

Warhammer Fantasy: Vampire Counts

V. 1.0

By SerBobIV

Introduction

They say that the Blood is Life, and you thirst! Given the Blood Kiss, you have gained a cursed un-life as a vampire.

Before beginning this jump you will have to decide whether you will take it as a normal jump or run it as a gauntlet.

If you forgo taking this jump as a gauntlet then you gain +1000cp, otherwise you gain 0cp

Locations:

Roll a d6 to determine starting location, or you may pick the one related to your bloodline:

- 1: Sylvania: Von Carstein
- 2: Mousillon: Blood Dragon
- 3: World's Edge Mountains: Lahmian
- 4: The Forest of Shadows: Necrarch
- 5: The Marshes Of Madness: Strigoi
- 6: anywhere in the old world

Bloodline:

Your starting age is $16+2d100$

Strigoi: A scion of a fallen line, your form is twisted and monstrous, more beast than man, though you still possess the wits and cunning of man. you enter the world in the shadows with no past and no memories but those you bring.

Lahmian: You were a beauty, enough to catch the eye of one of the First Blood, but it was your politics that truly impressed. Through honeyed words and beguiling looks you were ensnared, eventually being given the blood kiss. Now you have eternity to plot and scheme at gaining power.

Von Carstein: Yours is a legacy of greatness! Descended from the husband of Neferata, you are reborn into the aristocracy of the night. You were chosen for your abilities with warfare and logistics.

Blood Dragon: Glory, Honor, these are the words you lived by! You were a mighty fighter, overcoming all who stood before you and your power was recognized by your Sire. He defeated you after a hard-fought battle and then gave you the blood kiss. You probably roam the world looking for a good fight.

Necrarch: A scholar of the dark arts, your thirst for the less wholesome arts drew the attention of your sire and after long tutelage he welcomed you into his coven. Your body is twisted by the black arts you practice.

Perks:

All perks are discounted for their respective origins, with their 100cp perks being free

Life Everlasting: (Free/Mandatory All) You have received the blood kiss and become something more, or perhaps less, than human. Your undeath is fueled by the blood of the living and its consumption can restore your health and vigor. Alas, your thirst is a constant drain and you receive "The Red Thirst" drawback. Also, you will find sunlight extremely uncomfortable and holy symbols will cause you to recoil as if burned.

Necromancy: (Free/-50) All Vampires are able to command the winds of darkness and death instinctively, and thus you will begin with access to the Lore of Vampires for free. You may purchase knowledge of the lore of death and the lore of shadows for -50cp each, Necrarchs receive both for free

Regeneration: (free/Strigoi Only) you regenerate like a troll, even when not feasting on blood, Look out for fire!

Armored Casting: (Free/All but Strigoi & Necrarch) You have learned the secrets of casting magic while protected by steel. Armor will never impede your magic.

Strigoi:

Infinite Hatred: (-100) Your long suffering has left its mark, and within you burns an unquenchable hatred of all things, guiding your blows home to tear at your enemies.

Survivor: (-100) You have been forced from civilization, hounded by those who you had once called kin and had to flee to the cursed places far from civilization, but despite this you have survived, even thrived! You are a master at living off the land.

King Of The Fallen: (-200) you have a kinship with the filth and dregs of society, and know how to find such and bring them under your banner.

Supernatural Horror: (-400) Truly you are a terrifying sight, sending even the most stalwart fleeing upon sighting you.

Undying Revenant: (-600) Your unnatural vitality is the thing of legends, able to keep fighting long after your peers would have fallen to their wounds. Not only that, but once per jump or every ten years when you would ordinarily be killed you will instead fake defeat, then manage to drag yourself away when your assailant was not looking to lick your wounds and regain your strength.

Lahmian:

Beguiling: (-100) You are truly a thing of beauty. Your skin is flawless and pale while your features are statuesque and striking giving you a mien of otherworldly perfection.

A Gentler Kind Of Power: (-100) you understand the ways of lie and deceit, and are a skilled spymaster and politician.

Subtle: (-200) Deception is in your blood. You have a far easier time deceiving others about your motives and intentions, as well as hiding your true nature.

Blood Thrall: (-400) you have learned the secrets of controlling mortals with your blood.

Dominance: (-600) your gaze is mighty indeed, able to dominate those with lesser willpower with but a glance and bending even those of stalwart spirit with some exposure.

Von Carstein:

Dark General: (-100) You are well skilled in the art of war, having long experience with commanding an army and know how best to utilize the forces under your command.

Midnight Aristocracy: (-100) You have a good understanding of both logistics and trade, easily able to both keep an army supplied in the field and see to the success of your holdings.

