

NOSOPHOROS

THE VAMPIRE LORDS



Sic Gorgiamus Allos Subjectatos Nunc

THE VAMPIRE LORDS. THE NATION RULED BY VAMPIRE ARISTOCRATS. TO BE PUREBLOOD IS EVERYTHING AND WHERE MASTER AND SERVANT KNOW THEIR RIGHTFUL PLACE IN SOCIETY. A NATION POPULATED WITH BOTH HUMANS AND VAMPIRES. TAKE CONTROL OF THE MYSTERIOUS MYSTICS, THE NOTORIOUS SUMMONERS AND THE WICKED NECROMANCERS TO GAIN YOUR GODHOOD.

SINCE THE TIME THE FIRST VAMPIRES WALKED THE EARTH, MAN HAS FEARED THESE BLOODTHIRSTY BEASTS. IN TIME CAME THE ERA OF THE PUREBLOODS, WHICH MARKED THE BEGINNING OF THE VAMPIRE ARISTOCRACY. THE LEGACY OF THE FIRST VAMPIRES LIVES ON ONLY THROUGH THE BLOOD OF THIS ARISTOCRACY.

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FEATURES OF NOSOPHOROS

NATIONAL FEATURES

BLOOD NATION

PREACH VIA BLOOD SACRIFICE

VAMPIRES CONSUMES FOOD

NO BOWMEN

BLOOD, DEATH AND ASTRAL MAGIC

LIKE COLD CONDITION -1

SOME UNITS CAN FLY

NO CAVALRY

ARMY

10 NEW UNITS

12 NEW COMMANDERS

4 NEW HEROES

1 NEW MULTI HERO

3 NEW PRETENDERS

10 NEW OTHER UNITS

68 NEW VAMPIRE NAMES

WEAPONS/SPELLS/OTHER

11 NEW SPELLS

12 NEW VAMPERIC DIVINATION SPELLS

14 NEW WEAPONS

10 NEW ARMOR

1 NEW WEAPON TO BE FORGED

2 NEW MAGIC SITES

1 NEW VAMPIRE FLAG



RECRUITABLE UNITS

CHILD OF THE NIGHT VAMPIRE	GOLD 20	RESOURCE 2
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CHILDREN OF THE NIGHT ARE THE OFFSPRING OF VAMPIRES.

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

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

STRENGTH	10
ATTACK	7
DEFENSE	8
PROTECTION	2
ENCUMBRANCE	0
MORALE	14

HIT POINTS	6
ACTION POINTS	12
MAP MOVE	2
SIZE	1
PRECISION	10
MAGIC RESISTANCE	13

ABILITIES	
HOLY	COLD RESISTANCE 50
DARK POWER I	POISON RESISTANCE 100
AMBIDEXTROUS II	DARK VISION 100
BLOOD HUNT I	REGENERATION 10
STORM IMMUNE	STEALTHY 12

SPECIAL ABILITIES	
WOLF SHAPESHIFT	VENGEFUL CHILD SPIRIT

WEAPONS

DAGGER
DAGGER

ARMOR

VAMPIRE COAT

MAGIC

CHILD OF THE NIGHT – WOLF SHAPE

GOLD

- RESOURCE

VAMPIRE



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

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

STRENGTH	12
ATTACK	9
DEFENSE	10
PROTECTION	0
ENCUMBRANCE	0
MORALE	8

HIT POINTS	4
ACTION POINTS	15
MAP MOVE	2
SIZE	1
PRECISION	12
MAGIC RESISTANCE	13

ABILITIES

HOLY	COLD RESISTANCE 50
DARK POWER I	POISON RESISTANCE 100
BLOOD HUNT I	DARK VISION 100
STORM IMMUNE	REGENERATION 10
	STEALTHY 15

SPECIAL ABILITIES

VENGEFUL CHILD SPIRIT	CHANGE BACK AFTER COMBAT
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WEAPONS

BITE

ARMOR**MAGIC**

CHILD OF THE NIGHT – VENGEFUL CHILD SPIRIT

GOLD

- RESOURCE

SPIRIT



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

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

STRENGTH	6
ATTACK	10
DEFENSE	5
PROTECTION	0
ENCUMBRANCE	0
MORALE	50

HIT POINTS	1
ACTION POINTS	12
MAP MOVE	1
SIZE	1
PRECISION	10
MAGIC RESISTANCE	13

ABILITIES

ETHEREAL	COLD RESISTANCE 50
DARK POWER I	POISON RESISTANCE 100
NEED NO EAT	DARK VISION 100

SPECIAL ABILITIES

VANISHING AFTER BATTLE	
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WEAPONS

