through the rotten flesh of your body, feasting on the blood you ingest and the slippery flesh of your innards. Whenever you lose 2 or more Wounds from a single attack, your body haemorrhages a stream of biting beetles, scurrying roaches, and undulating worms. Witnessing this unexpected development is enough to drive right-thinking people mad. The first time a mortal witnesses such an expulsion, you have the Terror 2 trait. After 1 round, the generous vermin use their

own excreta to seal the wound.

### **Iron Sinews**

You grow to huge proportions, gaining an ungodly strength. Making your attacks incredibly difficult to parry. Your opponents suffer a -30 penalty to opposing your melee attacks.

### **Mastery Over Flesh**

You are naturally gifted at manipulating and controlling the flesh of the dead. When casting a necromancy spell that raises, manipulates or heals an undead creature you gain +2 SL on the casting test.

### **Mixed Blood**

You are of a mongrel bloodline and the abilities of several of the First Children flow in your veins, though with lesser potency than their pureblooded descendants. All Blood Gifts cost 600xp to acquire rather than their normal costs for you.

### **Monster Manifest**

Even compared to other Vampires your monstrous nature is abhorrent, a brutal reminder of the beast that dwells within all Vampires regardless of their pretenses. You gain the Weapon (Claws)+5 trait and your Bite trait increases to Bite+4 representing the bestial and monstrous form Strigoi vampires have been reduced to.

Only Strigoi Vampires can take this Blood Gift.



### **Monstrous Mass**

Over the ages, you have grown to huge proportions, flesh and sinew building over and over itself. As a result, blows that would fell a normal creature are often nothing but a scratch to you. When an opponent inflicts a critical hit on you, he rolls twice on the Critical table and takes the lowest roll.

### **Natural Necromancer**

You can control the Undead just as necromancers do. If you have the Arcane Magic (Necromancy) talent, you never gain any side-effects from using Necromancy spells.

### **Noble Blood**

You can trace your legacy directly back to the warrior-priests of Nehekhar. The range of your command over Undead extends to 200 yards.

### **Nehekharan Scrolls**

You have preserved some of the ancient lore of the Land of the Dead. Select one spell from the Lore of Necromancy or the Lore of Death. You may now cast this spell as if it were part of your spell list. You gain an additional spell every time you gain this trait.

### **Pass for Human**

You can retract your claws and fangs and soften your features, enabling you to appear human. In this form, you lose any Fear and Terror traits if you have them. Switching back and forth between appearing Human is a free action.

### **Persistent Image**

The light of the sun has not rejected you. Your image is reflected in mirrors and any other reflective surface. You also cast a normal shadow from the sun or any other light source.

### **Piercing Strike**

Whenever you attack with a weapon, you put the full force of your might behind the swing, delivering gruesome injuries. If you inflict a critical hit, you may roll twice on the Critical table and take the higher result.



### **Psychic Drain**

It is not enough to sip the blood of your victims; your Undead forms requires far more energy to sustain itself. You become an emotional sink, draining the will and emotion from living creatures around you. All living creatures within 8 yards must succeed on Willpower tests each round or take a cumulative -10 to all characteristics. You cannot reduce any of an opponent's characteristics below 1. These penalties fade at a rate of 10 points each hour the Character is removed from you.

### **Quickblood**

You are so fast you can dodge a shot fired from a pistol or snatch an arrow out of the air. You may use your Dodge skill to avoid ranged attacks.

### **Ravenous**

The scent of blood is enough to drive you into a mad frenzy. You may enter a Frenzy if you are within 16 yards of a bleeding creature.

### **Scent Blood**

You have the uncanny ability to smell the blood of living creatures within 16 yards. Stealth tests made to hide from you automatically fail, as do spells that obscure a mortal's presence from sight. You can pinpoint the presence of any living creature within range of this trait.

### **Silvered Blood**

Through some twist of magic, the argent metal already courses in your veins. Rather than weakening your flesh, the presence of silver in your body makes you immune to its dreadful effects. Silvered weapons behave as normal weapons when used on this Vampire.

### **Stench**

You exude the particularly loathsome stench of a charnel house. All living creatures within 6 yards of you become sick by your stink. They take a -10 penalty to all tests whilst they remain within the range of your stench and for 1d5 rounds thereafter. Creative characters can circumvent your odour, such as by using soaked rag wrapped around their mouth and the like.

### **Summon Ancients**

You can sense the remains of long-dead warriors and call them to fight on your behalf. When casting *Raise Dead* or *Reanimate* you summon SL additional creatures.