Creature Of The Night: (-200) You are a hunter of men and share kinship with the beasts that hunt in the night. Wherever you go you are followed by packs of dire wolves and flocks of monstrous bats who bask in your dark presence and eagerly follow you to war.

The Good Lord: (-400) those that fall under your aegis are understanding of your peculiarities and as long as you are discrete or just target outsiders they will write them off as the vagaries of the nobility.

Aura of Dark Majesty: (-600) Your presence is a physical thing, bolstering your allies and crushing your enemies.

Blood Dragon:

Dread Knight: (-100) You were a skilled combatant before receiving the red kiss and your time since has only increased your abilities.

Stained Honor: (-100) You know the ways of the wandering knight and the mercenary, able to get a good price for your services and know when to make yourself scarce before betrayal can catch you.

Crimson Brotherhood: (-200) you have a knack for meeting like minded beings who, with a bit of persuasion, would gladly follow beside you.

Quick Blood: (-400) Your vampirism came with a preternatural swiftness, your blade finding its mark before your foes can even react.

Red Fury: (-600) Your martial spirit burns brightly, only fuelled by adversity. In combat you will not stop and you will not falter, regardless of who you may face. Fear and weariness will never hold you back.

Necrarch:

Black Sustenance: (-100) you have learned how to sustain your unholy life by feeding upon the winds of Shysh, reducing the frequency with which you must feed from days to months, and with time and study you could reduce your red thirst more, possibly eventually replacing it entirely. In future worlds you could learn to reduce other dependencies the same way.

Scholar Of The Dark Arts: (-100) You have delved deep into the mysteries of necromancy and have a scholarly understanding of the science behind arcane formulations and an understanding of how to conduct research and teach pupils.

Witchsight: (-200) you can see the cast off spirits of the dead and the ethereal winds of magic clearly, greatly increasing your prowess with the arcane arts and especially Necromancy.

Forbidden Lore: (-400) through long study you have bent nearly all the winds of magic to your will, and you may learn the works of any wind but that of life, which is anathema to you. Though, in time, perhaps even that wind will reveal its secrets to you.

Loremaster: (-600) You are truly a master of magic, able to evoke any spell you have studied with but a moment's notice, and no longer need to laboriously prepare only select spells before a battle.

Items:

All items are discounted for their respective origins, with 100 cp items becoming free.

Nightmare: (-50) An equine horror to match any Bretoni steed

Skeletal Steed: (-50) This ghostly steed strides like a ghost across the battlefield.

Hellsteed: (-100) A nightmare with wings.

Abyssal Terror: (-200) a terrifying creature, whether a chaos beast, a reanimated amalgam of monstrous corpses, or the result of some nightmarish black magic, it can fly and will annihilate enemies it can reach.

Strigoi:

Septic Touch: (-100) a rough stone jar of filth to glaze your weapons with, giving them the ability to cause near-instant sepsis if they strike. You are immune to this disease.

Relic of a Bygone Age: (-300) a piece of mighty Strigos you have kept secret and safe, perhaps an ornate tapestry or a valuable decoration, when you or your allies look upon it you will be filled with purpose and a bolstered against harmful mental effects.

Terrorgeist: (-600) A truly giant bat, this monstrosity will bring terror to your enemies. May be alive or undead.

Lahmian:

A friendly face: (-100) a handheld mirror that shows whatever it sees, even vampires and the like. Never again will you be denied the privilege of gazing upon your own splendor!

A Bewitching Portrait: (-300) This truly is a work of art. Given to you by your Sire, this painting portrays Neferata herself, and anyone weak of will gazing upon it will find themselves enraptured by its beauty.

Coven Throne: (-600) a thing of opulent splendor, this throne is borne upon the souls of those whom you have slain, bound to eternal service, and guarded by knights who have pledged their eternal devotion to your rule.

Von Carstein:

A Place To Call Home: (-100) a well made casket with velvet lining and expensive, inlaid hardwood. You will never feel claustrophobic within its confines, instead finding it a comfortable and safe place to rest.

A stained chalice: (-300) This golden cup is always brimming with fresh, warm blood, perfect to feed and heal a wounded vampire.

Black Coach: (-600) A Hearse driven by a bound wraith and pulled by a pair of nightmares. This vehicle can be a deadly weapon, but its primary purpose is far more utilitarian, should you die while the

coach is still intact your remains can be placed within to be rejuvenated. You can be brought to places of violent death to feed upon the energies released, requiring 10000 souls to return to life. If the coach is destroyed or you fail to collect the required souls before the end of a jump then your jump will be over as usual.

