

VAMPIRES

Written by Andrew Fawcett for www.criticalhit.co.uk

A Vampir I am, cursed by the gods and devoid of life. My soul have long departed, now unnatural blood course through my veins. Where my soul lies, I cared once, but the dreams I have in my granite resting place, each day for six centuries, are of sweet memories; my homeland, a village in Austelande that have since felt the fire of cruel Men, and I hear the music of widows who weep for their fallen husbands; my Father, a red-cheeked pageboy I was when Count von Karsteine have come for me, though undeath hath now aged me, and the experience of that moment I relive after every drop of blood warm my cold lips; the Plains of Death, from whither the spirit have come and I thirst for the vitae of mortals because of it; and last, the sweet memories of those I have taken. I grow weary at last in my immortal undeath. The Gospodars have prepare my carriage and the boxes of my beloved Austelande have been taken to Altdorf. When the cock crows on Kaldezeit and the first day of winter, I at last leave Praag for a better un-life.

From the journal of 'The Vampire of Praag'

VAMPIRE ORIGINS

The following comes from a scrap of parchment found by the Nuln Watch at Herr Oskar Faustmann's residence. The insane Alchemist turned Necromancer was tried for witchcraft and subsequently executed and burned by the Church of Sigmar.

According to my research, it happened long ago in the ancient civilisation of Nehekhara and involved the machinations of the Liche-priests of the cult of the dead. The Priest Kings of this civilisation believed that by building huge tombs these would be their houses for all eternity - but I shan't dwell on that for this is another treatise all together. It was the Liche-priests who embalmed the corpses and, like their Priest King masters, had an obsession with immortality. One such Liche-priest was Nagash. By all accounts he learned much from his meeting with a group of Elves, said to come from the mythical land of Naggaroth (I believe he had them entombed alive when he learnt all he could from them), and their religion. Using this knowledge he would invent the field of necromancy in order to find the secret of immortality.

Nagash's Elixir

And so Nagash laboured to find the Elixir of Life: the magical potion that would give the imbiber immortality. The principal component for these elixirs was human blood; the blood of men, the blood of women, young and old, all were mixed into their own concoctions. Success came when warpstone was added along with the powdered remains of the murdered Priest King of Khemri, who was Nagash's brother (he sat on the throne of Khemri until Nagash overthrew him in a coup to seize power for himself); the Priest Kings were said to have divine blood running through their veins because of a ritual they all went through before their coronation so that their people would worship them as gods. It was this alchemical substance which prolonged Nagash's life and the lives of some of his closest aides. What immortality it gave them I cannot be sure of for they were not Vampires. I am certain that Nagash achieved something that the Lahmians did not and possibly could not. The Necromancer's research was cut short when the other Priest Kings of Nehekhara joined against him and defeated him in bloody war.

Neferata's Elixir

Some of the Lahmians, who were in alliance with the other Priest Kings who overthrew Nagash, found the Necromancer's library and took his books on necromancy back to their city where they sort to emulate the Liche's works. One of the Lahmians was Neferata, the Queen. Her elixir bore some kind of curse, brought about probably due to the wrong incantations of Necromantic and Dark magic spells, as well as a wide variety of ingredients mixed together during bizarre rituals. Those who drunk from it became the first true Vampires. I can only think that an otherworldly spirit (from the hells of Morr's accursed brother probably) enters the body of the imbiber bestowing a kind of dark immortality that

only fresh blood can supplement - a very different alchemy, which relied much upon evil religion and unknown sorcery, compared to the Great Necromancer's Elixir, which appears to turn the imbiber into a Liche-like creature.

Conclusions

I intend to learn more and shall endeavor to find out what went wrong in the alchemy of both substances. Some of the ancient hieroglyphs are proving very difficult to decipher and my newly acquired knowledge of the runes of Nehekhara only extends so far. I believe that alchemical substances with the right amounts of warpstone could have a positive effect on the human body. I do not believe it is necessary to dabble with Dark magic, for I wish to keep my sanity and humanity, but blood is a necessity unfortunately. There are plenty of dregs littering the streets of Nuln who can easily be persuaded to volunteer themselves for my experiments for the want of a crown.

VAMPIRE BELIEF IN THE OLD WORLD

Signs and Possible causes of Vampirism

There are many ways in which Old Worlders have devised to spot a vampire if it was believed that such a creature was roaming the region. One way was to place a naked virgin (preferably female) on a horse and parade them through a graveyard. If the horse decided not to walk over a burial site, this was then believed to be the resting place of a vampire and the body inside was exhumed and subsequently mutilated.

In fact the cause of vampirism is in many ways connected with religion, especially where excommunication is concerned; a person who is excommunicated is treated with deep suspicion and distrust as there is a belief that anyone who has upset religious faith, and subsequently punished by the priesthood, must be evil and may turn into vampires. Also it is common practice for some temples at certain times of the year, often in southern regions of the Old World, to distribute garlic to its parishioners, because garlic is seen as a powerful herb to counteract the smell of death and anyone who does not eat it is treated with suspicion; that he might be in league with evil forces or might even be a vampire.

In more eastern areas of the Old World, particularly in Ostland, Ostermark and Sylvania, or any rural places, graves are often opened three years after the death of a child, five years after the death of a young person, or seven years after the death of an adult to check for vampirism. Sylvanians even believe that having one foot in the corner of a coffin is evidence in itself of vampirism; after which the body is destroyed in this case, dismembered and then burned as a priest delivers the appropriate religious rites.

The more obvious signs of vampirism, which could catch the eye of superstitious folk, is through the use of magic, no matter how minor. If not a Vampire, the person using magic is often seen as marked by evil or Chaos and could be in league with dark sorcerers or vampires. In more fanciful imaginations it is claimed that people who are vampires cast no reflection in a mirror or on the surface of water or have no shadow.