### **Summon Ghouls**

Once per day, as your Action, you may summon Ghouls to attack your enemies. You summon an amount equal to your Fellowship Bonus+1d10 and roll 1d10+1 to determine the amount of rounds it takes for them to appear. When the Ghouls appear, they act on your Initiative and they obey all of your commands. Refer to the WFRP 4e Rulebook Bestiary for Ghouls statistics. The Ghouls wander off after a number of hours equal to your Fellowship bonus. This power assumes there are Ghouls nearby. If it is impossible for Ghouls to be anywhere in the vicinity, then you may not use this Blood Gift.

### **Summon Vermin**

Once per day, as your Action, you may call forth a tide of bats, rats, or other tiny creatures to attack your enemies.

Alternatively, a crowd of giant vermin such as Vampire Bats or Giant Rats may be summoned. You summon Fellowship Bonus+1d10 creatures with the Swarm creature trait and roll 1d10+1 to determine the amount of rounds it takes for them to appear. When the Vermin appear, they act on your Initiative and they obey all of your commands. Refer to the WFRP 4e Rulebook Bestiary for statistics. These creatures are real, not summoned from the Aethyr, and must be found naturally in the environment where this power is used. The creatures disperse after a number of hours equal to your Fellowship bonus.

### **Summon Wolves**

Once per day, as your Action, you may summon Wolves to attack your enemies. You summon an amount equal to your Fellowship Bonus+1d10 and roll 1d10+1 to determine the amount of rounds it takes for them to appear. When the Wolves appear, they act on your Initiative and they obey all of your commands. Refer to the WFRP 4e Rulebook Bestiary for statistics. These creatures are real, not summoned from the Aethyr, and must be found naturally in the environment where this power is used. The creatures disperse after a number of hours equal to your Fellowship bonus.



### **Swarm Form**

As your Movement, you may assume the form of a swarm of beetles, flies, ravens, bats, or cockroaches (choose one when you gain this trait). Whilst in this form, you may not attack nor may you be injured – stomping on your constituent roaches is definitely uncomfortable, or even painful, but not lethal as you are Undead after all. Your swarm form can move through any space that one of your constituent creatures could fit through. You may remain in this form for a number of minutes equal to your Willpower bonus. Once you revert to your normal form (a free action), you may not use this trait until the next sunset.

### **Terrible Blows**

Your great strength and incredible speed allows you to rain blows of terrifying force on your enemies. All your attacks gain the *Impact* quality. If your weapons already possess the *Impact* quality, you do an additional +4 damage instead.

### **Transfixing Gaze**

You can immobilize your opponents with nothing more than a gaze. This requires an Action and may be used on any victim within 6 yards. This power functions as the *Petrifying Gaze* creature trait, but it does not turn its victims into stone and only functions for as long as the Vampire looks at their victim.

### **Unhallowed Soul**

You are truly cognizant of your freedom from the spiritual realm, and thus, you fear no God or Daemon. You are immune to the repulsing powers of places or objects of faith, including those of the Chaos Gods. Magical weapons (including those *blessed* by someone with Divine magic) and objects retain their effectiveness, however.

### **Unholy Regeneration**

Your wounds heal at a startling rate. You gain the *Regenerate* creature trait. Wounds caused by silver weapons are not recovered by this trait.

### **Walking Death**

Your presence is so terrifying that your opponents flee before you. You gain the Terror 1 trait. You can gain this multiple times to gain the Terror trait to a maximum of Willpower bonus/2



### **Waterwalker**

Your will is so strong you may overrule the curse on your blood. If you make a successful Willpower test, you may cross running water without taking any damage or penalty. You must re-roll for each new body of water or for every hundred yards of travel. If this power is gained a second time, you gain complete immunity from this aspect of the curse and may cross any body of water of any size without any negative effects.

### **Wellspring of Dhar**

Your soul is so corrupted with dark magic that it has become a natural pool of *True Dhar*. All wizards within 24 yards (including yourself) add your Willpower bonus/2 SL to your casting test. Anyone within range casting a spell from another Lore follows the rules as if they Channeling *Dhar* (Enemy in Shadows Companion, p. 78). You may be affected by multiple instances of this trait at a time. This is one reason Nocrarch Vampires take apprentices. You may suppress and reactivate this ability as a free action.

### **Wings**

A pair of leathery wings tears free from your back. Riddled with crimson veins, they are nearly impossible to conceal – not that it matters much to you. You gain the Fly 30 creature trait.

### **Wolf Form**

As your movement, you may transform into a Doom Wolf (Dire Wolf without Construct, see WFRP 4e Bestiary for statistics). You gain the characteristics, talents and traits of your new form, though you retain your own Intelligence, Willpower, Wounds as well all of your own skills, talents and traits. All weapons, armour and trappings that you wear or carry are absorbed into your new form and reappear when you regain your normal form. You can remain in your new form for as long as you wish. Changing back to your Vampire form costs a second turns movement. You may use this trait as often as you wish.





## **WEAKNESSES**

All Vampires suffers from the Blood Curse place upon them by Nagash for their failure in the wars against Nehekharu. As stated in the **Vampires Curse** trait the common traits are; No Reflection, Daemonsroot and Witchbane, Religious Symbols, Running Water, Silver and Sunlight. With the GM's permission, you may change three of these weaknesses to another weakness from the following list, certain Weaknesses are more typical of certain Bloodlines for instance and should be used to personalise your Vampire as a character, not powergaming. The Blood Curse lists six curses from Nagash and a Vampire can never have less than six. You can only reduce the amount of weaknesses you have by Blood Gifts (see **Blood Gifts** trait).

### **Barriers**

This Vampire cannot enter any other structure not owned by him unless he is first invited. Once the Vampire is invited, he may enter and exit freely. The Necrarchs typically have this vulnerability.

### **Counting**

These Vampires have a curious obsession with counting. Whenever confronted with a number of small objects, such as poppy seeds, coins, or pieces of string, the Vampire must succeed on a **Challenging (-10) Cool test** or count the objects – an act that usually takes 1d10 minutes. If the Vampire succeeds on the test, he takes a -10 penalty to all tests whilst uncounted objects remain in view.

### **Daemonsroot and Witchbane**

Some Vampires are repelled by Daemonsroot and Witchbane. Vampires with this vulnerability must succeed on a **Cool test** to come within 2 yards of these herbs.

### **Fire**

A few Vampires are vulnerablte to purifying flame. These Vampires cannot use their Toughness bonus to reduce damage from fire (magical or otherwise).

### **Garlic**

Many Vampires have an unusual weakness for rare roots and plants, as can be seen with Daemonsroot and Witchbane. A few are saddled with vulnerabilities to more common plants such as garlic. Such Vampires take a -20 penalty to all tests whilst within 6 yards of this substance.

### **Gromril**

The touch of Dwarfen Gromril is anathema to some Vampires. Whenever such Vampires are injured by Gromril weapons, they may not use their Toughness bonus to reduce the damage.



### Ithilmar

The silvery steel of the Elves is said to hold uncanny magical power. Whilst much of this material is used for armour and decorative items, the Elves are famed for their potent weapons wrought this ore. Should the Vampire lose at least 1 wound from an attack made with a weapon forged from Ithilmar, the Vampire must succeed on a **Challenging (-10) Athletics** test or suffer an *Ablaze* condition.

### No Reflection

Many Vampires are cursed, so they can never behold their visage in the surface of a mirror or in a shadow cast by the moonlight. Mirrors or other reflective surfaces do not show the appearances of these Vampires.

### Religious Symbols

The power of belief is quite strong in the Old World, and mortals who present icons and symbols of their Gods can sometimes repel Vampires. A Vampire that is vulnerable to such items must succeed on a **Cool test** to close within 2 yards of a person presenting a religious symbol. As well, they must succeed on a **Hard (-20) Cool test** to enter a temple or grasp a religious icon. The GM may modify this test depending on the strength of faith of the temple's believes or the icon's wielder.

### Sawdust

A few Vampires can be repelled by the accoutrements of those who handle corpses, such as sawdust or embalming fluid. A Vampire with this vulnerability must make a test against *Terror* when he comes in contact with these substances.

### Silver

The mere touch of silver burns the flesh of Vampires with this weakness. If the Vampire loses at least 1 wound from a silvered weapon, he automatically loses 3 more, ignoring armour and Toughness bonus.

### Stakes

Plunging a stake through the heart of any creature is traumatic enough, but when used against Vampires with this weakness, any attack with a stake is enough to drive these creatures away. The stake must be fashioned from a special wood, such as ash, hawthorn, or rosewood. If the Vampire is struck by such a stake and takes at least 1 wound, the Vampire is immobilised until the stake is removed (an Action). Whilst immobile, the Vampire may not take any Movement actions.



## Sunlight

A Vampire in direct sunlight halves all characteristics (rounded down) and suffers 1 wound per minute of exposure, regardless of Toughness bonus or armour. If a Vampire is reduced to 0 wounds this way, they die, set ablaze by the sun's light. This penalty does not occur if the day is significantly overcast (80% or more cloud cover), but a Vampire walking outside on such a day must roll 1d10 every hour. On a roll of 1-2, the sky clears enough to cause him damage. Each round, a Vampire remains in direct sunlight, he must succeed on a **Difficult Athletics (-10)** test or gain an *Ablaze* condition.

## Tears

A rare few Vampires cannot suffer the tears of a virtuous mortal, and therefore, they never feed on innocents, preferring instead to feed on the corrupt, the vicious, or criminal. These Vampires often pose a number of questions to their victims to assess the quality of their mortals before attacking.

## Running Water

Some Vampires are unable to cross running water, receiving grievous damage if they attempt it. For the purpose of this curse, the water must be at least a yard across, a foot deep, and have a current. Simply splashing a Vampire with water is not enough, nor is rain, or dumping a bucket of water on a Vampire's head. Attempting to cross such a body deals 1d10 wounds of damage per round spent in or on the water, regardless of Toughness bonus or armour. If the Vampire is reduced to 0 wounds, they die, dissolving like a rapidly decomposing corpse in the water. Flying, jumping, or riding or using a vehicle or vessel to cross negates these penalties, as does using a bridge.



## ARMOURY OF THE DEAD

No lord of the night would find themselves without suitable arms and armour to establish their dominion of the damned and the Von Carstein who play at being the true lords of Sylvania in particular dress the part.

When they do not have any need to blend in with ordinary mortals, vampires have a distinct style to their armour, emphasizing their heritage and nature as undead lords. The Von Carsteins and Blood Dragons in particular have distinct styles to their armour and weapons which can only have grown from the tastes and preferences of an unliving creature.

Fashion wise, vampires wear only the finest of evening wear that allows them to blend in with the humans around them. The Lahmians in particular are adept at this deadly mimicry, whereas the Von Carsteins wear the garb of Sylvanian nobility, which favours styles closer to the 17<sup>th</sup> and 18<sup>th</sup> century compared to the 15<sup>th</sup>-16<sup>th</sup> century styles of the rest of the Empire. The Nocrarch tend to favour simple robes as they are far too busy with their magical research to care about petty nonsense such as fashion and the Strigoi generally wear rags, tatters and crude furs.





VAMPIRE WEAPONS						
Weapon	Price	Enc	Availability	Reach/Range	Damage	Qualities and Flaws
<b>BASIC</b>						
Frostblade	***	1	Exotic	Average	SB+5	Chill Grasp*, Magical
Blood Drinker	***	1	Exotic	Average	SB+5	Vampiric**, Magical
Tomb Blade	***	1	Exotic	Average	SB+5	Raise Dead***, Magical
<b>BOW</b>						
Asp Bow	***	3	Exotic	100	SB+5	Damaging, Precise. Serpent Bite****, Magical
<p>*May use the <i>Chill Grasp</i> creature trait.  **May use the <i>Vampiric</i> creature trait with a successful attack  ***Victims slain by this weapon return to life as a Zombie under the Vampires control.  ****On a successful attack, the Asp Bow inflicts SL/2 <i>Poisoned</i> conditions.</p>						

VAMPIRE ARMOUR							
Armour	Price	Enc	Availability	Penalty	APs	Locations	Qualities and Flaws
<b>SOFT LEATHER</b>							
Sylvanian Longcoat	15/-	1	Scarce	-	1	Body, Arms, Legs	-
<b>PLATE</b>							
Blood Dragon Plate Armour	***	7	Exotic	-20 Perception -20 Stealth	4	All	Impenetrable, Weakpoints

## Vampire Weapons

The following listed weapons have no price, as they are strange and terrifying magical artifacts whose procurement is not gained by buying them from a shop or a smith. How one acquires them is up to the GM, but it should be an effort suitable to the weapon itself.

### Frostblade

*The blade of blue ice-steel is bound with such deadly spells that its touch will suck the soul out of its victim's body and freeze their heart.*

### Blood Drinker

*Every time the bearer of this heinous sword kills a living creature the blood splattered on the blade is absorbed and the life force of the victim is used to revitalize its Undead bearer.*

### Tomb Blade

*This evil weapon entraps the souls of those it cleaves, binding their husks in servitude to the blade's master.*

### Asp Bow

*Exhumed from the sands of Khemri, this weapon found its way to the halls of Queen Neferata. Its arrows are like poisonous serpents which eagerly seek their target's heart.*





## **Vampire Armour**

### **Sylvanian Longcoat**

A common garment in Sylvania. It protects against weather, wind and is very stylish. The longcoats worn by peasants are often simple and worn leather affairs whereas the ones worn by the aristocracy are dramatic black leather and red velvet affairs, with gilded buttons, gold thread and similar such extravagant decorations.

### **Blood Dragon plate armour**

A heavy suit of plate armour forged in Blood Keep and lacquered the deep blood red colour of the heraldry of the knights of Blood Keep. It is the distinctive armour worn by vampires of the Blood Dragon bloodline and is far too heavy to be comfortable for ordinary mortals, but not for the inhumanly strong, which allows.

## **Miscellaneous**

### **Dramatic Cape**

The ultimate in evening fashion, the black cloth and red velvet, high collared evening cape is a favorite of vampires across the Old World.

## Acknowledgements

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Thanks for reading, I hope you've enjoyed the fan material in the supplement and that it's given you the proper bloodsucker experience!

- Naggaroth Anon



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