



Cthulhu International Netbooks Volume 1: Vampires 2.0

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From the Journal of Lord Lucian Fitzhugh of House Lionnes, commonly known as Lord Lucian the Chronicler:

A Study on the Beginnings of the Imperium Ex Atlantia.

We are the inheritors of the Atlantean Legacy. We are the children of a civilization of an ancient race of humans that that fell from grace, as all humans do. Once the power of the Mighty Atlantean Legions shook the lands of this world. Once the brilliance of our ancient culture was the torch that set the civilizations of the ancient world ablaze. When Great and Mighty Atlantis fell, it's legacy did not die, Imperium Ex Atlantia lives on in the hearts, the minds, the actions of its forgotten children.

In the year 6,512 BCE, the Demon Pharaoh, Menkuhor is created because of a variant form of the vampirism ritual.. Shortly thereafter, he appears leading an army of well over 100,000 soldiers and conquers Egypt. After installing himself as Pharaoh, he resurrects the Cult of the Black Pharaoh and begins sacrificing thousands of Egyptians to his dark god, Nyarlathotep.

In 6,500 BCE, The Black Pyramid of Menkuhor "The Demon Pharaoh" is constructed in a man-made cavern beneath the Giza Plateau. Also erected is the Black Obelisk of Menkuhor "The Nightbringer", and the Temple of the Night dedicated to the Black Pharaoh; Nyarlathotep. It was only through the combined might of the First Atlantean Empire that Menkuhor was put down. And even then, we could not destroy him. The dark ritual that had created him had created a monster that defied death itself. There was no true death for Menkuhor, it was only through a long forgotten ritual that the Atlantean Sorcerers of the time were able to seal him in a massive crystal. From that point on, the Atlantean Senate knew the end was in sight. The Egyptians, after the fall of their Demon Pharaoh, set about to destroy any record of his existence. And so that dark time was forgotten by the Egyptians within three generations.

Legend has it of a prophesy, how when the Stars are Right, Menkuhor will rise up from his forgotten tomb and plunge the world into darkness one final time.

After the fall of Noble Atlantis, those of us who survived its collapse from afar began to make the lands we lived in our own. Before the fall of Noble Atlantis, we walked as gods upon the earth, and after the fall, all we could do was crawl upon the earth and make war upon each other simply for the remaining scrapes of our fallen empire. We made war upon one another out of greed, ambition, and the need to rule over others as we once did before our fall from grace.

Everything would change in the year 124 CE (Common Era), when Lord Ramius, one of the few remaining great leaders of the Atlantean people in Italy would begin a war campaign against all of the feuding Atlanteans of Italy and the surrounding regions. Lord Ramius claimed all of this was done in an attempt to reunite the Atlantean race.

Being one of the few survivors that had experienced the declining years of the First Atlantean Empire, Lord Ramius believed himself to be the only engineer capable of realigning our fallen civilization, he knew of the social and political forces that drove the First Empire. And through that reasoning, he believed himself the only one suitable to restore and lead the Second Atlantean Empire "Imperium Ex Atlantia".

By the year 130 CE, no less than 17 of the Atlantean families residing within Southern Italy and Sicily would be wiped out by Lord Ramius in his attempt to unite and bring a lasting peace to the feuding Atlantean families of Southern Italy and Sicily.

Lord Ramius' dream of a united Atlantean race would be realized in the year 151 CE. It would be in this year that the leaders of the families that claimed fealty to Lord Ramius and his cause would unite to form the first of the Houses of the Imperium Ex Atlantia, House Ramius.

With the founding of House Ramius, Lord Ramius immediately sent out emissaries to all of the Atlantean Leaders within the Mediterranean. His emissaries would bring his invitation to all those Atlanteans to join with House Ramius in restoring the Atlantean Empire from the ashes of the old.

What few even today realize is that we, as a people, had already fallen. It was only through the use of Sorcery that we were able to prolong our lives, but at such a terrible cost. Even before the fall of the First Empire, many Sorcerers within Atlantean society could see the writing on the wall. Our race was dying, within two to three generations there would be no more Pure Blooded Atlanteans left. It was these Sorcerers that crafted the ritual that created the first vampire. As more and more Atlanteans began seeing the end coming for our civilization, they turned to these sorcerers to turn them into vampires. Better to lived damned in darkness than to not live at all, at least as they saw things.

But I digress, I have gotten off of my primary topic; Lord Ramius and the foundation of the Imperium Ex Atlantia. By the time Lord Ramius began his great crusade to create the Imperium Ex Atlantia, those Atlanteans that had not died when our nation sank into the sea, had already turned to vampirism. Once they had spread out, they began creating others like themselves in all the lands of the world. We were a dead civilization that lived on only through the knowledge brought over by those that had survived the fall. The knowledge of a select group of vampires that would go on to spawn an entire civilization of the undead...

Stat Modifications:

- STR raises by 100% of its original rating
- CON raises by 100% of its original rating
- DEX raises by 50%
- +2 to INT
- +2 to POW
- APP raises by 50% (maximum of 19)
- +10 to Hit Points on top of the change in the Con + SIZ divided by 2 rounded down.

Vampiric Powers:

- **Super Regeneration:** A vampire can fight up to 20 hit points below zero. A vampire can regenerate physical damage at a pace that no other known creature can equal. Entire limbs, eyes, hair, skin, grow back in a matter of minutes. The entire body can re-form overnight (8 hours), an Arm in 45 minutes, a Leg in 60 minutes, Lower Body in 4 hours, Upper Body in 6 hours, Head in 4 hours. A decapitated head left laying nearby can merge back with the body by slowly dissolving into a mist and re-forming with the body, in about 20 minutes. Vampires reduced to -10 Hit Points lose their ability to use Super-Regeneration until such a time as they can feed, feeding at this point will allow them to roll 2D4 to add to their Hit Points. Once at -9 Hit Points or higher, the vampire will regenerate as normal. Once a vampire has been reduced to -20 Hit Points, that vampire falls into a death like sleep from which only the blood of the living or the blood of another vampire may bring them out. For True Death to occur, a vampire must take Burn damage, which can not be easily healed. If a vampire is reduced to -30 Hit Points because of Burn damage, the vampire is destroyed. **Hit Points are automatically regenerated at a rate of 2D4 per Round.**
- **Protection from Sunlight/Overcast Days:** It is possible for a vampire to be active during the daylight hours in daylight, but it requires at least 3 layers of heavy clothing (3 points of armor versus sunlight) that covers all exposed areas of flesh. During overcast days, a vampire only takes 1D4 points of Burn damage rather than the standard 1D6+1.
- **Mesmerism.** To use mesmerism, the vampire matches their POW versus that of their victim. If a successful roll on the Resistance Table is made against the victim, the vampire is able to dominate the victims will into performs actions that they otherwise would not consider doing. Through mesmerism, the vampire can remove portions of a victims memory or they can add false memories. The more time a vampire has to perform mesmerism with their victim, the more memories can be altered or removed. The most common use of mesmerism is when vampires feed, to remove all memory of the incident from the victims mind. Another example would be altering the minds of those that have witnessed a vampire using his or her powers.
- **Telepathy.** To use telepathy, the vampire matches their POW versus that of their victim. If a successful roll on the Resistance Table is made against the victim, the vampire is able to use telepathy to read the victims surface thoughts. If vampire makes a critical, the vampire is able to gain free access to all of the victims thoughts, both surface and deep. **Note:** deep scans cause the victim 1D4 -1 points of damage.
- **When a vampire successfully bites a victim,** he or she gains 1 magic point that will be added to their POW or Magic Points. POW or Magic Points so acquired vanish after the vampire's POW in hours. These magic

- points can be used to increase the vampires STR and CON stats on a 1 magic point for one stat increase basis. The victim can regenerate the magic points normally.
- **Vampire gains Skills:** Human Psychology 60%, Scent Blood 75%
 - **Nightvision:** Vampires can see in total darkness up to 1,600 feet away.
 - **Mist Form.** The vampire can turn to mist at the cost of 1 magic point, it takes 1 full round to change to mist. For 3 magic points, a vampire can turn to mist in 1 turn. Transforming back into Human form costs no magic points, but still takes one round to complete.
 - **Does not breathe.** Vampires do not breathe and can survive in a vacuum or in a toxic gas cloud with no detriment to their other senses or powers.
 - **Echolocation.** This ability can only be used when metamorphosized into a bat. Enables the vampire to maneuver in total darkness and see the invisible.
 - **Vampires do not bleed,** except when impaled through the heart.
 - **Can eat food for taste sensation or to trick mortals, but do not need to eat.** Nor do vampires have the desire to eat. Likewise, a vampire can consume an unlimited amount of alcohol without the slightest degree of intoxication. Poisoned and spoiled food will have no effect either. Accidental consumption of garlic or wolfbay causes immediate vomiting and 1D4 damage directly to the vampire's Hit Points.
 - **Recognize other vampires** and whether they are of the same family when they are seen, but cannot *sense* the presence of another vampire.
 - **Not affected by artificial light.** Artificial light does not harm nor blind vampires. They can see in artificially lighted areas the same as humans.
 - **Not affected by heat of cold.**
 - **Eyes glow when angry and when they use their powers.**
 - **Fly 70 miles or more to feed.** Vampires frequently fly 70 to 140 miles away to hunt their prey. This is especially true of solitary hunters and small groups or when prey in one area becomes less available. A vampire can fly 70 to 100 miles in two hours, allowing ample time for the creature to arrive, hunt, kill, and return home with hours to spare before dawn. Since the vampire's lair could be anywhere within a hundred to hundred fifty mile (perhaps more) circle, there are actually hundreds of square miles to be searched, a difficult task. The ability to fly cost the vampire 1 Magic Point per 20 minutes of flight.
 - **Can run faster than normal humans (movement rate of 12)**
 - **Heightened Sense.** A newly created vampire gains Listen and Spot Hidden skill each at the rate of 1D3-1 percentiles per day until they reach 95%. No Checks required before they reach 95%, skill checks as normal beyond 95%.
 - **By giving a victim some of its own blood (POW), a vampire is able to bring across a dying mortal into undeath as a vampire. The act of becoming a vampire costs the victim 1D10 points of Sanity.**
 - **Age:** For every one hundred years that a vampire lives, the vampire gains 30 skill points to add to their current skills. They also add +1 to there POW maximum for every one hundred years of existence; this is to represent their greater control of their vampiric abilities, the increased POW also increases their maximum Magic Points. Also, for every 100 years of existence, a vampire gains 10 Hit Points.

Special Vampiric Attacks

- **Bite Attack: 95% starting, 1D3 points of damage**
- **When a vampire uses their Bite Attack** to drain their victim of their blood. The victim also loses 1 point each from their STR, CON, and POW per round for as long as the vampire wishes. For every 2 points of POW drained, the vampire gains one point (up to maximum POW of 24). If POW reaches zero, the victim dies. *Victims: Lost POW returns at the rate of one point per week, but for every 4 points of POW drained, one point of POW is lost permanently. STR & CON return at the same rate as Hit Points, but blood transfusions can increase the rate by a limited amount (Keeper Discretion).*
- **Claw Attack:** 50%, 1D4 + Damage Bonus

Vampiric Weaknesses

- **Garlic:** does 1D4 points of damage to the vampire when coming in contact with the vampire.
- **Contact with blessed objects:** causes burning and 1D4 +1 points of damage per round of contact. Holy water causes 1D6 hit points of damage per ounce which strikes. If such attacks reduce the vampire's hit points to -20, it is thrown into a temporary stasis during which it regenerates 1 hit point per round. Total immersion in holy water for a prolonged period can destroy this form of vampire.
- **At dawn each day, the vampire loses 1 point of POW.**

- **Physical Evidence:** If a mortal is able to take a photo or video of a vampire using its powers, as long as that evidence exists it is impossible to use Mesmerism to remove the memories of the incident.
- **Sunlight:** Exposure to ambient sunlight causes 1D3 points of burn damage per round. Exposure to direct sunlight causes 1D6+1 points of burn damage per round. Prolonged exposure to sunlight can destroy a vampire. All Burn damage that a vampire incurs during the daylight hours can not be regenerated; unless the vampire is healing while they are feeding.
- **Ultraviolet Light:** Vampires take 1D6+2 points of Burn damage (per round they are exposed) from UV light when exposed to a concentrated source of UV light, this is because UV light is part of the invisible spectrum of sunlight.
- **To immobilize a vampire:** In order to later destroy it, an impaling object such as a wooden stake, railroad spike, hunting knife, or arrow must pierce the heart. If the object is removed, the vampire is no longer affected and will regenerate as normal.
- **Fire:** Vampires take 1D6+3 points of damage when exposed to open flame. For every round they remain in contact with the flames they continue to take 1D6+3 points of damage. When they are exposed to a bonfire sized fire that engulfs their hair and clothing they take 2D6 points of damage for every round they remain burning.
- **Silver:** Silver weapons do double their standard damage to vampires. Garlic filled silver hollow point bullets do double their standard damage to vampires because of their allergy to garlic and silver. All damage incurred is considered Burn damage and can only be healed at night, during the day any Burn damage that a vampire receives can not be regenerated; unless the vampire is healing while they are feeding.
- **Daylight Activity:** It is possible for a vampire to remain awake during the daylight hours, but all of their Stats are reduced by 50% of what they normally would be, all their Skills are reduced by 25% when performing them during daylight hours.
- **Fears:** All Vampires have a instinctive fear of all things Holy, they are also very much afraid of fire. Because of these fears, all vampires must make a POW check at -5 in order to confront these things.
- **Master's Domination:** The Vampire that creates a progeny (a fledgling vampire) has the ability to force his or her will upon their children. All progeny of a Master Vampire receive a -40% on all Resistance Rolls defending against the Master Vampire's domination rolls, (mesmerism & telepathy Resistance Rolls).
- **The Thirst:** All vampires suffer from "The Thirst", as their POW slowly drains away over a period of nights, defending against the effects from the Thirst become increasingly harder. Vampires become increasingly hard to reason with when they are under the effects of the Thirst, their bestial becomes more apparent, their nerves begin to fray, and things that would not normally annoy or anger them become a source of extreme agitation. The first night a vampire chooses not to feed, they will be down 1 point of POW, and they must make a POW check at a -2 to resist the urge to feed. On the second night, they must make a POW check at -3, on the third night, they must make a POW check at -4. On the fourth night, the vampire must make a POW check at -6 to resist the urge to feed, on the fifth night they must make a POW check at -7 to resist the urge to feed. By the sixth night, the vampire is at a -9 to resist the urge to feed, it is normally at this point that they lose control and quickly find a source of blood to sate their terrible hunger. Sooner or later, the Thirst always wins. Needless to say, if a vampire falls into unconsciousness from lack of blood, they will slip into a deathlike coma from which they may only rise if attacked or by the blood of another.
- **Burn Damage:** Burn damage occurs when a vampire is damaged by one of the following sources; silver, garlic, sunlight, ultraviolet light, holy objects, and fire. Burn damage can only be healed at night, during the day any Burn damage that a vampire receives can not be regenerated; unless the vampire is healing while they are feeding.
- **Drinking the Blood of the Living:** Vampires must be careful to stop drinking from a mortal before death occurs, lest they be dragged into the darkness of true death themselves. All vampire characters, PC & NPC alike, must succeed in a POW Check at -5 to stop drinking from a mortal before death occurs. If a vampire drains a mortal to the point of death and continues drinking from them after death has occurred, the vampire must succeed in a SAN Check. If the vampire succeeds, they only lose 1 point of SAN. If the vampire fails their SAN Check, the vampire will lose 1D10 points of SAN because of their brush with true death.
- **Drinking from the Recently Dead (1 Hour Maximum):** All vampires that drink from the recently dead must succeed in a SAN Check or lose 1D6/1D10 points of SAN because the vampire is drinking from true death. Vampires that regularly feed from the dead face madness and insanity within a relatively short period of time, that is the reason why drinking from the dead is such a taboo within vampire society. Blood from recently dead mortals that has passed the 1 hour mark becomes unusable by vampires. Drinking the blood of the dead is considered a major taboo within vampire society; those that openly feed from the dead are outcasts and treated as such socially within vampire society. Those that do so in secrecy and are found out are ostracized and cast out of civilized vampire society.

Servitors

What exactly are Servitors? Servitors are mortals, both human and animal that serve their vampire masters. Servitors protect their masters during the day, they are the eyes and ears of their vampire masters during the daylight hours. It is the Servitors that control and maintain their vampire master's holdings in the mortal world. Why would they do all this for a undead creature that would just as soon turn them into a meal if push came to shove? They do it in the hopes that their vampire master will give them the Dark Gift, in the hopes of becoming immortal like their masters.

Servitors are bonded to their vampire masters by drinking a single draught of the vampire's blood. In doing so, their ability to resist the will of their master is lessened, but at the same time, that same vampire blood that now flows within their veins protects them to a certain degree against another vampire attempting to pit them against their master. System wise, Servitors gain a +2 to their POW for the period of 1 month. This POW increase gives them a better chance to resist the powers of mesmerism that another vampire could employ against them. At the end of that month, the Servitor must drink of their master's blood again to continue to have that +2 POW bonus. In addition to the POW bonus, Servitors gain a +2 to their STR and CON stats because of the supernatural nature of the vampiric blood flowing through their veins. The STR and Con bonuses last just as long as the POW bonus. As long as a Servitor continues drinking the blood of his or her vampire master, they will not age.

If a Servitor misses a monthly feeding of vampiric blood, they begin to undergo withdrawals much like a drug addict or alcoholic does. These withdrawals last for their POW x2 days, at which point once the withdrawals are over, they revert back to being a normal mortal. But their ability to resist the commands of their former master is still lessened, only after their POW x8 days will the former Servitor's resistance to vampiric domination revert back to normal. The Aging process at this point will continue as normal. In cases of Servitors that have been around for hundreds of years, time will age them to their true age within a matter of minutes to hours. So once that 1,000 year old vampire is gone, there is not much to worry about from their older lackeys, because within a month, they will be dead themselves.

Designer's Note on Servitors: Servitors are not a new thing in vampire fiction, the first vampiric servitor that I can remember reading about was R.M Renfield from Bram Stoker's Dracula. All one has to do to find appropriate ideas for Servitors is read through some of the popular vampire fiction of the 19th and 20th Centuries. The second instance I can remember of seeing a Servitor in a book and in a movie was in Stephen King's "Salem's Lot". In this case we have Mr. Straker whom watches over and protects his vampire master, Kort Barlow. In one instance, Straker rips off the top of a very sturdy wooden banister; showing the enhanced strength that Servitors have, to use as a club against one of the vampire hunters that came hunting his master toward the end of the book and film. Straker is shot multiple times before the vampire hunters are able to bring him down, showing that a Servitors Constitution must be higher than that of a normal human.

Another serial of movies that had Servitors in them was Fright Night Part 1 and Fright Night Part 2. In the Fright Night Part 1 you have a single Servitor that protects Jerry, the master vampire in the film. Much like in Salem's Lot, the Servitor is incredibly strong and resilient when it comes to protecting Jerry from the vampire hunters. In Fright Night Part 2, you have another Servitor that seems to be made completely out of worms, at least inside of him. Keep in mind, that in Part 2, the Director had more of an ability to scare the audience, so that's why we don't really see a purely human Servitor in the film.