A baby born with a caul (the amniotic membrane which covers the head that some babies are born with), or even born with teeth, may be seen as an agent of evil by some communities and will be prevented from eating it lest the baby become polluted and turn into a vampire. The Strigany gypsies of the southern Empire believe that if not appropriately dealt with, the infant will become Strigoi upon its death. Also a baby born on certain religious days of the year maybe seen as cursed by some communities. They believe that the birth of a baby on a religious day, such as 18th Sigmarzeit, diverts attention away from the deity they are supposed to be respecting.

People who commit suicide are sometimes seen as cursed and their bodies are typically exhumed after a matter of months to a few years to check that the corpses still lie in their coffins or that they are definitely dead. Falling under the same cloud of suspicion are the corpses of people who have died suddenly or unexpectedly.

The Prevention of Vampirism

Just as there are measures to identify a vampire that are many measures for the prevention of vampirism. A common prevention is to stop animals from passing over a corpse, as some people believed that if a black cat or dog jumps over a corpse, the deceased would turn into a vampire. Other preventions include placing a thorny rose, or a religious symbol, in a grave; placing garlic on windows and rubbing it on cattle; placing a large rock over the grave to prevent the corpse's return from death; burying corpses face-down so that should they turn into vampires they would have to dig deeper into the ground because they would be facing the wrong direction; decapitating the body; wrapping the corpse in heavy cloth, believing that it would be much more difficult for it to rise from the dead, and, similarly, binding a corpse's hands and legs with rope or chains or nailing its clothes to the coffin. It is also believed that Vampires have a fascination for counting and that by placing millet or poppy seeds in a grave the Vampire will rise at night, count all the seeds until sunrise and by that time it will be too late.

The above methods have come about through the lack of knowledge about the human body and its transformation after death. The dead body goes through natural states of decomposition and people believe this to be evidence of corpses transforming into vampires. For example, hair and nails continue to grow, indicating continued life; the corpse becomes bloated, as a result of naturally occurring gasses in the body, meaning that it feeds on the living; blood sometimes appearing near the mouth, as a result of bodily decay, indicating the drinking of blood; the typically grotesque appearance of a corpse complete with pale skin, indicating vampirism and the need for blood.

VAMPIRES FROM BEYOND THE EMPIRE

Many cultures of the Known World have legends in some way connected to the vampire myth and many of them have come from faraway lands of the south and east, Araby and Ind respectively. For the Empire the myth took route in Sylvania where Vampires were commonly referred to as Vampir or Vampyre, and today these words have usurped the more Imperial-sounding blutsaeuger (Bloodsucker). In Bretonnia the Vampire is known as Nosferatu, which is believed to derive from an eastern Sylvanian term for 'unclean one' called necuratul; in Estalia they are known as Wamphyrio; in Tilea they are known as Stregoni; in Kislev, which shares much in common with Sylvanian Vampire myth, at least on its southern fringes, they are known as Upyr and Upior; lastly, in Albany, and other remote parts of the Albion Isles, there is rumoured to be a vampiric race known as the Buhvan-Sith, in the guise of beautiful women they entrance male travellers and dance with them until they drop and then feed on their blood.

Further away from the Old World the Vampire myth is even more intriguing. In Cathay there have been tales told of the Kiang Shi who are Vampires with red eyes and green or pink hair; in Nippon there is the Kyuketsuki, which can take the form of a cat; and in the Southlands there is the Obayifo. The myth of the Obayifo has been brought back from Old World sailors, loving as they do the quaint stories of the feral Southlander tribesfolk, and it was a Vampiric creature who could become like fire and haunt the night searching for blood, only when it had fed enough does it resume human form. Apparently the Obayifo had to collect enough blood to please a demon. Another Southlander Vampire, of which there are many, is the Popobawa. Apparently it looked human but could take the form of a one-eye, bat-winged baboon.

But the most interesting Vampires come out of the folklore of Araby and Ind. Incredibly ancient hieroglyphics of Nehekhara of origin depict creatures with the upper body of a woman and the lower body of a winged serpent and I have managed to translate the word Vorkudlak as something close to Vampire; they could possibly be the mythical Vampire women of the Lahmian sisterhood. In Araby, west of the ruin that was Nehekhara, a Vampire is known as an Algul but there are also the Ekimmu. The Ekimmu was supposed to be a Vampire which rose from the dead when hungry and would feed on human blood if sacrifices weren't left near its grave.

In Ind there are many Vampire legends and they are far from the romantic ideal as depicted by some of the Old Worlder playwrights. First, there is the Rakshasas, found in ancient paintings on the walls of caves, holding a blood-filled goblet in the form of a human skull standing in a pool of blood. The Rakshasas has long been portrayed as a Vampire, although this myth is more prevalent in northern Ind.

Then there is the Baital, a curious vampiric monster who hangs upside down like a bat. This creature is supposedly devoid of blood and must feed on humans to survive. Another was called the Penangalen, a Vampire whose head was encircled in intestines and drank blood from a skull goblet whose particular prey were infants. One of the most famous Vampires to come west was the one called Kali. She wore a garland of corpses and skulls, had fangs and four arms and was worshipped as a goddess.

Country	Vampire
Bretonnia	Nosferatu
Estalia	Wamphyrio
Tilea	Stregoni
Kislev	Upr/Upior
Empire/Sylvania	Vampire/Vampir/Vampyre
Albion Isles	Buhvan-Sith
Cathay	Kiang Shi
Nippon	Kyuketsuki
Southlands	Obayifo/Popobawa
Araby	Ekimmu/Algul
Ind	Rakshasas/Baital/Penangalen

VAMPIRE ATTRIBUTES & TRAITS

VAMPIRES AND RELIGIOUS SYMBOLS

A Vampire maybe repelled by someone carrying a religious symbol but the symbol itself is useless unless the wielder possesses a strong faith in the efficacy of the symbol, as a despoiler of evil. As such, the symbol is the vehicle for the faith of its holder. The stronger the faith the greater the chance that a Vampire can be repelled. Initiates, Druids, Druidic Priests and Clerics may attempt to repel a Vampire with a religious symbol, as can any character with the Theology skill (as evidence of their devout faith). The chance of repelling a Vampire is a test equal to the character's basic WP total (+10 for first level Druidic Priests and Clerics, +5 for each level thereafter, to give a max total of +25 bonus to WP.) If this test is passed, the Vampire is repelled and can only defend itself if attacked by the repelling character (dodging, parrying etc) - the Vampire may flee if it so wishes and plot its revenge later. The chance to repel may also be altered at the GM's discretion according to the Vampire which is being repelled, i.e. an ancient Vampire will probably be harder to repel than one a couple of centuries old.

An Initiate, Druid, Druidic Priest, Cleric or any character with the Theology skill may attempt to repel a Vampire without a religious symbol but the chances of doing so are reduced. For example, a Cleric might try to recite a verse from a religious tome ordering the Vampire to be gone. If a character attempts this then there is a -25% penalty to the WP test (a fourth level Cleric or Druidic Priest would therefore suffer no penalty.) All of this and the above means that it is almost impossible for any other character to repel a Vampire without having some kind of a devout faith. At the GM's discretion, a character with a religious symbol may attempt a repel but only with a small chance of success.

VAMPIRES: NIGHTTIME AND DAYTIME

From dusk till dawn: Vampires are at their most powerful between the hours of dusk and dawn, when they usually stalk the night searching for a victim to feed on; the night has a way of invigorating them. They are at their peak of power from an hour before and after midnight. At the GM's discretion this can have a myriad of effects such as a minor profile enhancement, the cost of casting Necromantic spells is halved, the power of regeneration, an increase in power level etc, etc. Additionally, during the night a Vampire's hearing is ten times that of a human's, i.e. the sound of a soft noise travels 40 yards instead of the usual 4.

From dawn till dusk: Vampires usually rest during the day in some dark place, like a coffin or sarcophagus for example. The reason for this is simple: Vampires regenerate their power during the day after their night's feeding and are much weaker than they are from the onset of dusk, which makes

them vulnerable. When needs arise, they can move abroad during the day, contrary to popular belief and myth; Vampires do not burn in daylight. However, they are substantially weaker in daylight hours, which can be surmised as from dawn till dusk. The effects of this period on a Vampire is as follows:

- **Loss of shape-change ability.** A Vampire cannot use its shape-change ability during the day if it has one. This may have the effect of a Vampire being imprisoned in his bat form, for example, until the onset of dusk (if the Vampire failed to change back to human form before dawn), when the ability will be regained.
- **Cannot cast spells.** A Vampire cannot cast any spells at all during the day but still maintains its magic point total and still has the ability to control Undead creatures as normal. As soon as dusk falls the Vampire may cast spells again. At the GM's discretion, a Vampire might be able to cast spells in low light conditions or in a thunder storm during the day.
- **Reduced characteristics.** From sunrise until the sun sets, a Vampire loses -1/-10 to all characteristics and 5 Wounds (to a minimum of W 2, or alternatively the Vampire, in its weakened state, will fall into a cataleptic state or even be destroyed). Between an hour before midday and an hour after, a Vampire is at its weakest and loses a further -1/-10 to all characteristics and another 5 Wounds (-2/-20 and 10 Wounds altogether.) Any wounds lost during this period can only be regained up to their new level. Once the sun sets the Vampire's profile will be at full strength after 2D6 minutes.

VAMPIRES AND WATER

A Vampire is unable to cross running water, except at the ebb and flow of the tide. The reason for this is linked to the reason why they do not cast a reflection in mirrors. In the case of a reflection, the reflection is symbolic of a person's soul, something a Vampire is not thought not to have. Mirrors, or any polished surface, aren't any better than a standing stream of water, so the water is associated in a fashion with the mirror. There's also the fact that water is an agent of life, the complete opposite to what Vampires represent. A splash of water will cause D3 wounds to a Vampire. If immersed in water, a Vampire must pass a WP test or be destroyed. If the test is successful, the Vampire still takes 3D6 wounds. Holy water inflicts D3 wounds as normal.

VAMPIRES AND GARLIC

A prevailing superstition is that garlic will repel a Vampire. Because the strong aroma of garlic can mask the smell of death it is believed that the effects will be much the same against a Vampire, as they are themselves dead, and may possess a magical quality against Undead. It is not known whether garlic has any effect at all on Vampires; whether it harms them or whether it can ward them off, is unknown for sure. Some people maintain that blessed garlic flowers have the required effect on Vampires...

VAMPIRES AND THEIR NATIVE SOIL

It is usual for Vampires to regenerate their powers in a coffin or sarcophagus lined with the soil from their native lands, which is typically their place of birth. The soil somehow imbues them with power and without it they begin to lose their supernatural abilities and as a result this could eventually lead to permanent death; decomposing as a corpse. A Vampire who stays in his homeland is hardly in danger of this but some Vampires do like to travel, as they become weary of the same old blood on offer and wish to experience new tastes.

If a Vampire does not rest in a coffin or sarcophagus lined with his native soil then it must spend twice the amount of magic points to become active at the beginning of each night (typically 20 magic points.) This will result in the Vampire having to feed twice as much as before and possibly attracting more attention in the process. In this scenario, the Vampire will try to journey back home and once there he will bathe himself in his native soil's rejuvenating properties.

With the link severed between a Vampire and its native soil, this could have many more consequences than the simple expenditure of 20 magic points: spells cost twice as much to cast or they are less effective; the knowledge of some spells is lost; shape-changing powers fluctuate and only work at the dead of midnight (casting spells could be included in this too); characters receive extra repel bonuses;

or the Vampire takes D6 extra wounds from any characters with the Theology skill in hand-to-hand combat.

VAMPIRES AND TELEPATHY

Most Vampires have telepathic powers, being able to communicate with others using the power of the mind. The distance a Vampire can use this ability is equal to their mastery level in miles, e.g. a Vampire who is a level 3 wizard may use telepathy at a distance of 3 miles. This distance is at least doubled should a Vampire attempt to telepathically contact an individual it has fed from. Only short sentences can be conveyed and these are usually commands which the Vampire wishes to give.

THE VAMPIRE BESTIARY

Throughout the history of the Old World tales are told about mad men with incredible strength and insane, decadent nobles with a lust for power, waging war on their neighbours. The most infamous in the chronicles of the Empire were the despotic von Carsteins of Sylvania. It was an autocratic dynasty which ruled for over three centuries and its family members were said to be all vampires. My personal thoughts on the von Carsteins is not much. They are not unlike the noble dynasties of Imperial families of centuries past, whose idiosyncrasies were not altogether understood or accepted by the general populous. It was not surprising to learn that Vlad von Carstein was accused of demon-worship by the Church of Sigmar and subsequently put to death after being excommunicated. Of the Carstein atrocities I feel it is not necessary to go into detail here.

Then there is the Lahmian Sisterhood who it is said were the first vampires. Myths and legends have come to the Old World, notably from the crusaders, about how a city on the eastern coast of Nehekharra, called Lahmia, gave birth to a cult whose inner circle were made up of the most beautiful women any man could desire. One among them, the High Priestess of the Cult of Blood, called Neferata, gave her disciples the curse of vampirism after imbibing the elixir of life, which is said to have been concocted by the High Priestess herself from a recipe from one of the nine books of the legendary Necromancer Nagash. It is more than likely, however, after studying the decadent society of Lahmia, that they took hallucinogenic herbs in their wines during their great banquets thus giving them the belief that they were something more than human. Moreover, extensive research into herbs of this type has led me to believe that the Lahmians could have used them to thin their blood, making oxygen flow through the body far more efficiently and in doing so making them capable of much greater physical feats. I conclude that Neferata's Elixir was in truth a sweet wine which when drunk sent the drinker into a semi-paralytic state.

The extinct Ordo Draconis, or the Templar Order of the Blood Dragons, was said to be under the influence of the vampire curse according to the Fraternal Order of Hunters. Very little literature remains from the collapse of central authority from Imperial Years 1979 (the time of the last elected Empress, Magritta) to 2300 about the Ordo Draconis. Some documents tell of the Order's terrible atrocities against the local populous, but in truth they were really naught but a band of ruthless robber knights who terrorised the peasants with impunity; for over three centuries, roughly the same time that the von Carstein dynasty emerged in Sylvania, there was anarchy in the Empire allowing many brigands and cut-throats to roam the land unmolested.

From the writings of Herr Doktor Stehmar Reinwald of Middenheim.

BLOOD DRAGONS

It is said that the grand sire of the Blood Dragons was Abhorash who was a Nehekharan noble of some repute and standing and he was also a brilliant swordsman. He was captain of the priest king of Lahmia's guard and it was not long before Queen Neferata invited him to drink from a cup to pledge his fealty to her. After Abhorash drunk from the cup his doom was sealed for he had taken Neferata's elixir and became, like her, an unliving thing: a vampire.

Abhorash had a warrior's sense of honour and duty and at first did not try to appease his thirst for the blood of the living. But inevitably he succumbed to the necromantic energies burning through his veins and in one night he drained twelve men and women of their blood. It is said that he wept for his victims and thereafter he preyed upon the plains nomads outside the city than his own people. He eventually rose in the ranks to become the supreme commander of the armies of Lahmia and given the honorary title of Lord of Blood.

With its vampire aristocracy, though it was much to do with Abhorash's designs, the city of Lahmia became a lawful place; bribery was unheard of because of the fear people held of their immortal masters; crime was low, as any criminals faced an uncertain end in the Temple of Blood; and banditry was kept in check. However, the vampires saw themselves above any law and frequently made incursions into the realms of the other priest king's cities where they preyed upon the inhabitants there. Abhorash was furious that they should have done this and his worst fears came to fruition when the city of Lahmia was attacked by the armies of an alliance of priest kings.

Although Lahmia saw some victories against the priest kings with Abhorash at the helm it wasn't long before the city's walls were finally breached. Abhorash alone could not prevent the destruction of his home; the pyramids were levelled; the ancient tombs were desecrated; the library of Neferata sacked and burned; and the Temple of Blood itself toppled and crushed. Abhorash swore that he would have vengeance and he fled north with four of his closest vampire minions. During this journey Abhorash was drawn to a tall mountain, which he climbed. Once at the top he encountered a Red Dragon of gigantic proportions and, eager to test his martial ability, Abhorash drew his sword and fought with the wyrm. In the end the Vampire Lord bested the beast and drained it of blood. It is then said that the dragon's blood quenched his thirst for blood and thereafter Abhorash bid his minions journey to other lands and perfect their martial abilities and that once they were ready he would call for them. In memory of that day Abhorash's minions took the name of Blood Dragon.

There have been myths and legends throughout the ages concerning vicious robber knights and who knows how many of them had the blood of the vampire running through their veins? One of the most infamous of these stories explained the demise of the Ordo Draconis stationed in Blood Keep in the Grey Mountains. It is said that a knight called Walach challenged the order's knights to single combat, bestowing upon those he found worthy the curse of vampirism. However, others say that Walach was insane and was possessed of a madman's fury and bloodlust, possibly as a result of fighting in the Arabian wars, and that he was suffering from a contagious disease which eventually saw the end of the Ordo Draconis. Another tale comes from the land of Bretonnia where it is said that the Duc de Aquitaine was a vampire knight; he was finally defeated in the Battle of Ceren Fields.

Physique: Blood Dragons have the appearance of armoured warriors. Their armour is often of a bygone era and can be highly ornate as can their weapons.

Alignment: Although as vampires, Blood Dragons are evil they do possess a sense of honour which the majority of their Undead kindred do not have.

Psychological Traits: Immune to all psychological effects.

Special Rules: Although Blood Dragon Vampires are essentially warriors first and foremost they usually have access to some spells, though they don't have to have any. A Blood Dragon is rarely ever more powerful than a second level magician and may cast spells from Battle, Necromantic, and Dark magic lore. Regardless, a Blood Dragon has 40 magic points or 9D8 and has the ability to control Undead as for a normal Vampire from WFRP. Blood Dragons may cast Necromantic and Dark magic spells without penalty should they be wearing armour.

Most Blood Dragons do not possess the ability to shape-change, possibly due to their pursuit of martial feats and less magical attunement. However, those that can shape-change can become a swirling mist (see Necrarch) for 2 magic points.

Destroying Blood Dragons: Decapitation followed by the burning of the head - cutting off a Blood Dragon's head is not enough to destroy it, it must be burned also. Cremation and being completely submerged in water will destroy a Blood Dragon vampire as normal (see WFRP Vampire.)

Blood Dragon Procreation: Blood Dragons often act like protagonists, setting up disputations at a convenient bridge or stretch of road and challenging any armed traveller who passes; a milk maid or a peasant just isn't good enough, the quarry has to be a warrior. They usually feed on those they have vanquished in combat, although they might allow their beaten opponent to leave if they felt that he or she put up a good fight; most Blood Dragons still retain a sense of warrior's honour. In unusual cases, a warrior might come back to fight the same Blood Dragon year after year; the Vampire obviously feeling that it is good sparring and may hold off the warrior's death until he feels the time is right. If a mortal warrior is found to be particularly skilled and brave, a Blood Dragon might give him the Blood Kiss (as normal from WFRP Vampire.)

Blood Dragon - Typical Profile

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
6	83	50	7	6	24	80	4	60	80	60	80	70	35

LAHMIANS

The Lahmians were the first true vampires although Nagash and his Nehekharan ministers imbibed potions from similar sorceries, they were not vampires. Their dark destiny began when the alliance of the priest kings of Nehekhar, alarmed at the rise of Nagash, overthrew him and sacked the city of Khemri after almost one-hundred years of fighting (from -1750 to -1650 IC). Although much of the Great Necromancer's works were destroyed some among the confederation of priest kings, specifically the Lahmians, took with them one of the Books of Nagash from the Liche's own library and, with Queen Neferata at the helm, set to emulate his Dark Magic.

But the Books of Nagash have their own perils for each one is written in ink distilled from human blood by the very hand of the Great Necromancer himself. Only the strongest willed can read the pages and remain sane. Neferata was such an individual and she became a competent Necromancer as well as a skilled chemist. She created an elixir that when drunk gave the imbiber immortality and also prevented decay, which Nagash's failed to do. Neferata would remain forever young and beautiful and she had eleven others drink from the same elixir creating the vampire fathers and mothers. However, once drunk, the mortal's heart stops beating forever and youth is only guaranteed if the blood of the living is consumed. Moreover this 'curse' can be passed onto others, the 'Blood Kiss', but they would be mere shadows compared to the Master Vampires.

Thus the Cult of Blood was founded by Queen Neferata, not only to bring young youths in from the population of Lahmia to feed the gory appetites of the vampires therein but as a way of creating other vampires (this practice was not common once Abhorash became the Lord of Blood.) The Lahmian Sisterhood was also founded from this and Neferata was hailed as the Cult of Blood's High Priestess.

As with Khemri, the city of Lahmia was besieged by another confederation of priest kings: Zandri, Numas, Quatar, Mahrak, Lybabras, Bhagar and Khemri. Although the Undead population of Lahmia had increased they could not hope to defeat the combined might of seven armies. Many vampires perished in the blazing hell that was the battle of Lahmia and some of the Master Vampires also met their end by the pious priests of the true gods of Nehekhar and its warriors. In the end seven of the first vampires survived the battle, including Neferata. She fled north, together with her sisterhood, to the mountain borders of what would become the Empire. Of the other Masters, four fled north towards the Old World, one fled to the northern Chaos Wastes and another journeyed to the Far East; the surviving lesser vampires either accompanied their masters or scattered to the far corners of the world.

The Lahmian Sisterhood's heart lies in the World's Edge Mountains in a place called the Silver Pinnacle. It is where Queen Neferata herself is said to reside although now the place, and its undying lady, is something of a legend today. But some merchants claim that they have visited a court in the

mountains, inhabited by beautiful maidens and watched over by sinister guards dressed in black and whose faces cannot be seen.

Physique: Lahmian Vampires are almost exclusively female and belong to a sisterhood with Queen Neferata at its head. Although these seductresses are beautiful beyond mortal comprehension they are extremely dangerous and mortal men underestimate them at their peril; their small, dainty, delicate little hands have the power to crack open a man's skull and their lightning speed means that they kill in the blink of an eye. This sisterhood are very adept at infiltrating human society where they marry rich and powerful people from knights and barons to generals and even Elector Counts. What their ultimate purpose is only they and their Queen knows.

Alignment: Evil.

Psychological Traits: Lahmians are immune to all psychological effects. However, like most vampires, they are vain creatures and will flee if it looks like a situation is hopeless. They will always prefer to avoid hand-to-hand combat if at all possible preferring instead to let someone else do the fighting for them or use magic from a distance.

Special Rules: A Lahmian may have the spellcasting abilities of a wizard of any level with a free choice of Battle, Necromantic, and Dark magic spells, and may have access to some Illusion and Daemonic Magic at the gamesmaster's discretion. Lahmians have 40 magic points or 9D8 for a random total.

At the cost of 2 magic points a Lahmian vampire can shape-change into any of the following: cat, snake, wraith and Vorkudlak. In Vorkudlak form the Lahmian grows in size and retains the upper body of a woman but has the lower body of a winged serpent. In this form the vampire may fly as a *swooper* (causes *fear* too) and her profile is adjusted accordingly: WS+10, S +1, T +1, W +4, I -10, A +1, Fel -50.

Destroying Lahmians: A Lahmian vampire can be effectively destroyed forever if she is doused in boiling water or oil and has a nail driven through her navel; to make sure of the creature's true death it is recommended that the body be decapitated also. Cremation and being completely submerged in water can destroy a Lahmian vampire as normal.

Priests of Arabian gods cause an extra point of damage against Lahmian vampires per level of mastery (a level 3 Cleric would do +3 wounds for example.) A Lahmian dealt a 'killing' blow by a priest of an Arabian god loses all of its magic points and becomes cataleptic; the effects are the same if dealt a killing blow by a magic weapon. Additionally, anyone repelling a Lahmian vampire with an Arabian religious symbol gains a further +5 bonus to the chance of success.