CLAW

ARMOR**MAGIC**

CITY GUARD – SPEARGOLD **14** RESOURCE **1**

HUMAN



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

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

STRENGTH	10
ATTACK	12
DEFENSE	10
PROTECTION	0
ENCUMBRANCE	3
MORALE	12

HIT POINTS	10
ACTION POINTS	12
MAP MOVE	1
SIZE	2
PRECISION	8
MAGIC RESISTANCE	10

ABILITIES

CASTLE DEFENSE I

MOUNTAIN SURVIVAL

SPECIAL ABILITIES**WEAPONS**

SPEAR

ARMOR

IRON CAP

RING MAIL CUIRASS

KITE SHIELD

MAGIC

CITY GUARD – SWORDGOLD **14** RESOURCE **1**

HUMAN



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

STRENGTH	10
ATTACK	12
DEFENSE	10
PROTECTION	0
ENCUMBRANCE	3
MORALE	12

HIT POINTS	10
ACTION POINTS	12
MAP MOVE	1
SIZE	2
PRECISION	8
MAGIC RESISTANCE	10

ABILITIES

CASTLE DEFENSE I

MOUNTAIN SURVIVAL

SPECIAL ABILITIES**WEAPONS**

SWORD

ARMOR

IRON CAP

RING MAIL CUIRASS

KITE SHIELD

MAGIC

VAMPIRE BEAST

VAMPIRE

GOLD 15 RESOURCE 2



SOMETIMES WHEN HUMANS GET BLOODED, IT GOES WRONG. THEY CANNOT CONTROL THEIR THIRST, AND ARE KNOWN FOR THEIR BLOOD-FRENZIED KILLING SPREES. SOON THEIR PHYSICAL APPEARANCE STARTS TO MUTATE, AND THEY ARE MORE OR LESS IN A STATE OF PERPETUAL INSANITY.

VAMPIRE BEASTS ARE USUALLY HUNTED DOWN BY OTHER VAMPIRES DUE TO THEIR UNPREDICTABILITY AND UNCONTROLLABLE BLOODLUST.

VAMPIRE BEASTS LIVES IN THE SEWERS, MARSHES AND RUINS.

STRENGTH	14
ATTACK	12
DEFENSE	10
PROTECTION	5
ENCUMBRANCE	0
MORALE	30

HIT POINTS	12
ACTION POINTS	16
MAP MOVE	2
SIZE	2
PRECISION	10
MAGIC RESISTANCE	12

ABILITIES

DARK POWER II	COLD RESISTANCE 50
BLOOD HUNT II	POISON RESISTANCE 100
BERSERK IV	DARK VISION 100
STORM IMMUNE	REGENERATION 20

SPECIAL ABILITIES**WEAPONS**

BITE

CLAW

ARMOR**MAGIC**

VAMPIRE SOLDIER

VAMPIRE

GOLD 18 RESOURCE 2



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

MANY VAMPIRE SOLDIERS COMES FROM CITIZEN OR MERCHANT FAMILIES.

STRENGTH	14
ATTACK	12
DEFENSE	12
PROTECTION	0
ENCUMBRANCE	0
MORALE	16

HIT POINTS	12
ACTION POINTS	14
MAP MOVE	2
SIZE	2
PRECISION	12
MAGIC RESISTANCE	13

ABILITIES

DARK POWER II	COLD RESISTANCE 50
BLOOD HUNT II	POISON RESISTANCE 100
STORM IMMUNE	DARK VISION 100
	REGENERATION 10

SPECIAL ABILITIES

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WEAPONS

GREAT SWORD

ARMOR

FULL SCALE MAIL

MAGIC

BLACK ROSE GUARD

VAMPIRE

GOLD 50 RESOURCE 2



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

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

STRENGTH	14
ATTACK	15
DEFENSE	14
PROTECTION	0
ENCUMBRANCE	0
MORALE	20

HIT POINTS	15
ACTION POINTS	14
MAP MOVE	2
SIZE	2
PRECISION	12
MAGIC RESISTANCE	15

ABILITIES

HOLY	COLD RESISTANCE 50
DARK POWER II	POISON RESISTANCE 100
BLOOD HUNT II	DARK VISION 100
STORM IMMUNE	REGENERATION 10

SPECIAL ABILITIES

CAPITAL RECRUITMENT ONLY	
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WEAPONS

VAMPERIC GREAT SWORD

ARMOR

BLACK ROSE HELMET

BLACK ROSE MAIL

MAGIC



RECRUITABLE COMMANDERS

NIGHT STALKER VAMPIRE	GOLD 80	RESOURCE 2
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THE BLACK VENOM GUILD ARE VAMPIRE ASSASSINS, WHO CAN BE CONTRACTED TO DO THE DIRTY JOBS.

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

STRENGTH	14
ATTACK	12
DEFENSE	12
PROTECTION	0
ENCUMBRANCE	0
MORALE	20

HIT POINTS	14
ACTION POINTS	14
MAP MOVE	3
SIZE	2
PRECISION	12
MAGIC RESISTANCE	13

ABILITIES	
ASSASSIN	COLD RESISTANCE 50
DARK POWER II	POISON RESISTANCE 100
BLOOD HUNT II	DARK VISION 100
AMBIDEXTROUS III	REGENERATION 10
STORM IMMUNE	STEALTHY 20
FLYING	

SPECIAL ABILITIES	

WEAPONS

BLACK VENOM SHORT SWORD
BLACK VENOM SHORT SWORD

ARMOR

GUILD ARMOR
DEATH MASK

MAGIC

GATE KEEPER

HUMAN

GOLD 60 RESOURCE 1



CITY GUARDS ARE THE RANK OF HUMANS DEFENDING CITIES AND FORTRESSES FOR THE VAMPIRE NATION. SPECIALIZED IN DEFENDING THE WALLS MAKES THEM INVALUABLE, DESPITE THEIR RELATIVE WEAKNESS COMPARED TO VAMPIRES. THE GATE KEEPER IS THE CITY GUARD ENTRUSTED WITH ORGANIZING THE DEFENSE OF VAMPIRE CITIES AND FORTRESSES.

STRENGTH	10
ATTACK	13
DEFENSE	12
PROTECTION	0
ENCUMBRANCE	3
MORALE	13

HIT POINTS	12
ACTION POINTS	12
MAP MOVE	1
SIZE	2
PRECISION	10
MAGIC RESISTANCE	12

ABILITIES

CASTLE DEFENSE I

MOUNTAIN SURVIVAL

SPECIAL ABILITIES

WEAPONS

BROAD SWORD

ARMOR

IRON CAP

RING MAIL QUIRASS

KITE SHIELD

MAGIC

MYSTIC

VAMPIRE

GOLD 90 RESOURCE 2



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

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

STRENGTH	14
ATTACK	11
DEFENSE	11
PROTECTION	0
ENCUMBRANCE	0
MORALE	15

HIT POINTS	12
ACTION POINTS	14
MAP MOVE	2
SIZE	2
PRECISION	12
MAGIC RESISTANCE	15

ABILITIES

HOLY	COLD RESISTANCE 50
DARK POWER II	POISON RESISTANCE 100
BLOOD HUNT II	DARK VISION 100
STORM IMMUNE	REGENERATION 10
FLYING	

SPECIAL ABILITIES

REANIMATE UNDEAD	VAMPERIC DIVINATION SPELLS
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WEAPONS

RITUAL DAGGER

ARMOR

MYSTIC ROBE

MAGIC

BLOOD MAGIC I

DIVINATION I

DARK MYSTIC

VAMPIRE

GOLD 200 RESOURCE 2



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

DARK MYSTICS ARE THE JUDGES OF THE COURT OF BLOOD.

STRENGTH	14
ATTACK	12
DEFENSE	12
PROTECTION	0
ENCUMBRANCE	0
MORALE	16

HIT POINTS	14
ACTION POINTS	14
MAP MOVE	2
SIZE	2
PRECISION	13
MAGIC RESISTANCE	17

ABILITIES

HOLY	COLD RESISTANCE 50
DARK POWER II	POISON RESISTANCE 100
BLOOD HUNT II	DARK VISION 100
STORM IMMUNE	REGENERATION 10
FLYING	

SPECIAL ABILITIES

REANIMATE UNDEAD	VAMPERIC DIVINATION SPELLS
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WEAPONS

BLACK SKULL STAFF

ARMOR

MYSTIC ROBE

MAGIC

DEATH MAGIC I
BLOOD MAGIC II
DIVINATION II

BLACK ROSE LORD

VAMPIRE

GOLD 220 RESOURCE 2



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

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

STRENGTH	16
ATTACK	16
DEFENSE	15
PROTECTION	0
ENCUMBRANCE	0
MORALE	22

HIT POINTS	22
ACTION POINTS	14
MAP MOVE	2
SIZE	2
PRECISION	13
MAGIC RESISTANCE	16

ABILITIES

HOLY	COLD RESISTANCE 50
DARK POWER II	POISON RESISTANCE 100
BLOOD HUNT II	DARK VISION 100
STORM IMMUNE	REGENERATION 10
FEAR	

SPECIAL ABILITIES

CAPITAL RECRUITMENT ONLY	SPREAD DOMINION I
SHAPESHIFT MIST	

WEAPONS

VAMPERIC GREAT SWORD

ARMOR

BLACK ROSE HELMET

BLACK ROSE MAIL

MAGIC

DEATH MAGIC II

BLACK ROSE LORD – MIST SHAPE

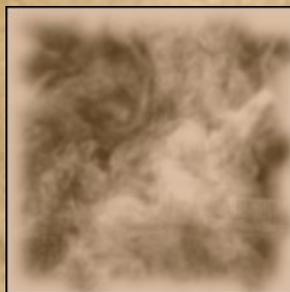
GOLD

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RESOURCE

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VAMPIRE



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

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

STRENGTH	4
ATTACK	0
DEFENSE	10
PROTECTION	0
ENCUMBRANCE	0
MORALE	0

HIT POINTS	10
ACTION POINTS	14
MAP MOVE	1
SIZE	2
PRECISION	12
MAGIC RESISTANCE	20

ABILITIES

HOLY	COLD RESISTANCE 100
DARK POWER II	POISON RESISTANCE 100
BLOOD HUNT II	DARK VISION 100
STORM IMMUNE	REGENERATION 10
COLD AURA III	FLYING

SPECIAL ABILITIES

ALL MAGIC PATHS -2	CHANGE BACK AFTER COMBAT
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WEAPONS**ARMOR****MAGIC**

DEATH MAGIC II

NECROMANCER

HUMAN

GOLD 230 RESOURCE 2



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

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

STRENGTH	10
ATTACK	8
DEFENSE	10
PROTECTION	0
ENCUMBRANCE	3
MORALE	12

HIT POINTS	10
ACTION POINTS	12
MAP MOVE	1
SIZE	2
PRECISION	12
MAGIC RESISTANCE	14

ABILITIES

DARK POWER I

DARK VISION 50

RESEARCH III

SPECIAL ABILITIES

WEAPONS

BLACK SKULL STAFF

ARMOR

NECROMANCER ROBE

MAGIC

DEATH MAGIC II

ASTRAL MAGIC II

DARK SUMMONER

VAMPIRE

GOLD 425 RESOURCE 8



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

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

STRENGTH	14
ATTACK	12
DEFENSE	12
PROTECTION	0
ENCUMBRANCE	0
MORALE	22

HIT POINTS	20
ACTION POINTS	14
MAP MOVE	2
SIZE	2
PRECISION	15
MAGIC RESISTANCE	20

ABILITIES

DARK POWER III	COLD RESISTANCE 50
BLOOD HUNT III	POISON RESISTANCE 100
STORM IMMUNE	DARK VISION 100
FEAR V	REGENERATION 10
MAKE UNREST I	FLYING

SPECIAL ABILITIES

CAPITAL RECRUITMENT ONLY	SHAPESHIFT MIST
SUMMONING SNOW DEMON WOLF II	

WEAPONS

DEMONIC BLOOD SPEAR

ARMOR

LIVING DEMON HIDE

MAGIC

DEATH MAGIC II

BLOOD MAGIC III

ASTRAL MAGIC II

RANDOM MAGIC I

DARK SUMMONER – MIST SHAPE

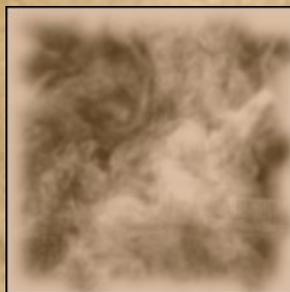
VAMPIRE

GOLD

-

RESOURCE

-



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

STRENGTH	4
ATTACK	0
DEFENSE	10
PROTECTION	0
ENCUMBRANCE	0
MORALE	0

HIT POINTS	10
ACTION POINTS	14
MAP MOVE	1
SIZE	2
PRECISION	12
MAGIC RESISTANCE	20

ABILITIES

ETHEREAL	COLD RESISTANCE 100
DARK POWER II	POISON RESISTANCE 100
STORM IMMUNE	DARK VISION 100
COLD AURA III	REGENERATION 10
FLYING	

SPECIAL ABILITIES

ALL MAGIC PATHS -2	CHANGE BACK AFTER COMBAT
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WEAPONS**ARMOR****MAGIC**

DEATH MAGIC II

BLOOD MAGIC III

ASTRAL MAGIC II

RANDOM MAGIC I



CONJURATION AND BLOOD UNITS

SKELETON GUARD

UNDEAD

GOLD

-

RESOURCE

-



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

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

STRENGTH	10
ATTACK	11
DEFENSE	9
PROTECTION	0
ENCUMBRANCE	0
MORALE	15

HIT POINTS	6
ACTION POINTS	9
MAP MOVE	2
SIZE	2
PRECISION	10
MAGIC RESISTANCE	12

ABILITIES

POOR AMPHIBIAN

COLD RESISTANCE 100

NO HEAL

POISON RESISTANCE 100

DO NOT EAT

SPECIAL ABILITIES

WEAPONS

HALBERD

ARMOR

RING MAIL HAUBERK

KITE SHIELD

MAGIC

SKELETON WARRIOR

UNDEAD

GOLD

-

RESOURCE

-



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

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

STRENGTH	12
ATTACK	12
DEFENSE	10
PROTECTION	0
ENCUMBRANCE	0
MORALE	15

HIT POINTS	8
ACTION POINTS	9
MAP MOVE	2
SIZE	2
PRECISION	10
MAGIC RESISTANCE	13

ABILITIES

POOR AMPHIBIAN

COLD RESISTANCE 100

NO HEAL

POISON RESISTANCE 100

DO NOT EAT

SPECIAL ABILITIES

WEAPONS

DUSK SWORD

ARMOR

FULL SCALE MALE

KITE SHIELD

MAGIC

NEW BLOODED VAMPIRE

VAMPIRE

GOLD

- RESOURCE -



A HUMAN MUST PROVE HIMSELF WORTHY TO BE GIFTED WITH BLOOD; A NEW BLOODED VAMPIRE MUST PROVE HIMSELF WORTHY OF BEING A VAMPIRE. IN ORDER TO DO SO, A NEW BLOODED VAMPIRE HAS TO FACE THE TRIAL OF BLOOD. EQUIPPED WITH ONLY A SHORT SWORD AND HIS ABILITY TO SURVIVE, HE MUST FACE ANY DANGER THAT THE VAMPIRE COUNCIL SETS BEFORE HIM.

THIS IS WRITTEN IN THE LAW BOOKS OF THE VAMPIRES.

STRENGTH	14
ATTACK	12
DEFENSE	12
PROTECTION	0
ENCUMBRANCE	0
MORALE	20

HIT POINTS	12
ACTION POINTS	14
MAP MOVE	2
SIZE	2
PRECISION	12
MAGIC RESISTANCE	13

ABILITIES

DARK POWER II	COLD RESISTANCE 50
BLOOD HUNT II	POISON RESISTANCE 100
STORM IMMUNE	DARK VISION 100
FLYING	REGENERATION 10

SPECIAL ABILITIES

WEAPONS

SHORT SWORD

ARMOR

MAGIC

PUREBLOOD VAMPIRE

VAMPIRE

GOLD

- RESOURCE -



THE PUREBLOOD VAMPIRES ARE STRICTLY DESCENDED FROM THE FIRST VAMPIRES. THE CURSE OF VAMPIRISM RUNS STRONG IN THEIR VEINS. ONLY THE BREEDING OF TWO PUREBLOODS CAN CREATE ANOTHER PUREBLOOD TO AVOID POLLUTING THE BLOODLINE. A PUREBLOOD VAMPIRE CARRIES HIGH STATUS IN THE VAMPIRE COMMUNITY IRRESPECTIVE OF ITS SOCIAL STATUS OR RANK. HOWEVER, SOME PUREBLOODS CHOOSE TO REJECT THEIR NOBILITY TO PURSUE OTHER MATTERS.

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

STRENGTH	14
ATTACK	14
DEFENSE	14
PROTECTION	0
ENCUMBRANCE	0
MORALE	25

HIT POINTS	22
ACTION POINTS	14
MAP MOVE	2
SIZE	2
PRECISION	12
MAGIC RESISTANCE	15

ABILITIES

DARK POWER II	COLD RESISTANCE 50
BLOOD HUNT II	POISON RESISTANCE 100
STORM IMMUNE	DARK VISION 100
FLYING	REGENERATION 10

SPECIAL ABILITIES

IMMORTAL	
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WEAPONS

VAMPERIC SWORD

LIFE DRAINING

ARMOR

NOBLE SCALE QUIRASS

MAGIC



CONJURATION AND BLOOD COMMANDERS

SKELETON COMMANDER	GOLD	-	RESOURCE	-
UNDEAD				



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

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

STRENGTH	12
ATTACK	12
DEFENSE	10
PROTECTION	0
ENCUMBRANCE	0
MORALE	15

HIT POINTS	13
ACTION POINTS	9
MAP MOVE	2
SIZE	2
PRECISION	10
MAGIC RESISTANCE	14

ABILITIES	
POOR AMPHIBIAN	COLD RESISTANCE 100
NO HEAL	POISON RESISTANCE 100
DO NOT EAT	STANDARD V

SPECIAL ABILITIES	

WEAPONS

BROAD SWORD

ARMOR

FULL CHAIN MAIL

KITE SHIELD

MAGIC

SKELETON LORD

UNDEAD

GOLD

-

RESOURCE

-



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

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

STRENGTH	12
ATTACK	12
DEFENSE	10
PROTECTION	0
ENCUMBRANCE	0
MORALE	15

HIT POINTS	14
ACTION POINTS	9
MAP MOVE	2
SIZE	2
PRECISION	10
MAGIC RESISTANCE	15

ABILITIES

POOR AMPHIBIAN

COLD RESISTANCE 100

NO HEAL

POISON RESISTANCE 100

DO NOT EAT

STANDARD V

SPECIAL ABILITIES

WEAPONS

DUSK SWORD

ARMOR

FULL CHAIN MAIL

KITE SHIELD

MAGIC

THE CHOSEN ONE

VAMPIRE

GOLD

- RESOURCE



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

WHEREVER THE CHOSEN ONE GOES IT FILLS PEOPLE WITH AWE, WHERE A DARK SUMMONER FILLS PEOPLE WITH DREAD. DO NOT BE FOOLED THOUGH, IT DOESN'T HESITATE TO DO HARM.

THE CHOSEN ONE HAS LEARNED HOW TO CONTROL ITS WOLF FORM DESPITE ITS YOUNG AGE AND CAN CALL UPON SNOW DEMON WOLVES TO DO ITS BIDDING.

STRENGTH	10
ATTACK	7
DEFENSE	8
PROTECTION	0
ENCUMBRANCE	0
MORALE	16

HIT POINTS	8
ACTION POINTS	12
MAP MOVE	2
SIZE	1
PRECISION	12
MAGIC RESISTANCE	13

ABILITIES

HOLY	COLD RESISTANCE 50
AWE III	POISON RESISTANCE 100
ETHEREAL	DARK VISION 100
AMBIDEXTROUS II	REGENERATION 10
DARK POWER II	STEALTHY 15
BLOOD HUNT II	RESEARCH -3
STORM IMMUNE	

SPECIAL ABILITIES

UNIQUE	SHAPESHIFT WOLF
VENGEFUL CHILD SPIRIT	SUMMONING SNOW DEMON WOLF II

WEAPONS

RITUAL DAGGER

RITUAL DAGGER

ARMOR

VAMPIRE COAT

MAGIC

DEATH MAGIC I

BLOOD MAGIC I

ASTRAL MAGIC I

THE CHOSEN ONE – WOLF SHAPE

GOLD

- RESOURCE -

VAMPIRE



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

WHEREVER THE CHOSEN ONE GOES IT FILLS PEOPLE WITH AWE, WHERE A DARK SUMMONER FILLS PEOPLE WITH DREAD. DO NOT BE FOOLED THOUGH, IT DOESN'T HESITATE TO DO HARM.

THE CHOSEN ONE HAS LEARNED HOW TO CONTROL ITS WOLF FORM DESPITE ITS YOUNG AGE, AND CAN CALL UPON SNOW DEMON WOLVES TO DO ITS BIDDING.

STRENGTH	12
ATTACK	9
DEFENSE	10
PROTECTION	5
ENCUMBRANCE	0
MORALE	16

HIT POINTS	12
ACTION POINTS	15
MAP MOVE	2
SIZE	1
PRECISION	13
MAGIC RESISTANCE	15

ABILITIES	
HOLY	COLD RESISTANCE 50
ETHEREAL	POISON RESISTANCE 100
ANIMAL AWE III	DARK VISION 100
DARK POWER II	REGENERATION 10
BLOOD HUNT II	STEALTHY 17
STORM IMMUNE	RESEARCH -3

SPECIAL ABILITIES	
UNIQUE	VENGEFUL CHILD SPIRIT
ALL MAGIC PATHS -2	

WEAPONS

BITE

ARMOR

MAGIC

DEATH MAGIC I

BLOOD MAGIC I

ASTRAL MAGIC I

THE CHOSEN ONE – VENGEFUL CHILD SPIRIT

GOLD

- RESOURCE -

SPIRIT



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

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

STRENGTH	6
ATTACK	10
DEFENSE	5
PROTECTION	0
ENCUMBRANCE	0
MORALE	50

HIT POINTS	1
ACTION POINTS	12
MAP MOVE	1
SIZE	1
PRECISION	10
MAGIC RESISTANCE	13

ABILITIES

ETHEREAL	COLD RESISTANCE 50
DARK POWER I	POISON RESISTANCE 100
NEED NO EAT	DARK VISION 100

SPECIAL ABILITIES

VANISHING AFTER BATTLE	
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WEAPONS

CLAW

ARMOR

MAGIC

VAMPIRE LORD

VAMPIRE

GOLD

- RESOURCE

-



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

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

STRENGTH	15
ATTACK	15
DEFENSE	15
PROTECTION	0
ENCUMBRANCE	0
MORALE	30

HIT POINTS	26
ACTION POINTS	14
MAP MOVE	2
SIZE	2
PRECISION	13
MAGIC RESISTANCE	17

ABILITIES

DARK POWER II	COLD RESISTANCE 50
BLOOD HUNT III	POISON RESISTANCE 100
STORM IMMUNE	DARK VISION 100
FEAR	REGENERATION 10
STANDARD X	FLYING

SPECIAL ABILITIES

IMMORTAL

WEAPONS

VAMPERIC GREAT SWORD
LIFE DRAINING

ARMOR

BLACK NOBLE MAIL

MAGIC

DEATH MAGIC III
BLOOD MAGIC II

ANCIENT VAMPIRE LORD

VAMPIRE

GOLD

- RESOURCE

-



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

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

STRENGTH	14
ATTACK	13
DEFENSE	13
PROTECTION	0
ENCUMBRANCE	0
MORALE	34

HIT POINTS	28
ACTION POINTS	14
MAP MOVE	2
SIZE	2
PRECISION	14
MAGIC RESISTANCE	20

ABILITIES

DARK POWER III	COLD RESISTANCE 50
BLOOD HUNT IV	POISON RESISTANCE 100
BLOOD VENGEANCE II	DARK VISION 100
FEAR III	REGENERATION 20
STORM IMMUNE	FLYING

SPECIAL ABILITIES

IMMORTAL	SUMMONING NEW BLOODED VAMPIRE III
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WEAPONS

BLACK SKULL STAFF

LIFE DRAINING

ARMOR**MAGIC**

DEATH MAGIC V

BLOOD MAGIC IV

RANDOM MAGIC IV



HEROES

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

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

STRENGTH	8
ATTACK	5
DEFENSE	8
PROTECTION	0
ENCUMBRANCE	0
MORALE	16

HIT POINTS	8
ACTION POINTS	12
MAP MOVE	2
SIZE	1
PRECISION	11
MAGIC RESISTANCE	15

ABILITIES	
HOLY	COLD RESISTANCE 50
AWE II	POISON RESISTANCE 100
DARK POWER II	DARK VISION 100
STORM IMMUNE	REGENERATION 10
FEMALE	STEALTHY 15

SPECIAL ABILITIES	
REANIMATE UNDEAD	VAMPERIC DIVINATION SPELLS
PREVENT BAD EVENTS 25	SPREAD DOMINION I

WEAPONS

ARMOR

MAGIC

VAMPIRE COAT

DIVINATION IV

SHADOW NECROMANCER

GOLD

-

RESOURCE

-

HUMAN



IT IS KNOWN THAT NECROMANCERS ARE EAGER TO STUDY AND PERFORM EXPERIMENTS, ESPECIALLY WHEN IT COMES TO UNLOCKING SECRETS REGARDING LIFE AND DEATH.

THE SHADOW NECROMANCER IS THE CASE WHERE AN EXPERIMENT WENT WRONG. TRAPPED BETWEEN TWO WORLDS, THE SHADOW NECROMANCER IS HARD TO COMMUNICATE WITH, THOUGH SOMETIMES HE MANAGES TO MATERIALIZE HIMSELF FOR A SHORT PERIOD OF TIME.

STRENGTH	8
ATTACK	8
DEFENSE	12
PROTECTION	0
ENCUMBRANCE	2
MORALE	14

HIT POINTS	10
ACTION POINTS	12
MAP MOVE	3
SIZE	2
PRECISION	12
MAGIC RESISTANCE	15

ABILITIES

DARK POWER II	DARK VISION 75
RESEARCH III	ETHEREAL

SPECIAL ABILITIES

IMMORTAL	SUMMONING SHADES EACH MONTH II
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WEAPONS

SHADOW STAFF

ARMOR

NECROMANCER ROBE

MAGIC

DEATH MAGIC III

ASTRAL MAGIC II

RANDOM MAGIC III

THE JUDGE

VAMPIRE

GOLD

-

RESOURCE

-



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

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

STRENGTH	13
ATTACK	12
DEFENSE	12
PROTECTION	0
ENCUMBRANCE	0
MORALE	24

HIT POINTS	15
ACTION POINTS	14
MAP MOVE	2
SIZE	2
PRECISION	12
MAGIC RESISTANCE	18

ABILITIES

HOLY	COLD RESISTANCE 50
DARK POWER II	POISON RESISTANCE 100
BLOOD HUNT III	DARK VISION 100
STORM IMMUNE	REGENERATION 10
MAKE UNREST I	FLYING

SPECIAL ABILITIES

REANIMATE UNDEAD	VAMPERIC DIVINATION SPELLS
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WEAPONS

BLACK SKULL STAFF

ARMOR

MYSTIC ROBE

MAGIC

DEATH MAGIC III

BLOOD MAGIC II

DIVINATION III

VAMPIRE LORD

VAMPIRE

GOLD

- RESOURCE -



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

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

STRENGTH	15
ATTACK	15
DEFENSE	14
PROTECTION	0
ENCUMBRANCE	0
MORALE	26

HIT POINTS	20
ACTION POINTS	14
MAP MOVE	2
SIZE	2
PRECISION	13
MAGIC RESISTANCE	16

ABILITIES

DARK POWER II	COLD RESISTANCE 50
BLOOD HUNT III	POISON RESISTANCE 100
STORM IMMUNE	DARK VISION 100
FEAR	REGENERATION 10
STANDARD X	FLYING

SPECIAL ABILITIES

MULTIPLY HERO	SHAPESHIFT MIST
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WEAPONS

NOBLE GREAT SWORD

ARMOR

BLACK NOBLE MAIL

MAGIC

DEATH MAGIC II
RANDOM MAGIC I

VAMPIRE LORD – MIST SHAPE

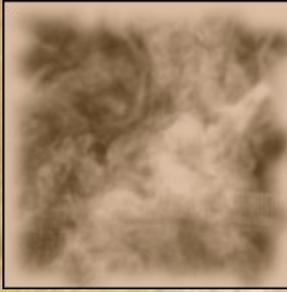
GOLD

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RESOURCE

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VAMPIRE



VAMPIRE LORDS OF NON-PUREBLOODS SOMETIMES JOIN YOUR COURSE TO PROVE THEIR WORTHYNESS. MAINLY BECAUSE OF INTERNAL RIVALRY AMONG LORDS OF PUREBLOODS AND NON-PUREBLOODS. IN THE PAST BLOOD FEUDS WAS COMMON EVENTS AMONG THE LORDS.

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

STRENGTH	4
ATTACK	0
DEFENSE	10
PROTECTION	0
ENCUMBRANCE	0
MORALE	0

HIT POINTS	10
ACTION POINTS	14
MAP MOVE	1
SIZE	2
PRECISION	12
MAGIC RESISTANCE	20

ABILITIES

ETHEREAL	COLD RESISTANCE 100
DARK POWER II	POISON RESISTANCE 100
STORM IMMUNE	DARK VISION 100
COLD AURA III	REGENERATION 10
FLYING	

SPECIAL ABILITIES

ALL MAGIC PATHS -2	CHANGE BACK AFTER COMBAT
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WEAPONS**ARMOR****MAGIC**

DEATH MAGIC II

RANDOM MAGIC I

THE BARONESS

VAMPIRE

GOLD

- RESOURCE

-



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

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

STRENGTH	13
ATTACK	11
DEFENSE	11
PROTECTION	0
ENCUMBRANCE	0
MORALE	20

HIT POINTS	16
ACTION POINTS	14
MAP MOVE	2
SIZE	2
PRECISION	13
MAGIC RESISTANCE	16

ABILITIES

AWE II	COLD RESISTANCE 50
SEDUCE X	POISON RESISTANCE 100
DARK POWER II	DARK VISION 100
BLOOD HUNT III	REGENERATION 10
SPY	STEALTHY 20
FLYING	FEMALE
STORM IMMUNE	RESEARCH -5

SPECIAL ABILITIES

IMMORTAL	
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WEAPONS

VAMPERIC SWORD

ARMOR

MAGIC

BLOOD MAGIC II



PRETENDERS

VAMPIRE KING	COST 80	DOMINIONS
VAMPIRE	MAGIC PATH 60	2



THE VAMPIRE KING IS ONE OF THE MOST POWERFUL PUREBLOOD VAMPIRES YET TO LIVE. THE SEARCH FOR GODHOOD HAS BEEN AN OBSESSION FOR THE VAMPIRE KING SINCE HIS AUDIENCE WITH THE ORACLE. WITH HIS RECENT SUCCESS IN GATHERING ALL THE VAMPIRE LORDS AS HIS VASSALS, HE HAS CLEARED THE FIRST OBSTACLE TO ACHIEVING GODHOOD.

STRENGTH	14
ATTACK	14
DEFENSE	14
PROTECTION	0
ENCUMBRANCE	0
MORALE	30

HIT POINTS	23
ACTION POINTS	14
MAP MOVE	2
SIZE	2
PRECISION	12
MAGIC RESISTANCE	18

ABILITIES	
BLOOD HUNT III	COLD RESISTANCE 50
FLYING	POISON RESISTANCE 100
STORM IMMUNE	DARK VISION 100
	REGENERATION 10

SPECIAL ABILITIES	
IMMORTAL	SUMMONING PUREBLOOD VAMPIRE I
	SUMMONING NEW BLOODED VAMPIRES

WEAPONS

BLACK SKULL STAFF
LIFE DRAINING

ARMOR

MAGIC

DEATH MAGIC I
BLOOD MAGIC II

SHADOW DRAGON

DRAGON

COST 50
MAGIC PATH 80

DOMINIONS
1



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

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

STRENGTH	24
ATTACK	15
DEFENSE	12
PROTECTION	18
ENCUMBRANCE	0
MORALE	30

HIT POINTS	100
ACTION POINTS	12
MAP MOVE	2
SIZE	6
PRECISION	12
MAGIC RESISTANCE	18

ABILITIES

ETHEREAL	COLD RESISTANCE 100
AMBIDEXTROUS III	POISON RESISTANCE 100
COLD AURA V	DARK VISION 100
FEAR V	FLYING
STORM IMMUNE	

SPECIAL ABILITIES

SHAPESHIFT SHADE	ALL MAGIC PATHS -2
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WEAPONS

CLAW

BITE

DEATH BREATH

ARMOR

MAGIC

DEATH MAGIC II

SHADOW DRAGON – SHADE SHAPE

SHADE

COST 50
MAGIC PATH 80

DOMINIONS
1



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

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

STRENGTH	12
ATTACK	12
DEFENSE	12
PROTECTION	0
ENCUMBRANCE	0
MORALE	30

HIT POINTS	10
ACTION POINTS	12
MAP MOVE	2
SIZE	2
PRECISION	10
MAGIC RESISTANCE	18

ABILITIES

ETHEREAL	COLD RESISTANCE 100
AMBIDEXTROUS III	POISON RESISTANCE 100
COLD AURA III	DARK VISION 100
FEAR	STORM IMMUNE

SPECIAL ABILITIES

WEAPONS

SHADOW SWORD

ARMOR

MAGIC

DEATH MAGIC II

THE BLOOD MONOLITH

SPIRIT

COST	0	DOMINIONS
MAGIC PATH	40	4



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

STRENGTH	15
ATTACK	5
DEFENSE	0
PROTECTION	28
ENCUMBRANCE	0
MORALE	30

HIT POINTS	200
ACTION POINTS	2
MAP MOVE	2
SIZE	6
PRECISION	5
MAGIC RESISTANCE	18

ABILITIES

STONEBEING

NEED NO EAT

BLIND

POISON RESISTANCE 100

AMPHIBIAN

SPECIAL ABILITIES

WEAPONS

LIFE DRAINING

ARMOR

MAGIC

DEATH MAGIC I

BLOOD MAGIC I



OTHER

SNOW DEMON WOLF	GOLD -	RESOURCE -
DEMON		



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

THESE VILE BEASTS, WHO ROAM THE SNOW-COVERED WASTELANDS OF THE NORTHERN PART OF THE WORLD, CAN ONLY BE TAMED BY THE CHOSEN ONE OR A DARK SUMMONER, AS THEIR AURA OF FOULNESS ATTRACTS THE WOLVES. GIVE THEM A CORPSE AND YOU HAVE A FRIEND FOR LIFE.

STRENGTH	12
ATTACK	14
DEFENSE	10
PROTECTION	5
ENCUMBRANCE	0
MORALE	20

HIT POINTS	8
ACTION POINTS	20
MAP MOVE	3
SIZE	2
PRECISION	8
MAGIC RESISTANCE	15

ABILITIES	
ETHEREAL	COLD RESISTANCE 100
DARK POWER I	POISON RESISTANCE 100
WINTER POWER I	DARK VISION 100
COLD AURA III	STEALTHY 15
ICE PROTECTION I	ANIMAL AWE I

SPECIAL ABILITIES	

WEAPONS

BITE

ARMOR

MAGIC

SOULLESS

UNDEAD

GOLD

- RESOURCE

-



RECENTLY DECEASED BODIES WHICH HAVE BEEN ANIMATED INTO FALSE LIFE. THIS IS A PRACTICE WELL KNOWN BY NECROMANCERS. ESPECIALLY IN SURPRISE ATTACK OR AN AMBUSH IT HAS BEEN SEEN THAT FALLEN SOLDIERS HAVE BEEN RAISED TO STAB THEIR COMRADES IN THE BACK.

MOREOVER TO BE BITTEN BY A SOULLESS WILL CURSE THE BODY AND HE WILL JOIN THE RANK OF THE SOULLESS.

STRENGTH	12
ATTACK	5
DEFENSE	3
PROTECTION	0
ENCUMBRANCE	0
MORALE	50

HIT POINTS	6
ACTION POINTS	14
MAP MOVE	2
SIZE	2
PRECISION	4
MAGIC RESISTANCE	6

ABILITIES

MINDLESS

COLD RESISTANCE 100

NO HEALS

POISON RESISTANCE 100

DO NOT EAT

LIFELESS

POOR AMPHIBIAN

SPECIAL ABILITIES

WEAPONS

BITE

ARMOR

MAGIC

SHADE
SHADOW

GOLD - RESOURCE -



SHADES ARE SPIRIT OF THE SHADE LANDS BETWEEN THE UNDERWORLD AND THE LAND OF THE LIVING. SHADES APPEAR AS BEINGS COMPOSED OF DARKNESS AND THEIR TOUCH CAN STEAL STRENGTH FROM LIVING BEINGS.

STRENGTH	10
ATTACK	10
DEFENSE	12
PROTECTION	0
ENCUMBRANCE	0
MORALE	17

HIT POINTS	10
ACTION POINTS	12
MAP MOVE	3
SIZE	2
PRECISION	10
MAGIC RESISTANCE	14

ABILITIES

ETHEREAL	COLD RESISTANCE 100
DARK POWER III	POISON RESISTANCE 100
DO NOT EAT	STEALTHY
AMPHIBIAN	

SPECIAL ABILITIES

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WEAPONS

STEAL

ARMOR

MAGIC

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