Blood Dragon:

Hand and Skin: (-100) a well made weapon and set of armor of your own design. Includes a shield carrying your heraldry. If you have a mount you may include appropriate barding in this purchase.

Flag of Blood Keep: (-300) this magical banner will ward away any projectiles that would strike the unit who fights beneath it.

Zombie Dragon: (-600) you have managed a truly legendary feat! You have slain a dragon and bound its rotting corpse to your will!

Necrarch:

Some Good Books: (-100) this set of blank books are the perfect thing to record your black studies and profane research, and when you fill one book a new one will appear.

Periapt: (-300) This artifact will gather and store the winds of magic in times of plenty allowing you to draw upon its power when you have need.

Mortis Engine: (-600) This unholy construct channels the winds of death and shadow in your favor, making your necromantic spells easier to cast within its presence. It is borne upon a horde of enslaved spirits and guarded by a swarm of banshees.

Companions:

Import: (-50/-200) You may import a companion for 50cp, or up to eight for 200cp. Each receives a bloodline and the freebies that come with it, as well as 400cp to spend as they wish, and each may receive up to 400cp in drawbacks as well.

Canon companion: (-100) You may befriend and companion a canon Vampire Counts character.

Lair & Army:

You receive a lair of the archetype appropriate to your origin from which to bring your darkness upon the land. You gain 1000 LP to outfit your lair, and may purchase additional archetypes for your lair for 300 cp. you receive discounts and freebies as per usual.

A Sunken City: (Strigoi archetype)

you have found a home within the sunken ruins of a once great city, the ruined labyrinth now protecting you from the sun and your foes. The approach to your lair will always be treacherous and difficult for those you have not invited.

Dank Caverns: (-100) these un-lit caverns are inhabited by a hoard of crypt ghouls, the cannibalistic cast-offs of society. Whether through fear or respect, they look to you for guidance.

Bat Caves (-200) These twisting and labyrinthian caves hide your lair and are inhabited by swarms of bats, both regular and monstrous.

A Precious Childe: (-400) this childe of yours has succumbed to their bestial nature and begun to feed upon flesh as well as blood, twisting into a massive lumbering beast. They have been feeding their blood to a small group of ghouls who have themselves changed into monstrous crypt horrors.

An Ancient Throne: (-600) Undamaged and proud, this throne room is a relic from a bygone age, and contains powerful enchantments bound to your bloodline. Within this room your family will be unaffected by the Red Thirst, and your regeneration will be enhanced to a tremendous degree, undaunted by fire or acid while the throne stands undamaged.

An Opulent Palace: (Lahmian archetype)

You spin your webs from within a luxurious palace, filled with treasures and slaves. Rather than a moldering place of gothic horror this will be well lit by candles and decorated with ornate artwork.

Treasure Vaults: (-100) filled with wealth, these vaults will fund your ambitions.

Sorceress' sanctum: (-200) A sorcerous room serves as a focus of your far-seeing and far-speaking magics and also beckons the spirits of dead sorceresses and witches. With the right magics you can bind these banshees to your will.

Pale Coven: (-400) a few pale beauties that had caught your eye, these vampires are skilled in infiltration and will serve as your eyes and ears out in the world, or as your lieutenants in battle

Inconvenient family: (-600) caverns laced with warpstone lie beneath your lair, not only are they useful for magic, but you have also bound inconvenient relatives within their coffins here to absorb the twisted magics and become the vile vargheists.

A Gothic Castle: (Von Carstein archetype)

You command your armies and lands from within this foreboding and easily defended edifice.

A herd of cattle: (-100) a village in the shadows of your lair, they will pay you a small tax and you can feed on them, or in times of strife you can raise them as a militia to fight beneath you.

A haunted forest: (-200) not only a source of lumber for your demesne, these forests are inhabited by feral wolves that will follow you into battle.

Ancient Barrows: (-400) far more than just some skeletons animated with base magic, these ancient warriors have been returned to unlife through dark ritual that has bound their cruel intelligence to your will. Led by an ancient king, they will guard your holdings or sally forth to slay your enemies.

Strategic Command: (-600) To conduct an effective battle you must know the terrain, which is where this room comes in. An enchanted map has been carved into the massive oak table built into the center

of the room, showing an up-to-date representation of the surrounding area out to a two day trip in all directions, including any armies but not small units or individuals.

A Band Of Brothers: (Blood Dragon archetype)

You have not bound yourself to a place, instead taking the life of a roaming mercenary and surrounding yourself with loyal and like-minded companions.

Old graveyards: (-100) an orderly and refilling charnel house of human skeletons, organized by size.

Ruined Stables: (-200) These old mouldering stables still hold their original occupants, now little more than rotting flesh and bare bone.