Lahmian Procreation: As for WFRP Vampire bestiary description.

Lahmian - Typical Profile

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
7	60	60	6	6	20	90	3	80	45	80	80	80	100

NECRARCHS



Necrarchs are more or less insane and despise all living creatures; it is said that they wish the destruction of all living things in the Known World and some witch hunters, who know of such things, claim that the hand of the Great Necromancer himself directs their moves. They see the world of the living as a shadow, much like the mindless Undead, blurred images and formless shapes giving only the suggestion that something is there. But Necrarchs see the land of the dead with crystal clarity; they can hear the corpses in their graves whisper to them, as to a Necrarch the dead are never truly dead; they can see the unquiet spirits rising

from their spoiled resting places; and the charnel-houses are like choirs. The world is full of the dead, a veritable grave, and all are known to the Necrarchs.

Necrarchs are Vampires with a knowledge of necromancy unsurpassed by others of their kind and are also skilled alchemists, thanks to W'soran their Vampiric sire of old of Nehekharu. From their experiments they create hideous things from living subjects and not all of them human. A ghastly outcome of one such experiment might result in a crossbreed between a spider and a severed human head, such is the weird mind of a Necrarch, and for what purpose no one knows; they are incomprehensible even to other Vampires and are reviled even by them. The area around a Necrarch's abode, a ruined tower or a cave, is often parched, blackened and twisted because of their unclean presence and their experiments with Dark magic and the Chaos matter known as warpstone.

Although Necrarchs are loners by nature (this has ensured that their rarity is such that they are practically unknown) and value their privacy they still need agents in human society to bring them subjects for their experiments in black sorcery. The people they choose tend to be outcasts and those with physical disfigurements. They also need that which Vampires need to sustain their unnatural immortality: blood. However, their need for blood is sated, not least by their insanity but by their knowledge of alchemy. Centuries of experimenting with various hideous concoctions has enabled them to survive for many years without the need for fresh human blood. This in itself keeps them hidden from civilisation.

Physique: Necrarchs resemble rotting carcasses and are nothing like the beguiling archetypal Vampire. Their little eyes are like glowing coals sunk into the sockets of their bald head; their ears are sharp and pointed as are their teeth, with two sharp incisors in the centre of the mouth like a rabbit's; their bodies are thin and spindly and their hands are long and claw-like.

Alignment: Evil.

Psychological Traits: Necrarchs are immune to psychology rules and cause fear in all living creatures. Despite the fact that they are immune to psychological they are vain creatures at heart and will never risk their lives needlessly. If they can escape armed confrontation then they will unless they can be protected by their Undead minions or similar servants, which would allow them to use magic against a foe at a safe distance.

Special Rules: A Necrarch has the spellcasting abilities of a third or fourth level magician, with a free choice of Battle, Necromantic, and Dark magic spells, and may have access to some Illusion Magic at the gamesmaster's discretion. A typical Necrarch will have D4+2 of each at each level, plus 10+D10 Petty Magic spells. These can be allocated by the GM or selected randomly.

Necrarchs carry the Tomb Rot disease but are not themselves affected by it. Anyone in combat with a Necrarch risks catching the disease (40% chance.)

Necrarchs can become a swirling mist for 2 magic points. In this form they are classed as ethereal but cannot pass through solid barriers or windows (a Necrarch will have to pass *over* them) and cannot attack. The mist of a Necrarch is classed as a *Mystic Mist* Battle Magic spell.

Necrarchs can survive for longer periods without blood than other Vampires, which probably has something to do with their consummate knowledge of necromancy and alchemy. They make great use of alchemical potions, distilled from human blood and mixed with a little warpstone, to sustain their Undead immortality in the same way that other Vampires drain the blood of the living. These alchemical potions ensure that the Necrarchs remain unheard of, as they never need to venture out and feed on humans, although in emergencies they can use their misfits as temporary 'blood banks'. A Necrarch's potion may restore D10 magic points (as Necrarchs seldom leave their abodes they are assumed to have a plentiful supply of black potions to sustain them, otherwise they may take a supply with them on any journey they should undertake.) Only a Necrarch may benefit from one of these potions. The consequences if a human drank one does not bear thinking about.

A Necrarch must still rest in a coffin lined with its native soil. However, it only needs to expend half the amount of magic points at the beginning of each night.

Destroying Necrarchs: If a Necrarch is dealt a killing blow by a magic weapon, or by a Cleric or Druidic Priest, it is robbed of all its remaining magic points and becomes cataleptic; it can only rise again if it is fed at least 10 points of fresh blood, each point restoring one magic point. In this dormant state, a Necrarch can be permanently destroyed if its head is cut off and subsequently burned (sometimes it is wise to also cut its hands off and drive nails through the heels of its feet before burning the rest of the body). If a hawthorn stake is transfixes through its heart it will simply remain inactive until it is removed. Clerics and Druidic Priests inflict 1 extra wound on Necrarch Vampires.

Necrarch Procreation: Necrarchs rarely ever give the Blood Kiss to any living human because they hate living things. Only individuals with magical talent (the uglier the better) are considered and only one person is given this 'gift' by any one Necrarch. This individual will then become the Necrarch's apprentice and learn the Necromantic arts under his tutelage. The Necrarch Master drains the victim of blood (to zero wounds) over a short period of time. Then the victim drinks from one of the Necrarch's open veins. After he does this the victim effectively 'dies' and retreats to a coffin or sarcophagus where he falls into a cataleptic state. In this state the victim undergoes a period of swift decomposition over several days, while he 'sleeps', until he resembles a rotting corpse. When he wakes he becomes a Necrarch Vampire and immediately has the magical disability *cadaverous appearance* at stage 3 and carries the disease Tomb Rot.

Necrarch - Typical Profile

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	41	25	6	6	23	63	2	59	49	89	59	89	14

STRIGOI



When Mourkain fell, a few vampires escaped the destruction and most fled north - where the others went is not known. Scattered and lost the Strigoi Vampires, as they were to be known, had to fend for themselves in the desolate wildernesses of the southern lands of the Old World. It was then a barbaric and fragmented land after the Dwarf/Elf wars, and the subsequent volcanic activity which destroyed the Dwarf realms in the mountains made it even more hostile; goblinoids ruled the lands and the few scattered human tribes would not be able to defeat them until the coming of Sigmar. The Strigoi would eke out a sorry existence, preying on mainly goblinoids, but they would also prey upon the humans of the

Avermanni whose shepherds offered them too much of a tempting target - isolated as they were on the foothills of the Black Mountains and where attacks from goblinoids, or other human tribes, could be blamed for their sudden disappearance - and feeding on carrion. This changed the Strigoi. They became hunch backed, degenerate, ghoulish monstrosities, fearful of large gatherings of men and especially fearful of wizards and druids, but only the brave would ever dare venture into a cave where it was known a Strigoi lived. They would often feed on the bodies of tribesmen who had fallen in battle.

The Strigoi are little more than outcast monsters, living in the wilderness like wild animals, though occasionally a Strigoi may find an old abandoned castle or a crypt to live in. They prey upon sheep and cows and drain the livestock of local farms. Sometimes a Strigoi, foolishly perhaps, returns to the same village over and over again where it feeds on the blood of old friends, surviving relatives and any available enemies; it will also prey upon any infants and newborn babies because they have the most nourishing blood. Their most ghastly habit, and one which other vampires would never even dream of, is to feed on carrion: the fallen in battle, the buried in graveyards, or the corpses of those that have fallen to banditry or other unforeseen circumstance in the wilderness where there is no help.

Strigoi are very rare (not as rare as Necrarchs but less known than other Vampires) and can only be found in the southern provinces of the Empire, in Tilea and the Border Princes. They shy away from human civilisation, such as towns and cities, and fear large groups of Men. It is claimed that the wandering gypsies known as the Strigany know the locations of certain Strigoi Vampires and their knowledge of such things supernatural tends to make them a persecuted people.

Physique: Most Strigoi are bald and leathery, their vermin-infested flesh cracked and oozing with putrescence (they have the *Unpleasant Odour* disability at stage 3 WFRP p139.) They have long, spidery fingers that can stroke the hair of a sleeping child with tenderness one moment, and crush the spine of a horse the next. Their fangs cannot be retracted, and their disproportionate length is the cause of many running sores on their lips and chin. They tend to dress in old and tattered clothing, and most Strigoi have no desire at all for fineries and self-improvement. The older they get, the more corpse-like they appear, and truly ancient Strigoi look more like gaunt demons than anything related to the Kindred. Despite their miserable condition they are irreversibly evil and even other Vampires find them repulsive and want nothing to do with them.

Alignment: Evil.

Psychological Traits: Strigoi are immune to all psychological effects and cause fear in all living creatures. Despite the fact that they are immune to psychological they are vain creatures at heart and will never risk their lives needlessly. For example, a lone Strigoi will almost always flee from a group of humans intent on killing it unless it can summon aid or has minions close at hand.

Special Rules: Strigoi almost never have a wizard mastery level of more than two. They have access to Petty, Battle, Necromantic and Dark Magic and have 40 magic points or 9D8 for a random total.

At the cost of 2 magic points a Strigoi may assume the form of a Giant Bat.

A Strigoi must expend 10 magic points a day in order to survive and will preferably rest in a sarcophagus. Unusually for Vampires, Strigoi do not need to rest in their native soil. This has something to do with their un-Vampire-like habit of eating carrion and their affiliation with graveyards or other places of death. However, it has to be said that their condition is so wretched that it hardly matters anyway whether they rest in their native soil or not. Virtually any creature maybe drained of its life-force to supplement this: a cow, pig, horse, poultry, anything with blood, even a corpse will do. If a Strigoi cannot expend the required magic points it will fall into a cataleptic state and unable to use any of its powers.

Just like other Vampires a Strigoi only gains magic points through draining the life-force of living creatures. Each wound lost on the part of a humanoid gives the Strigoi 1 magic point; an entire dead corpse is worth D3 magic points; a cattle animal is worth D3 magic points; poultry is worth one quarter of a magic point; a newborn baby is worth 10 magic points.

A Strigoi has the ability to summon Ghouls to his aid by bellowing a guttural cry. The Strigoi must pass a Leadership test for the summoning to be successful (near a graveyard +40 bonus, if in the wilderness +20 bonus.) If successful, D6+1 Ghouls come to the Strigoi's aid (or more at the GM's discretion.)

A wound inflicted by a Strigoi has a 40% chance of carrying Tomb Rot. Even if this is saved, the wound also has a 40% chance of being infected.

Strigoi never use weapons or armour, preferring instead to use their fangs and long claws. Any nice looking objects they find they tend to horde in a stash somewhere. They can wear the odd amulet around their large muscular necks if a such an artefact takes their fancy.

Destroying Strigoi: A character who rubs a metal weapon with garlic inflicts +1 damage to a Strigoi and a stave made from the wood of a whitethorn tree inflicts +2 damage. A Cleric, Druidic Priest or Templar causes an additional +1 damage against a Strigoi. If faced by such an opponent a Strigoi must pass a Cool test or flee (+20 bonus if it is dusk, +40 if it is midnight.) If a Strigoi is dealt a killing blow

by any of the above weapons (including a magic weapon), or by a Cleric, Druidic Priest or Templar, it is robbed of all its remaining magic points and becomes cataleptic; it can only rise again if it is fed at least 10 points of fresh blood, each point restoring one magic point. In this dormant state, a Strigoi can be killed by first stuffing garlic in its mouth, removing its heart and cutting it in two, and then hammering a whitethorn stake through its head. If a whitethorn stake is transfixated through its heart it will simply remain inactive until it is removed.

Strigoi Procreation: On rare occasions a Strigoi may create another of its kind through rather disgusting and revolting means, far from the pseudo-sexual act common with other Vampires. A Strigoi can only choose a corpse that once belonged to a human who committed suicide. The corpse must not have been buried for more than forty days, nor must it lie in sacred/hallowed ground. An embalmed corpse is useless because embalming fluids ruin any chance for resurrection. The Strigoi first exhumes the corpse and must drain it of all blood no matter how cold or putrid it is. This is usually achieved by clawing open the corpse's chest and saturating the heart with a stream of the Strigoi's life fluid or vitae. The heart is then squeezed to allow the vitae to permeate through the dead body's arteries. Once every drop of blood is drained the Strigoi regurgitates its vitae again letting it pour into the corpse's open mouth and the coffin is resealed and buried. After two or three days the corpse transforms into a Strigoi Vampire and must claw its way out of its coffin, or be trapped forever. Sometimes a Strigoi's progeny is so enraged at the prospect of immortality, since it used to be someone who willingly took its own life, that it attacks and even subsequently kills the Vampire.

Strigoi - Typical Profile

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
6	60	18	7	7	24	60	4	24	49	39	49	49	14

VON CARSTEIN



It was Vlad von Carstein who gave the Vampire curse to the nobility of Sylvania in the late 1700s. Even before he came Sylvania was a province much in neglect and of poor worth. The most powerful ruling household of the time were the Von Draks. They were despots of the most cruel kind and acted in impunity while the rest of the Empire fragmented in the Age of Three Emperors. The rest of the Sylvania nobility weren't much better. While it was required that each family send at least one son to the crusades against Araby, the Sylvania nobles did not heed this requirement; they had no respect for higher authority. Most were cowardly individuals who were also oppressive, corrupt, decadent and evil-hearted.

Vlad von Carstein took over the rulership of Sylvania when Otto, the last of the Von Draks, who was without a male heir, died and for two centuries Sylvania became a productive province. But at the turn of the new millennium Vlad assaulted and subsequently ravaged Stirland and Ostermark. Vlad's army then marched on Altdorf where the Vampire fell in battle only to miraculously return. It is told that he wore a magic ring that gave him the power of regeneration and that it was finally stolen by a master thief of Ranald called Felix Mann; some say this character was also a high ranking follower of the thief god. Without the ring, Vlad was slain by the Grand Theogonist who also perished. There are countless versions of this story and no-one alive today truly knows the real tale. Nevertheless it has found its way into poems and plays in most theatres around the Empire; in these versions Vlad is usually cast as a tragic, but evil, individual who finally repents to Sigmar in his death.

After Vlad's death the other Vampires squabbled with one another over who should succeed him. There were five nobles who could claim the rulership of Sylvania: Fritz, Konrad, Mannfred, Pieter and Hans. Only Konrad and Mannfred survived the struggle for power, although the latter kept himself distant from the bickering and power squabbles. Konrad murdered Hans, Fritz was destroyed while attempting to besiege Middenheim and Pieter was captured in his coffin by a Witch Hunter who subsequently hammered a stake through his heart.

Konrad von Carstein was truly insane and was the most bloodthirsty of all the Von Carstein vampires. He would kill without any provocation and what's more he enjoyed doing it. Konrad was a poor magician and consequently he captured and enslaved any Necromancers he found in his realm, which there were never any real shortage of because Sylvania was the only place such people could practice their arts without any hassle. But Konrad's one-hundred year reign of tyranny over Sylvania ended in the spring of 2121 at the Battle of Grim Moor where he was slain by the Dwarf Grufbad and Helmar* of Marienburg.

The last of the Von Carstein Vampires was Mannfred. Unlike many of his brethren he was cunning and was also a powerful Necromancer** as well as being the most long lived. In 2032 IC Mannfred laid siege to Altdorf with a combined army of Undead and Sylvanian levies but had to beat a hasty retreat after the Grand Theogonist recited the Ritual of Unbinding causing Mannfred's army to begin to crumble to dust before his eyes. The Vampire Count also made to siege Marienburg but was again thwarted. At the last Mannfred was pursued to the swamps of Hel Fenn in Sylvania (2145 IC) and was cut down by the Count of Stirland. The Vampire Count's body was never found.

*Helmar was the son of Helmut who had a claim for the Imperial Throne. Helmut was slain by Konrad and his corpse was seen walking as a zombie in the vampire's army and consequently Helmar refused any claims to the throne thereafter.

**It is claimed from adventurers who found the Von Carstein library that Mannfred journeyed to the Lands of the Dead and brought back one of the Books of Nagash as well as other items of necromancy.

Physique: The classic Vampire archetype. They give the appearance of great nobility and wealth.

Alignment: Evil.

Psychological Traits: Immune to all psychological effects and may cause *fear* at will. Like most Vampires they are vain creatures and will flee if the circumstances dictate. Men who have the means and the knowledge to destroy them are greatly feared.

Special Rules: Von Carstein Vampires always have some kind of magical talent and may have powers ranging from level one to level four mastery. They may cast spells from Battle, Necromantic and Dark magic as well as a few Daemonic. They may also have access to the following Elemental spells: Cloud of Smoke, Cause Rain, Clap of Thunder.

Von Carsteins have great power over some natural creatures and may command them at will. They have the ability to summon a swarm of rats, bats and spiders and may summon D4 wolves (GM's discretion whether they are *pack* or *great*.) They have a great empathy with wolves.

Von Carsteins may shape-change into the following: rat swarm, dog, bat, wolf, wraith. This costs 2 magic points as normal. They can also becoming a swirling mist (as for Nocrarch, see above) or even a small heap of sand.

A Von Carstein Vampire may induce *amnesia* in any one character within 6 yards. The Vampire must do nothing for 1 Round while it attempts this. If the targeted character fails a WP test he automatically gains the amnesia disorder (WFRP p84.)

Destroying Von Carsteins: See WFRP Vampire.

Von Carstein Procreation: See WFRP Vampire.

Von Carstein - Typical Profile

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
6	70	63	7	6	24	80	3	60	65	70	80	70	43