In the movie; Lost Boys, the master vampire in that film has his dog, Max, that protects him from would-be vampire hunters during the day.

Servitors watching over and protecting vampires from would-be slayers during the day is not a new thing. In the RPG; Vampire: The Masquerade, White Wolf Games Studios presents Servitors as humans that drink the blood of vampires so they can live forever in return for their undying loyalty and protection from those that would slay them during the daytime and nighttime hours.

Servitors are not a new thing that have been cooked up recently, they have been around in the legends for hundreds of years. Only recently because of writers like; Anne Rice, Stephen King, Brian Lumley and others, have vampires come into the mainstream of modern fiction.

So in essence, what I am saying is don't be afraid to use them as an antagonist to use against your Investigators. Your players may think that they are the same as those from Vampire: The Masquerade, but that couldn't be farther from the truth. The only difference is that White Wolf Games Studios was able to copyright a form of Servitor under the name of Ghoul.

In the end, use Servitors as a means for Investigators to come into confrontation with the vampires that they seek to slay, in the most unlikely of places. Maybe that bank clerk is a Servitor of the vampire they are hunting, or how about the night watchman at the local blood bank. Any place that a vampire would find useful is a place that you can place a Servitor to handle some particular necessity that the master vampire needs to continue living within the mortal world.

Sanity Lose

0/1D4 Sanity Points to be attacked; 1/1D3 to witness a transformation. Vampires of human appearance cost no Sanity points to see.

Vampiric Society

Using this setting material for vampires, vampire society is based on a Roman/ Byzantine structure that has existed for over a thousand years. At the top of this structure is the Emperor, he or she is selected from the Princes of the Five Imperial Houses. Selection of a new Emperor occurs when the past Emperor has either stepped down or has been violently removed from office. Once this occurs, the Antiquarians' Guild votes as a whole who among the Imperial Princes will step forward to lead the Imperium.

Once an Emperor has come to power, he or she has the right just whom will fill the key military positions within the Imperium; Grand Master of the Praetorian Order, Grand Inquisitor of the Scarlet Brotherhood, Grand Master of the Centurion Order. This is not to say that there is not pressure on the new Emperor to post his key supporters within his or her House into those key positions or pressure from outside of their House by those Antiquarians that supported their ascension to the Throne. What it comes down to in many cases is either outright blackmail or threats of violence against the new Emperors direct line. In any case, once the Emperor chosen these key players to fills these positions throughout the Imperium, in all likelihood, they will remain in those position for the rest of the Emperor's reign. The only way the Emperor can remove those that have blackmailed him or her into those positions is if they are caught breaking a section of the Code of the Imperium in such a way that the Antiquarians' Guild as a whole will back his decision to remove that individual. Should this occur, in most cases the individual in question is forced to step down or face the wrath of the Emperor and the Guild.

This is not to say that payback for their removal will not occur, but at least openly there is nothing they can do about it. Should the removed decide to take action against the Emperor or the Guild, it must be done so quietly and behind the scenes or he/she and their immediate family could end up being killed for treason against the Imperium.

Below are the many factions that rule the Imperium Ex Nocturna

On a global level:

Antiquarians' Guild: Many a man throughout history has said that knowledge is power. This statement can be no truer than it is for these individuals. The Antiquarians' Guild has been operating since the late middle ages gathering information on the origin of the children of the night. And in that time, these learned men and women have recovered fragments of the Glyph Stones that those first vampires recorded their wisdom upon. Only scant bits of the secrets that they have recovered have actually made it into the hands of the rest of the Dark Lady's Get. Because of their knowledge in the ancient records, it is this Guild that all other vampires look to in times of need. This learned group of men and women have accumulated more power within the Empirium than even First Citizens across the world can even dream at possessing.

Praetorian Order: Crafters of the Praetorian Gladius, a weapon wielded only by Centurians. The Praetorians are the Elite warriors of the Empirium. Each is highly skilled in the Art of war and in the crafting of the weapons there of. The Praetorians make up the personal guard of the Emperor, they are sworn to protect the reigning Emperor with their very lives.

Scarlet Brotherhood: If the Centurions are the Army of the Empirium, and the Praetorians are the Elite Guard of the Emperor, then the members of the Scarlet Brotherhood are the secret police of the Empirium. It is their duty to guard it from all threats that are posed to it by those dwelling within it.

Centurions: Chief among the Non-Praetorian within the Empirium, it is the duty of the Centurions to guard against internal strife within the Empirium, and to guard against human discovery of the vampire race. Centurions are known throughout the Empire for their combat prowess and professionalism in carrying out their duty to the Emperor and the Empirium at large. The centurions are the professional soldiers that the Praetorian Order regularly recruits from to fill its ranks.

On a city level:

First Citizen: The appointed ruler of a given domain; city. He is answerable only to the Emperor himself. Only a Centurian “Enforcer” has the power to challenge the power of a 1st Citizen.

Consul: Advisor to the 1st Citizen, the Consul is the individual who acts as the go between for the 1st Citizen and the Council of House Patriarchs. The Consul also handles the more mundane duties of running the city. He or she sits in on all meetings of the Council of House Patriarchs and has the power to break all Council ties.

Magistrate: A Magistrate is meant to be the peaceful solution to Inter-House disputes. Vampires are expected to take their disputes to the Magistrate, if no resolution can be found otherwise. At all times the Magistrate is expected to deal with all vampire matters that do not involve the final death of another vampire. In such cases, the 1st Citizen takes control. To use violence instead of the Magistrate is to bring about the wrath of the 1st Citizen. Magistrate may give any fitting punishment, except final death. His rulings can only be overruled by the 1st Citizen. Also, the Magistrate deal with status within a domain. From recording the current status of every individual within a domain to taking status away as a punishment.

Inquisitor: He/she is the individual placed in charge of all investigations of treason within a 1st Citizen’s domain. The Inquisitor has the right to take anyone aside, except the 1st Citizen, and interrogate if he or she believes their actions to be harmful to the domain.

Council of House Patriarchs: The Council of Houses Patriarchs are generally the eldest of the Lilans within a given House. They are the representatives of their respective Houses to the Court of the 1st Citizen of a given domain.

Praefectus Cohortis : It is the Praefectus Cohortis that polices the 1st Citizen’s domain for all internal & external threats to the 1st Citizen’s domain and the Empirium as a whole.

Cohortes Urbanae: Cohortes Urbanae are citizens within a given city who have been given power by the 1st Citizen of that domain to protect and defend it from threats within and without.

Codex Imperium

The Code of the Empirium

Lex Ramii - Laws of Ramius:

** Thou shall watch over the mortals as if they were you own children. To neglect them is to sew the seeds of your own destruction.*

** Thou shall not slay thy Brother or thy Sister, to do so is to incur the justice of Babylon.*

** None shall mar the Sacred Glyph Stones, to destroy our history is to destroy our future.*

** All shall pay tribute to the Dark Lady and the reigning Emperor on the summer solstice of each passing year.*

** Only a member of one of the Houses of the Imperium Ex Nocturna. may ascend to the throne of the Imperium Ex Nocturna.*

Lex Dominicus - Laws of Dominic:

** The existence of the vampires must remain forever hidden from the mortals.*

** The rule of the reigning Emperor shall not be questioned, his word is law.*

** The First Citizen of a given dominion is answerable only to their Prefect, the Pro Consul, or the Emperor of the Imperium Ex Nocturna.*

** It is the duty of a First Citizen of a given dominion to destroy all those who prove to be enemies of the Imperium Ex Nocturna..*

** The Centurians are the Hand of the Emperor. To break the Emperor's law is to bring about thy own doom.*

** The clergy of the mortals is not to be trifled with, tampered with, or influenced in any way. For in angering them is the destruction of us all.*

Lex Andreae - Laws of Andrea:

** To become a House, the Founder of a Bloodline must petition the reigning Emperor for the right. To become a House not of the Imperium Ex Nocturna. is to become a Renegade House and therefore an enemy of the Imperium Ex Nocturna..*

** The Founder of a House or Family's word shall be taken as law within that House or Family.*

** Within the Empirium there are two types of citizens; 1st class and 2nd class. The former of them, 1st Class Citizens being Atlanteans. The later 2nd Class Citizens being the Servitors of the former. All rights of a 2nd Class Citizen come from those that their Master holds. Their crimes are those of their Masters.*

Lex Piaae - Laws of Priam:

** A Praefectus Cohortis and Cohortes Urbanae shall be established by the First Citizen of every city in the Imperium Ex Nocturna. As the Centurians are the will of the Emperor, the Praefectus Cohortis and Cohortes Urbanae shall be the will of each respective First Citizen.*

** All children of the Five Houses are considered citizens of the Imperium Ex Nocturna.*

** All citizens of the Imperium Ex Nocturna have the right to meet with the First Citizen of the respective dominion in which they dwell should they go through the proper channels.*

** All Citizens have the right to single combat with another Citizen should no other possible recourse be apparent, also providing that the First Citizen and Magistrate of the Dominion give their consent for the duel to occur.*

Possible Punishments for Breaking any part of the Code:

- *Loss of Renown or Station*
- *Execution of the Offender's Servitors*
- *Stripping of all the Offender's Favors.*
- *Loss of Offender's Territory within a given Dominion*
- *Destruction of the Offender's Children*
- *Torture of the Offender in the presence of his/her peers*
- *Execution of the Offender in the presence of his/her peers*
- *Dismemberment of the Offender.*

House Ramius

Of all the bloodlines of the Imperium Ex Nocturna, it was the children of Ramius who would organize into the First House of the Empirium. Potential new members of this House are chosen carefully, followed for many years before being approached. The qualities of leadership and responsibility are instilled in all members of this House from the day they are born, after all was it not House Ramius that brought together the warring families of that survived the fall of the First Empire into an Empire that has lasted for over a thousand years.

Structure wise, House Ramius is governed by its House of Lords at its highest level. All of these Lords can trace their lineage directly back to the heads of the first families that joined together under the leadership of Ramius himself.

Even now House Ramius still holds great power within the Empirium, one of its own, Darius Claudius Stromwell holds the position of Pro Consul of the Empirium.

In recent decades, House Ramius' power within the Empirium has been on the rise. Rumors persist that a strong new leader has risen among the ranks of this House, a strong new leader to lead this house back to the Imperial Throne ? Other rumors are spreading of sightings of Ramius himself , but many deny these sightings to be nothing more than simply "rumors".

House Ramius has only two notable rivals within the Empirium. They are House Thalus and Draconis. In the future there will come a day when peaceful negotiation will no longer be an option in dealing with these two Houses. But who will strike the first blow ?

The Families of House Ramius

<u>Bishop</u>	<u>DeSallo</u>	<u>Graves</u>	<u>Kameir</u>	<u>Prescott</u>	<u>Stromwell</u>
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Notable Figures within House Ramius

Darius Claudius Stromwell - Pro Consul
Prince Claudius Lucinius Serrentus - High Patriarch, Prefect of the United States
Julian DeSallo - Prefect of Northern Ireland
Miles Wayland Stromwell - Tribune of Belfast, Praetorian
Lord Marcus Aurelius Caius - House of Lords, Antiquarian
Lord Justarius - House of Lords, Antiquarian
Lord Valorian - House of Lords, Antiquarian
Lord Casius - House of Lords, Antiquarian
Lord Gaius Marius - House of Lords, Praetorian
Kristina Prescott -Antiquarian, Lady of the Court of Roses
Ramian Carnes Prescott - Antiquarian
Miranda Bishop - First Citizen of New York
Viviane Bishop - Consul of New York
Raymond Castle Graves - Antiquarian
Harrison Graves - Antiquarian, First Citizen of New Orleans, Lord of the Court of Roses
Donovan Wyld Stromwell - Former Centurion and Hero of the Battle of London, First Citizen of Los Angeles, Lord of the Court of Roses
Sir Walter Holmes - Praetorian
Julia Kameir - Antiquarian
Edward St.Claire - First Citizen of San Francisco

Seat of Power: Rome, Italy

House Ramius: The Families

Family: Bishop

Lady Miranda Bishop - First Citizen of New York, Founder of the Family

Viviane Bishop - Consul of New York

William Fairchild Bishop - House Patriarch and Magistrate of New York

Seat of Power: New York, North America

Family: DeSallo

Lord Julian DeSallo - Prefect of Northern Ireland, Founder of the Family

Seat of Power: Belfast, Northern Ireland

Family: Graves

Lord Harrison Graves - Antiquarian, First Citizen of New Orleans, Lord of the Court of Roses, Founder of the Family

Raymond Castle Graves - Antiquarian

Leona Graves

Seat of Power: North America

Family: Kameir

Lady Julia Kameir - Antiquarian, Founder of the Family

Richard Conant Kameir

Seat of Power: France

Family: Prescott

Lady Kristina Prescott - Antiquarian, Lady of the Court of Roses, Founder of the Family

Ramian Carnes Prescott - Antiquarian

Seat of Power: North America

Family: Stromwell

Lord Darius Claudius Stromwell - Pro Consul, Founder of the Family

Miles Wayland Stromwell - Tribune of Belfast, Praetorian

Donovan Wyld Stromwell - Former Centurion and Hero of the Battle of London, First Citizen of Los Angeles, Lord of the Court of Roses

Seat of Power: Europe

House Draconis

Of all the Houses of the Empirium, no one house has gained a reputation as feared and as despised as this house. House Draconis actually started as a single family bloodline, but when Emperor Ramius founded the Empirium and created the House System, they immediately joined. Seeing it as a possible route to gain power over the rest of the vampires.

Over the centuries since the Draconis became a house, many a family has fallen due to the machinations of these Wallachian Sorcerors. It was from this house that the Family Dracul sprung. House Draconis has an ongoing rivalry with the Dracul due to the Family's perceived traitorous behavior by leaving the house to form their own. The Family Bathory, due to its Dracul heritage is a part of this bloodline.

To date, the greatest concentration of Draconis vampires can still be found in Eastern Europe. But in recent centuries, the House has begun expanding its interests out into the rest of the world.

The Families of House Draconis

<u>Archibald</u>	<u>Dragosee</u>	<u>Ravenhart</u>	<u>Trevors</u>	<u>Trulaine</u>
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Notable Figures within House Draconis

Draco - Founder of House Draconis, Antiquarian
Prince Alexi Dragosee - High Patriarch, Antiquarian
Stefan Dragosee - Antiquarian, Prefect of Rumania
Reinhardt Archibald - Praetorian, Tribune of Belgrade
Demetrius - Antiquarian, Prefect of Bulgaria
Matthias - Antiquarian, Prefect of Hungary
Gregory - Antiquarian
Kadrian Ravenhart - Tribune of Budapest
Telceon Trevors - Antiquarian
Lady Nadia Dragosee - Antiquarian
Samuel Trulaine - Antiquarian
Vladimir Dragosee - Antiquarian

Seat of Power: Bucharest, Romania

House Thalus

Of all the vampire bloodlines, it is said that those of House Thalus are the oldest of all of the bloodlines. Rumor has it that it was none of than Priam himself that brought about the Trojan War.

House Thalus first came to power when Empress Andrea of House Lionnes stepped down from the throne for undisclosed reasons. Through a series of strategic deals and bargains with Houses Ramius, Draconis and Lionnes, Priam was able to ascend to the throne of the Empirium.

In the Empirium, it seems that it is the children of Priam that outnumber the members of the other four Houses. It is quite true, upon seizing the throne, Priam immediately scattered those Enforcers who proceeded him. At that point he immediately began placing members of his own House in key positions within the Empirium. Five out of every ten Enforcers are members of House Thalus.

The Enforcers under the rule of Emperor Priam are the personal guard and judges/executors of the Emperor's will.

House Thalus has only two notable rivals, those two are Houses Ramius and Draconis.

The Families of House Thalus

<u>Constantine</u>	<u>Cromwell</u>	<u>DeNaegrus</u>	<u>Estroma</u>	<u>Winters</u>
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Notable Figures within House Thalus

Emperor Priam - Founder of House Thalus, Antiquarian
Princess Cassandra - High Matriarch, Antiquarian
Rhodium DeNaegrus - Grand Master of the Centurian Order, Praetorian
Julius Cromwell - Grand Inquisitor of the Scarlet Brotherhood
Helena - Prefect of Greece, Antiquarian
Lawrence Estroma - Antiquarian
Maximillian Winters - Antiquarian
William Pratt - Antiquarian
Victor Thornton - Antiquarian
Corinth Sarninia - Antiquarian
Marcus - Scarlet Brotherhood
Julius Constantine - Praetorian

Seat of Power: Athens, Greece

House Lionnes

The past of House Lionnes is well intermixed with the history of the Germanic people of France and Western Germany.

House Lionnes has a long tradition of playing both sides of the fence, so to speak. This House has never taken any side but their own in any of the internal conflicts and intrigues of the Empirium.

House Lionnes was the fourth House to join Emperor Ramius' great experiment. Since their entry into the Empirium, this House has stayed neutral in all internal conflicts. One of its own, Empress Andrea DeLyones, has even served as Emperor for a time.

Because of this House's Neutrality, House Lionnes has been able to become one of the most well informed and influential Houses in the Empirium. If there is a secret that another House wants to know, all they need do is come to a member of this House to find the answer.....For a price.

During the Middle Ages, the city of Aachen in Germany would come to be known as the 2nd Captial of the Empirium. In the Renaissance, the city of Paris would take the place of Aachen because of the University of Paris. Informally, Paris is still referred to as the Capital of the Empirium. During the reign of Empress Andrea DeLyones, the capital of the Empirium becomes the city of Paris. Even in modern times, Paris continues to be the 2nd city of the Empirium.

It is also during the reign of Empress Andrea DeLyones, in 1785, that the Court of Roses is founded by Lady Camila DelaRosa in an attempt to reintroduce the Codes and Ethics of Chivalry back into the Empirium.

Over the past few centuries, the power of House Lionnes has been on the decline. Rumors has it that certain high placed members of House Lionnes are beginning to forge alliances that they would never have even considered two centuries ago.

The Families of House Lionnes

<u>D'Aquitaine</u>	<u>DelaRosa</u>	<u>DeLyones</u>	<u>Fallcourt</u>	<u>Fitzhugh</u>	<u>Ravenscroft</u>
<u>DelaCroix</u>	<u>Stromwin</u>				

Notable Figures within House Lionnes

Vaneesa - Founder of House Lionnes, Antiquarian
Conrad DuMont DeLyones - High Magistrate, Antiquarian
Princess Danika Kyle D'Aquitaine - High Matriarch, Antiquarian
Alcuin of York - Prefect of France & Germany, Antiquarian, Lord of the Court of Roses
Lady Catherine D'Aquitaine - Antiquarian, First Citizen of Paris, Lady of the Court of Roses
Lady Andrea DeLyones - Former Empress of the Empirium, Antiquarian, Lady of the Court of Roses
Lucian Fitzhugh - Antiquarian, Lord of the Court of Roses
Juan Martinez DelaRosa - Antiquarian
Camila DelaRosa - Antiquarian, High Lady of the Court of Roses
Charles DelaRosa - Praetorian, Tribune of Andorra, Spain
Jacqueline Fallcourt - Centurian, Tribune of Bayonne, France
Reynard Fallcourt
Victoria Chambers D'Aquitaine - First Citizen of Boston, Antiquarian
Riktor Derrinhoff - Praetorian, Tribune of Berlin
Alexandre Mooring DeLyones - Antiquarian
Dominique LeRouge Fitzhugh - Antiquarian
Chandler Ravenscroft - Lord of the Court of Roses
Elizabeth Ravenscroft - Lady of the Court of Roses
Countess Catherine DeLyones - Lady of the Court of Roses

Seat of Power: Paris, France

House Lionness: The Families

Family: D'Aquitaine

Lady Catherine D'Aquitaine - Antiquarian, First Citizen of Paris, Lady of the Court of Roses, Founder of the Family
Princess Danika Kyle D'Aquitaine - High Matriarch, Antiquarian
Victoria Chambers D'Aquitaine - First Citizen of Boston, Antiquarian
Alexandra Frost D'Aquitaine
Phillip D'Aquitaine

Seat of Power: France

Family: DelaRosa

Lady Camila DelaRosa - Antiquarian, High Lady of the Court of Roses, Founder of the Family
Lord Andre DelaRosa - Lord of the Court of Roses
Charles DelaRosa - Praetorian, Tribune of Andorra, Spain
Juan Martinez DelaRosa - Antiquarian
Nikki Styx DelaRosa

Seat of Power: France

Family: DeLyones

Countess Catherine DeLyones - Lady of the Court of Roses, Founder of the Family
Lady Andrea DeLyones - Former Empress of the Empirium, Lady of the Court of Roses
Lady Isabeau DeLyones
Alexandre Mooring DeLyones - Antiquarian
Conrad DuMont DeLyones - Antiquarian, High Magistrate, Lord of the Court of Roses.

Seat of Power: France

Family: Fallcourt

Lady Jacqueline Fallcourt - Centurian, Tribune of Bayonne, France
Reynard Fallcourt

Seat of Power: France

Family: Fitzhugh

Lord Lucian Fitzhugh - Antiquarian, Lord of the Court of Roses, Founder of the Family
Dominique LeRouge Fitzhugh - Antiquarian
Sabina Fitzhugh

Seat of Power: France

Family: Ravenscroft

Lady Elizabeth Ravenscroft - Lady of the Court of Roses, Founder of the Family
Chandler Ravenscroft - Lord of the Court of Roses
Belinda Ravenscroft
Louis Ravenscroft

Seat of Power: France

House Dracul

Since its founding, House Dracul has remained one of the most feared and despised Houses of the Empirium. Its founder, Radu Dracula, brother to the Wallachian hero Vlad Tepes Dracula has proven over the centuries that the Dracul Family will do almost anything to attain power. It is quite ironic that western historians have painted the exploits of Vlad as a monster, what wouldn't modern historians give to know the bloody history of Wallachia's vampire Prince Radu.

Radu and his entire line owe their existence to the vampires of House Draconis. After all it was House Draconis that gave birth to the entire Dracul Bloodline. It was they who propped Radu and his children up in positions of power all throughout the Empirium. And it was Radu who led the Family Dracul away from its progenitors.

After the exodus of Radu and his children, for a period of no less than one hundred years the Family Dracul and House Draconis were warring with one another. In 1836 the Family Dracul petitioned the reigning Empress Andrea DeLyones to become a House. Some say that Radu promised the Empress the secrets of Sorcery to gain entrance into the Empirium, but in the end, House Dracul was the result. It is quite ironic that only fourteen years after Empress Andrea granted Radu Dracula his request, she would end up stepping down for unknown reasons.

House Dracul is one of the most well connected Houses in the entire Empirium to all things that would be labeled "occult". Members of this House can be found on virtually every know continent on the Earth, and House Dracul is by far one of the wealthiest Houses there is.

The Families of House Dracul

Dracul Drakul

Notable Figures within House Dracul

Radu Dracula - Founder of House Dracul, Antiquarian

Prince Vladimir Dracul - High Patriarch, Antiquarian

Nicholas Dracul - Prefect of Russia

Uri Dracul - , Magistrate of Cincinnati, Antiquarian

Stephen Dracul

Honoriam Dracul - Antiquarian

Fiala Drakul

Victor Dracul

Eva Drakul - Lady of the Court of Roses

Seat of Power: Tirgoviste, Romania

Stations within a House

House Patriarch/Matriarch: The House Patriarch or Matriarch is the leader of a House within a given city. They are considered its face to the Council of Houses, and they are the one that all House members go to to resolve internal conflicts within the House. The House Patriarch or Matriarch is usually the eldest member of the House in the city.

House Seneschal: The Seneschal of a House acts as the second to the House Patriarch or Matriarch when they can not or do not wish to be present at House or City meetings.

House Advocate: The Advocate is usually a member of the House with the most knowledge of the Imperium and its Codes. The Advocate is the one who defends a member of their House when that member is brought to trial before the city for crimes against another member of the city, or for breaking the Code of the Imperium.

House Protector: The Protector is the one that stands in defense of the House and its members when it is being attacked. It is the Protector who handles the internal security of the House in the city.

House Lore Master: It is the Lore Master that records and documents all the comings and goings of the members of a House within a given city. The Lore Master also keeps track of the Renown of the current members of the House in the city. The Lore Master and the Advocate generally work hand in hand when another member of the House has been charged with a crime against the Imperium.

The Reavers

What are the Reavers ? The Reavers are the down and out of vampire society. They are the dispossessed, the Pariah, those with no House to claim them. The Reavers come from all Houses and none, they have either been cast out for crimes against vampire society, whether they be actually guilty of them or not. Or they have turned their backs on "Civilized" Vampire Society for any number of reasons.

The basic social unit within the Reaver subculture is known as the "Cadre". Some Cadres consist of only a few members (2-4), and some consist of great numbers (6-10). It is not unheard of for a single cadre to dominate the Reaver population of a city.

Within the Reaver subculture, the leaders of the cadres are typically either the most charismatic or the most physically imposing in their respective cadres.

The Reaver subculture is a constant battle for dominance, all cadres seeking to survive by undermining the stability and power of their peers. At times cadres ally with one another, but these alliances rarely if ever last for long.

The Cadres

Within most Cadres, it is possible for a vampire to rise rather quickly in power. Should a member of a Cadre become dissatisfied with the leadership of the Cadre, it is their right to issue "The Challenge". When "The Challenge" is issued by a member of the Cadre against its current leader, that leader must recognize the challenge that has been issued, in doing so accepting the challenge. When this occurs, both the Contender and the Current Leader of the Cadre must fight one another in single combat until one or the

other has been rendered unconscious, thereby unable to continue the fight. When the combat is over, the combatant left standing is the leader of the Cadre.

Life in the Cadres

Life among the Reavers is an endless series of days and nights filled with uncertainty, fear and rage. The greatest enemy of the Reavers is without a doubt themselves. Typically the Imperium could care less about what happens to these unfortunates, the only ones they even care about are those that have joined the Reavers simply to escape punishment for their crimes against the Imperium and its citizens.

Joining the Cadres

Entrance into a Cadre can happen in one of two ways. The first is through the ceremony known as "The Gauntlet". The ceremony of the Gauntlet consists of the Pariah wishing to join the Cadre, having to walk in between two rows of the members of the Cadre he/she wishes to join. As the Pariah walks through the Gauntlet, each member of the Cadre is allowed to attack the member-to-be once. The Pariah passing through the Gauntlet is allowed to attempt to defend themselves against attackers. Should the member-to-be pass through the Gauntlet and make it through still conscious and standing, he or she is allowed to join the Cadre. Should the member-to-be pass through the Gauntlet and be rendered unconscious by the members of the Cadre, the member-to-be is not allowed into the Cadre. If the member-to-be wishes to re-attempt the Gauntlet, they will be allowed to attempt it a second time once they have healed themselves sufficiently enough to re-attempt the Gauntlet.

The second way, is the "Trial By Fire". The member-to-be is given the name of a member of the Imperium or a Rival Cadre by the Leader of the Cadre. The member-to-be must kill the individual that they have been assigned to or not be allowed into the cadre. This way, should the member-to-be complete his or her assigned task it proves to the rest of the cadre that this individual is willing to kill for them, thereby allowing the member-to-be entrance into the cadre.

Once a Pariah has either passed through the Gauntlet or completed their assigned task, and has joined the Cadre, they cease to be seen as a Pariah in the eyes of the Reavers and are now a proven member of the Reaver subculture. It is at this point that they gain their first renown as a Reaver, all further renown will be earned as the new Reaver makes a name for themselves among the Reavers.

Justice Among the Lawless ?

When a member of a Cadre is accused of wrong doing, he or she has the right to a "Trial By Ordeal". In this Trial, the Accused must perform some type of task that is chosen by the members of his/her Cadre. The Accuser has no say in what the Ordeal will be because it is their word that is on trial also along with that of the Accused. The most typical Ordeal that is chosen in these times is that of the "Ordeal By Combat", in this Ordeal the Accused must fight their Accuser in single combat, rarely is it to the death. The Reaver still left standing at the end of the Ordeal is the one whose word is taken as truth.

The second option that a Reaver has when they are accused by another member of their Cadre of wrongdoing is "Trial By Gauntlet". This is similar to the Initiation Gauntlet that a new Cadre member must go through, the difference between the this Gauntlet and the Initiation Gauntlet is that this one is being done to determine the Innocence or Guilt of the Accused Reaver. Should the Accused be able to pass through this Gauntlet and come out the over side still conscious enough to stand, he or she is cleared of any accusations that they have been charged with. It is tradition that the one who was the Accused challenge their Accuser to a duel after their innocence has been proven by the Trial By Gauntlet. This is done so that the Accused may regain any Renown that has been lost because of the Accusation that was leveled at them. The duel is almost always held two days after the Trial. This duel is always held in the presence of the rest

of the Cadre to ensure that the lost Renown is regained in their eyes. Should the Accused lose this duel, they only regain half of the Renown that has been lost because of the Accusation.

Honor Among The Dishonored

Eventually there comes a time when two members of rival Cadres come into conflict with one another, but don't wish to draw in the rest of their Cadres into the situation. It is at this point that both individuals determine that they will settle the issue in a duel.

Those looking in from the outside generally do not associate any honor to these duels and consider them completely barbaric, but within the Reaver subculture, these duels are a necessary evil to keep all out wars from occurring. It is tradition that the members of the rival Cadres be present to witness the outcome of these duels to ensure that honor and renown are preserved.

When these duels occur, tradition dictates that both parties agree on the terms of the duel, the weapons to be wielded if any, and if both wish to allow the use of their respective powers.

MORE TO COME!

Designers Note

These Vampire rules were created by Brian-Joseph Baker (NicodemisQuick@aol.com) , using the below sources as inspiration and source material for some of the Game Mechanics.

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- **Coming Full Circle** – Pagan Publishing. ISBN 1-887797-00-9
- **Fang & Fury: A Guidebook to Vampires** – Green Ronin Publishing. ISBN 0-9726756-5-5
- **The Lords of the Night: Vampires** – Bottled Imp Games. ISBN 0-9543735-0-2
- **Out for Blood: Vampire Sourcebook** - Bastion Press
- **Night's Edge: An Alternative Reality Sourcebook for Cyberpunk 2020** – Ianus Games, ISBN 2-9801683-6-X
- **Rifts World Book One: Vampire Kingdoms** – Palladium Books. ISBN 0916211-52-5
- **GURPS: Blood Types** – Steve Jackson Games. ISBN 1-55634-113-X
- **Imperium Ex Atlantia: The Atlantean Chronicles** – <http://www.geocities.com/flashburn101/> , Copyright: Brian-Joseph Baker (NicodemisQuick@aol.com)
- **Blade** – Marvel Comics, comic series about a Daywalker Vampire Hunter.
- **Blade 1 & Blade 2** – Films about a Daywalker Vampire Hunter.
- **John Carpenter's VAMPIRES.**
- **Fright Night Part 1 & 2**
- **Bram Stoker's Dracula** – The Recent Film
- **Bram Stoker's Dracula** – The Novel
- **Interview with a Vampire** – Anne Rice
- **The Vampire Lestat** – Anne Rice
- **Queen of the Damned** – Anne Rice
- **Forever Knight** – The TV Series.
- **Vampire of the Mists** – Christie Golden
- **Salem's Lot** – Stephen King
- **Necroscope** – Brian Lumley

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**That is not dead which can eternal lie,
And with strange aeons even death may die.**