Crimson Honor: (-400) these Knights have impressed you enough to grant them unlife at your side. This group is led by a bloody hero of great skill who has earned your trust.

A Ruined Ship: (-600) You were once a captain of a fine ship, but alas it ran aground. Not a problem for you, though. You used your magics to rebuild it into a monstrosity that is part undead warmachine and part mobile camp. You even salvaged your cannons!

An Unholy Tower: (Necrarch archetype)

You conduct your unholy research and black magics within this corrupt tower, well appointed with laboratories and libraries for your dark arts.

A pile of corpses: (-100) some manner of pit regularly filled with fresh dead, they can be used in your vile experiments or raised as a shambling horde for battle.

Ancient Cairn: (-200) this place of death will draw in the winds of magic to empower your lair. Once a year it will attract a cairn wraith which you can then bind into your service.

Dark Cabal: (-400) these cursed practitioners of the dark arts serve you in the hopes that you would share your unholy wisdom with them. A group of four necromancers, they eagerly follow your directives and assist you in study or battle.

Arcane Fulcrum: (-600) Your lair is a place of truly legendary power, letting you perform feats of magic unheard of in the mundane world. As long as you are within your lair you will have a nearly unlimited source of magic at your fingertips.

Drawbacks:

You may gain up to +600cp from drawbacks, +900 with Enemy Of The Bloodlines.

The Red Thirst: (Mandatory/No CP) you require the blood of the living to sustain your unnatural life, and will go mad with hunger if you do not receive it or find some way to overcome it. This is a chain failure condition.

Count Von Count: (+100) you have an obsession with numbers and though able to suppress it in times of danger, in times of leisure you will be forced to count things that take you by surprise, such as your prospective meal throwing a bag of poppy seeds into your face.

Ugly: (+100) Your undead state has carved itself upon your flesh, you will be unable to hide within mortal society without heavy disguise.

Hydrophobic: (+100) You cannot cross running water under your own power and must be carried within your casket during your travel.

Rotting: (+200) Your vampirization was imperfect and you need to constantly feed to combat your decay. You are also wreathed in the smell of rot.

Accursed Sun: (+200) rather than uncomfortable the rays of the holy sun will burn you to ash, despite anything you might wear. You will only be able to travel in the daylight within the protection of a casket.

The Mad Count: (+300) you are insane, and will have great trouble navigating the world. You will begin the jump locked up in a cell appropriate to your origin, occasionally thrown food by your family and only let out for war.

Merely human: (+300) more like a zombie than a king, you never received the Blood Kiss. You are kept alive by a kludge of necromancy, and still suffer from the negatives of vampirism, but you gain none of the benefits.

Enemy Of The Bloodlines: (+600) The other Bloodlines blame you for all their ill luck throughout the years, and will hunt you and attack you on sight. Don't expect to get any rest.

Scenarios:

Wedded To The Night:

You will start this jump at the fall of Neferata, -1151 with all your out of jump powers and items locked away. You must survive until 2500.

In time you will meet a person of your preferred gender, whether an heir/ess who owns the lands you wish to control or a beautiful peasant boy/girl who nurses you back to health and strength despite your monstrous visage or something else entirely, and you will fall in love.

Though you will not want to give them your curse, circumstances will conspire to force you to give them the blood kiss, after which you must not let them die or you will fail the jump, and from then you will be bound by the red thread for eternity.

Rewards:

A Devoted Heart: you have earned the eternal devotion of your beloved and they join you as a companion, gaining your bloodline and the 100 cp and 200 cp perks from it along with 400 cp to purchase additional perks and items.

Just as they are devoted to you, so are you devoted to them. This companion will always be imported in future jumps following the standard import option, or else with a stipend 600 cp or half the cp you would gain in a gauntlet, and nothing can cause either of you to betray the other.

Gauntlet Rules:

If taking this jump as a gauntlet there is no cap on cp from drawbacks

You may still take scenarios as usual.

Half way into your jump Nagash, The First Necromancer, will be resurrected and he will come for you, personally. You must survive.

As a reward for completing the gauntlet you will receive the Von Carstein Ring, a powerful artefact that will shield you in magical force as protective as full-plate, as well as giving you tremendous regeneration abilities. Finally, should you die while wearing the ring, as long as it is not removed, you will be returned to life (or unlife) in full health at the next dusk and not end your chain.

End Of Jump:

Stay

Go Home

Continue

Notes:

Different parts of the lair section can complement each other, such as combining the old graveyards and the ruined stables to get skeletal horsemen, or the bat caves and the ghoul caverns to get bat riders.

Changelog:

