

MARVEL SUPER HEROES™

THE TOMB OF DRACULA by Necromancer



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THE UNOFFICIAL CANON PROJECT

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Table Of Contents

Varnae, Lord Of The Vampires	3	Hannibal King	37
Dracula, Lord Of The Vampires	6	Domini	39
Heroes & Villains	17	Janus, Golden Angel	39
Aamshed (Divinity Drake)	17	Janus	40
Aaron Thorne	17	Lilith Drake	41
Abraham Van Helsing	18	Xarus	43
Bessie The Hellcow	19	Bloodstorm One	44
Bible John	20	Nimrod The First	45
Blood Countess (Elizabeth Bathroy)	21	Y'Garon	46
Blade	22	Solomon Kane	47
Nicholas Bordia	24	Organizations	49
Lucas Brand	25	The Belonging	49
Cagliostro	26	Church Of Damned	51
Lucas Cross	27		
Inspector Chelm	28		
Duncan Corley	28		
Randolph Dering (Moorlands Monster)	29		
Devil's Heart	29		
Dimensional Man (Joshua Farkas)	30		
Doctor Sun	30		
Faceless Man (Barry Windom)	31		
Forever Man (Gideon Smith)	32		
Katherine Fraser	33		
Frank Drake	33		
Rachel Van Helsing	34		
Quincy Harker	35		
Taj Nital	36		

Credits

Created by: Necromancer

Graphics Consultant: ThatArtGuy

Artists: Marvel Bullpen, Gene Colan, Mike Ploog, Necromancer

Tools: CorelDRAWX8 Home & Student and Corel Photoshop Pro

Websites:

Marvel Wikia.com

Comic Vine.com

Marvunapp.com



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VARNAE, LORD OF THE VAMPIRES



Varnae, Lord Of The Vampires

F	EX
A	TY
S	IN
E	AM
R	EX
I	IN
P	AM

Health: 116

Karma: 110

Resources: EX

Popularity: -50

Known Powers:

Elder Magic: Varnae is a master level sorcerer of Elder magic. He performs most spells with AM (50) ability:

- *Admittance*
- *Alteration, Appearance*
- *Apparition*
- *Eldritch Beams (Disintegration)*
- *Graymarye*
- *Image Projection*
- *Paralyze*
- *Tongues*
- *Vapors, Obscurity*

Lightning Speed: Varnae can run and move at GD (10) speeds.

Night Vision: Varnae can see for 5 Areas in total darkness.

Immortality: Varnae is immortal and does not age.

Recovery: Varnae recovers one additional Endurance rank each day.

Regeneration: Varnae has amazing powers of recuperation. He can regenerate 5 points of health every round.

Resistances: Varnae ignores most physical attacks but not Slams and Stuns. In addition, he has a Class 1000 resistance against all diseases.

Summoning and Controlling: Varnae is able to command the meaner animals (bats, rats and wolves), thunderstorms, lesser vampires and humans with UN (100) ability.

Transformation: Varnae is capable of shifting his shape into several other forms:

- *Mist*, in this form, Varnae has FE (2) flight and may pass through tiny passages and openings
- *Bat*, in this form, Varnae has a bite which inflicts GD (10) Edged damage and TY (6) flight speeds
- *Wolf*, in this form Varnae may inflict a bite attack which delivers RM (30) Edged damage, travel 3 Areas per round and has MN (75) Intuition
- *Bat Hybrid*, in this form, Varnae is a large bipedal bat who has flight at 4 Areas per round and possessing bite and claw attacks which inflict EX (20) Edged damage
- *Growth*, Varnae is capable of altering his size, he may attain up to 25' in height with MN (75) ability, Varnae cannot make himself smaller than 10' in height

Vampire Bite: Varnae's bite inflicts TY

(6) Edged damage each turn. If the victim is not slain, he or she remains weak (-1CS on all FEATS) until a weekly Endurance FEAT roll is passed. Such individuals are susceptible to Varnae's mental commands.

Vampire Limitations: A number of attack forms and weaknesses inflict damage to the vampire.

- *Blood Dependency*, Varnae must consume blood to exist. If he is deprived of blood he will accrue a -1CS to all abilities every 2 days until he perishes. Feeding will restore his abilities to their normal values immediately. Upon seeing blood, Varnae must surpass a Psyche FEAT roll or he will enter into a frenzy in an attempt to feed
- *Direct Sunlight*, The rays of the sun or attacks which duplicate solar radiation causes AM (50) Energy damage to vampires each round. If reduced to zero health a vampire will collapse into ashes
- *Religious Icons*, Varnae is immune to all Catholic and Christian icons. He is only affected by religious symbols which predate his own time. Such icons inflict the users Psyche in damage upon Varnae if they come into contact with him. Varnae must surpass a successful Psyche FEAT roll to approach a strongly presented holy icon
- *Mirrors*, Vampires do not cast reflections, in addition, a vampire must pass a successful Psyche FEAT roll or he will smash any mirror in his vicinity
- *Houses*, Vampires may not enter into any private dwelling unless they are invited to enter by a resident
- *Silver*, Silver weapons inflict normal damage upon vampires
- *Wooden Stakes*, A wooden stake or blade will produce an instant kill result upon a vampire with a Red FEAT roll

Talents: Mystic Background, Occult Lore, Weapon Specialist: Sword

History:

Origin

Varnae served as a member of the cult of the Darkholders in ancient pre-cataclysmic Atalantis, beneath the command of Thulsa Doom. Severely injured in battle against King Kull of Valusia, a dying Varnae was transformed by the Darkholders into the first vampire. Varnae was allegedly the only survivor of Earth's vampires that were created in Atlantis before the Great Cataclysm, and he ruled over all vampires as their ultimate lord.

Hyborian Age

In 10,000 B.C., Varnae led an assault of the living dead against Conan the Barbarian, Red Sonja and Zula. The three legendary warriors managed to fend against Varnae and defeated his plans. At some point, Varnae bit the time spirit, Ogam of New Iberia.

2000 B.C. - 0 A.D.

Varnae coerced the Sumerian sorcerer Aamshed to create the Ritual of Ascendence, which would vastly amplify the powers of a vampire. As Varnae's home soil had long ago sunken beneath the waves, he was unable to perform the ritual. Varnae initiated a plot to rise sunken Atlantis above the ocean waves so that he could perform the Ritual of Ascendence, his efforts were once again foiled by Aamshed. In Babylonia, Varnae would adapt the image known as Baal. Varnae attempted to gain possession of the Crystal Skull from a group of wise men. Varnae trailed the wise across a desert, where the wise men met with the time spirit Cusick. Varnae summoned hordes of vermin and sent them to attack the wise men. Cusick tried to save as many of them as he could. Varnae managed to bite Cusick but dropped him when he tasted his vile blood and



recognized him as a time spirit. Varnae grabbed the Crystal Skull and flew away into the night while Cusick crawled away so that he could heal himself. The three remaining wise men traveled on to Bethlehem to observe the birth of Christ. Varnae sat upon his throne of bones in a forsaken cave and pondered on the Crystal Skull. He used its powers to seek if there was any good left in his own soul, but the Crystal Skull revealed that he was pure evil. Cusick teleported into his chamber and snatched the Crystal Skull. Cusick fled for into space and Varnae assumed his bat form and gave chase, demanding that Cusick return the Crystal Skull. In orbit, Varnae's body froze solid and he plummeted back to earth, on impact his form shattered into a million pieces. Believing him dead, Cusick took the Crystal Skull to deliver it to baby Jesus. Varnae's shattered remains sank into the earth, where he began to heal, a process that would take 33 years.

1000 A.D.

The Viking settlements in Vinland (North America) were overrun with vampires

led by Varnae. The sole remaining survivor prayed to the Thundergod for protection just before the living dead dragged him away. Thor appeared and discovered half of the village was dead and the other half were now vampires. Varnae and his vampires appeared once more and Thor engaged them in battle. Varnae and Thor were evenly matched until Thor used Mjolnir to summon a gateway which filtered in sunlight. Badly burned, Varnae fled but his legions of the dead were decimated. 600 years later, it was revealed that the Viking village was responsible for the end of the Roanoke colony.

1150 A.D. - 1350 A.D.

The Catholic church gained possession of the black pages which would become the Darkhold. The Catholic hierarchy named Paolo Montesi the keeper of the Chthon scrolls as his blood gave him an immunity to the evil inherent in the black pages. Varnae became aware that the Catholic church now held the pages that would one day become the Montesi Formula. Varnae led an army of vampires into Rome and assaulted the

Vatican. Paolo held Varnae at bay with a cross, but Varnae was not susceptible to Christian icons and he slew Paolo Montesi for his insolence. Unknown to Varnae, Paolo's son Giacomo, was born that very night. In adulthood, Giacomo continued the search for the missing pages to create the Montesi Formula, he theorized they have been carried to the utter east during the Hyborian Age. An assassin under Varnae's influence slew Giacomo before he could recover the pages.

1459 A.D.

In 1459, Varnae tired of his millennia long existence, chose Dracula as his successor as Lord of the Vampires and imparted much of his supernatural power to him by forcing Dracula to drink his blood. Varnae then walked into the rising sun and committed suicide.

1591 A.D.

In 1591, a young girl arrived at the English colony of Roanoke. She was revealed to be a vampire and she turned all 121 settlers into vampires leaving only one message carved into a tree "Croatoan", which was one of the names Varnae went by in biblical times.

Modern Era

Centuries later, Maria LaVeau, desperate for vampire blood to maintain her eternal youth and beauty, had kidnapped Dr. Strange's friend, Morganna Blessing and Strange's brother Victor. She held them prisoner in a mansion on the outskirts of New Orleans. She had erected mystical barriers about the property which prevented egress into the mansion. She demanded that Dr. Strange hand over the Vampiric Verses to her. These verses existed within the Book of the Vishanti and the Darkhold. The Book of the Vishanti was a white magic counterpart to the Darkhold, as such, for

every spell that existed within the Book of the Vishanti, it's opposite existed within the Darkhold. Dr. Strange used his magic to banish the spell from the Earth dimension. Angry, Laveau invoked a spell from the Darkhold meant to resurrect the Lord of Vampires, which she assumed would be Dracula. As she completed the spell, Maria Laveau attempted to sacrifice Morganna Blessing, but Brother Voodoo's manservant, Bambu, leaped in the way and was instead slain. A corpse arose and slowly it transformed into the reborn Varnae, First Lord of Vampires. Varnae scoffed at Maria Laveau's offer of an alliance and he attempted to feed on Morganna Blessing. Dr. Strange interceded himself to protect his young friend. The two engaged in battle and Dr. Strange cast a spell of oblivion and Varnae decided to flee.

Some how, Varnae managed to subvert the Montesi Formula and began creating vampires. He transformed Blade's old ally Taj Nital into a vampire servant. Varnae lured Blade, the vampire hunter to his lair in Rhode Island. Varnae threatened Blade with the return of Dracula. The remaining Nightstalkers appeared to assist Blade, Frank fired upon Varnae with the Exorcist Gun, but it inflicted no harm to Varnae. Varnae ordered Taj Nital to slay the day walker, now a vampire, Taj Nital could not resist Varnae's orders. Hannibal King impaled himself to prevent Varnae from ordering him to destroy his allies. Frank Drake overloaded the Exorcist and charged Varnae, the resulting explosion ignited the ruptured gas lines and destroyed the house and everyone inside. The rays of the rising sun now filtered into the demolished dwelling and Varnae and many of his vampires fled into the underground to avoid destruction. To this day, Varnae is still out there, somewhere, plotting his next scheme to overthrow the Earth with a vampire army or how to obtain the Darkhold.



DRACULA, LORD OF VAMPIRES



Dracula, Lord Of The Vampires

F	RM (30)
A	AM (50)
S	IN (40)
E	UN (100)
R	GD (10)
I	AM (50)
P	AM (50)

Health: 220

Karma: 110

Resources: RM (30)

Popularity: -30

Known Powers:

Lightning Speed: Dracula can run and move at GD (10) speeds.

Night Vision: Dracula can see for 5 Areas in total darkness.

Immortality: Dracula is immortal and does not age.

Recovery: Dracula recovers one

additional Endurance rank each day.

Regeneration: Dracula can regenerate 5 points of health each round.

Resistances: Dracula ignores most physical attacks but not Slams and Stuns. In addition, he has a Class 1000 resistance against all diseases.

Spider Climbing: Dracula has an AM (50) ability to scale walls and vertical surfaces.

Summoning and Controlling: Dracula is able to command the meaner animals (bats, rats and wolves), thunderstorms, lesser vampires and humans with UN (100) ability.

Transformation: Dracula is capable of shifting his shape into several other forms:

- **Mist**, in this form, Dracula has FE (2) flight and may pass through tiny passages and openings
- **Bat**, in this form, Dracula has a bite which inflicts GD (10) Edged damage and TY (6) flight speeds
- **Wolf**, in this form Dracula may inflict a bite attack which delivers RM (30) Edged damage, travel 3 Areas per round and has MN (75) Intuition
- **Bat Hybrid**, in this form, Dracula is a large bipedal bat who has flight at 4 Areas per round and possessing bite and claw attacks which inflict EX (20) Edged damage

Vampire Bite: Dracula's bite inflicts TY (6) Edged damage each turn. If the victim is not slain, he or she remains weak (-1CS on all FEATS) until a weekly Endurance FEAT roll is passed. Such individuals are susceptible to Dracula's mental commands.

Vampire Limitations: A number of attack forms and weaknesses inflict damage to the vampire.

- **Blood Dependency**, Dracula must consume blood to exist. If he is deprived of blood he will accrue a -

1CS to all abilities every 2 days until he perishes. Feeding will restore his abilities to their normal values immediately. Upon seeing blood, Dracula must surpass a Psyche FEAT roll or he will enter into a frenzy in an attempt to feed

- **Direct Sunlight**, The rays of the sun or attacks which duplicate solar radiation causes Dracula's powers to be weakened, suffering a -2CS to all FEAT rolls, Dracula no longer suffers damage from sunlight due to having transferred Wolverine's blood into his body
- **Religious Icons**, Such icons inflict the users Psyche in damage upon Dracula if they come into contact with him. Dracula must surpass a successful Psyche FEAT roll to approach a strongly presented holy icon
- **Mirrors**, Vampires do not cast reflections, in addition, a vampire must pass a successful Psyche FEAT roll or he will smash any mirror in his vicinity
- **Houses**, Vampires may not enter into any private dwelling unless they are invited to enter by a resident
- **Silver**, Silver weapons inflict normal damage upon vampires
- **Wooden Stakes**, A wooden stake or blade will produce an instant kill result upon a vampire with a Red FEAT roll

Talents: Leadership, Martial Arts A & B, Mystic Origin, Occult Lore, Weapon Specialist: Sword

History:

In 1430 A.D. Vlad Tepes Dracula was born in Schassberg, Transylvania (now Sighisoara, Romania), in the small European kingdom of Wallachia. He was the son of Vlad Dracul, also called Vlad the Elder. At seven years old, he allegedly ousted his half brother, Alexandru Aldea from the throne of Wallachia. At some point, Dracula was

appointed Crown Prince of Wallachia by King Sigismund of Hungary. Around this time, Dracula joined the Order of the Dragon. In 1444, he accompanied his father and brother Radu on the road to the Ottoman Empire, where they hoped to negotiate peace between their countries. They were ambushed en route by agents of Sultan Murad II, who held the two sons captive, forcing their father to favor Turkey in his negotiations. This eventually led to John Hunyadi and Vlad's other advisers to revolt against the sultan, killing him and his son, Mircea. After long years of torture, Radu died in captivity, but Dracula escaped to claim the title of Volvode of Wallachia at the age of 18. His reign lasted for only one year before he was forced to flee the principality, fearing his father's killers.

In 1451, Dracula finally tired of running, and threw himself upon Hunyadi's mercy. Hoping to add legitimacy to his regency, Hunyadi took young Dracula under his wing, teaching him the arts of war and overseeing Vlad's prearranged marriage to Zofia (whom Vlad despised). After a year of marriage, Dracula (with Hunyadi having died in the meantime) considered all of his obligations fulfilled, and expelled his wife and their daughter, Lilith. Lilith was left in the care of an old gypsy woman named Gretchin, while Zofia decided to take her own life, rather than live as a peasant.

After assuming the throne, Dracula married his love Maria and sired a son, Vlad Tepulus. He also ordered everyone involved with his father's death impaled and then he led an invasion of Turkey. Misled by "visions" from Varnae, who saw potential in the young despot, Dracula would be defeated in battle in 1459. Dracula was supposedly defeated by the Turkish warlord, Turac, who left him alive hoping to use Dracula to seize control of Transylvania. Other accounts suggested that Dracula defeated the Turks, but was mortally wounded by the



immensely powerful mutant, En Sabah Nur (now known as Apocalypse) and his band of Dark Riders. In any event, Dracula was taken to the gypsy, Lianda for healing. Instead, Lianda (secretly a vampire), vampirized Dracula. Dracula came to grips with his newfound dark powers to late to save Maria from Turac, but he soon avenged her by slaying the warlord.

Vlad next set out to attack the gypsies, who he blamed for his transformation into a vampire. When Gretchin lost her son to the Prince's depredations, she used black magic to transform Lilith into a vampire in retaliation. Gretchin also made Lilith immune to most vampire weaknesses, ensuring that he girl who grew up hating her father, would now trouble him for all eternity. Soon after, Varnae empowered his servant, Nimrod to act as Vampire Lord, secretly leading him into a fight with Dracula as a test of his strength. Dracula slew Nimrod, proving himself worthy of being Varnae's successor as Lord of the Vampires. Dracula drank of Varnae's blood, and he seemingly destroyed the vampire lord as he subsumed his dark powers for his own. Dracula also reclaimed Castle Dracula from it's new occupant, the vampire Bordia. It was during this conflict that Dracula first learned of the Darkhold, and the Montesi Formula for destroying vampires. Dracula sent the thief Murgo to retrieve the tome from the Vatican, but the thief was slain and the book seized by Cagliostro, beginning a centuries long feud between him and Dracula. Dracula also vampirized many young women, making them the first of his many vampire brides and avenged himself against Murad II.

Following an assassination attempt in 1471, Dracula abdicated the throne but remained at Castle Dracula (near Sargov) for over a century thereafter. During that time, he was forced to confront and kill his own son, Vlad

Tepulus, who had been raised by gypsies and taught to hate his father. In 1496, Dracula was approached by emissaries of Bologna, Spain and Prussia, requesting that he remain out of their respective countries. This only irritated Dracula, and after slaughtering the emissaries, he began his first tour of Greater Europe. Though he would eventually return to Transylvania, he was pursued by a man known only as Hans, who sought vengeance against the vampire. Suffering from frostbite, Hans was nursed back to health by Rachel Van Helsing, and the two became lovers. Once Hans had recovered his strength, he challenged Dracula who slew him. Rachel, pregnant with their child, swore that her offspring would oppose Dracula until he was finally destroyed.

1500s

During the 16th century, Dracula encountered the alchemist, Esteban Diablo, and he would battle Puritan adventurer, Solomon Kane. After their first battle, Kane escaped with his life, but soon returned feeling guilty for having left Dracula alive. Kane and his ally Morgit, just barely managed to defeat Dracula, staking him with a sharpened ornate cross. It was only a few hours however, before a band of travelers arrived at Castle Dracula and seemingly revived the Count by removing the valuable cross from Dracula's seemingly ancient skeletal remains. At one point, a man named Durenvi managed to steal away with Dracula's diary, which revealed several of the Count's weaknesses and would eventually become one of the sources adapted by the author Bram Stoker to write his famous novel, Dracula. Around the turn of the century, Dracula relocated to a new Castle Dracula, this time near the Borgo Pass, which would serve as his base of operations for the next four centuries as he menaced Europe and the world at large.

1600s

In 1606, Dracula encountered Elizabeth Bathory, a distant relation now known as the Blood Countess, due to her custom of bathing in virgin's blood to stem the effects of aging. The macabre tradition also enabled her to resist Dracula's control and she managed to entrap the powerful vampire. Dracula would eventually gain the upper hand over the Countess and he slew her outright. For a time, Dracula ruled over a Spanish province, but was driven out following the first of many encounters with the radiant Golden Angel. In 1661, Dracula tired of his wanton brides and he sought out a more reserved bride. He settled on an American woman, Charity Brown of Salem, Massachusetts. Before he could arrive to claim her, however, she was framed for witchcraft and publicly executed. In retribution, Dracula manipulated the slave Tituba into setting into motion the Salem Witch Trials. In the 1670s, Dracula found himself without sustenance in rural Switzerland, denied prey by the rural farmers extensive anti-vampire defenses and practices. Forced to make due with cow's blood, Dracula inadvertently created the bizarre Bessie the Hellcow. The hellish heifer would spend three centuries trailing Dracula before it met it's end at the hands of Howard the Duck.

1700s

In 1753, Dracula was in Cologne, Germany, when a group of villagers captured him and tied him to a stake. The village priest, Father Eisner, doused Dracula with holy water and drove a stake through his heart. Present at Dracula's execution was Eisner's daughter, Marie. After destroying the vampire, Father Eisner would suffer a major heart attack. That evening, little Marie Eisner removed the stake from Dracula's chest, resurrecting the vampire. She struck a bargain with him,

swearing that she would acknowledge Dracula as her savior if he would use his powers to save Father Eisner's life. Dracula agreed, but rather than saving Eisner's life, he instead tore Eisner's still beating heart from it's chest and displayed it to Marie as proof of his vile power. Dracula then attacked Marie, but she presented her crucifix charm in front of Dracula's face, forcing him to flee. Dracula swore that one day, Marie would be him to bestow life everlasting upon her. Seventy years would pass before the two would encounter one another again.

Castle Dracula itself was endangered during the 18th century, first by pirate Hellyn DeVille (who was killed by her own crew when Dracula exposed her as a witch) and then by the combined military threats of Turkey and Catherine the Great's Russia. Dracula was forced to flee Transylvania and he relocated to France in 1762. There he rekindled his feud with Cagliostro (after destroying a gargoyle reanimated by Cagliostro's agent, Jack DuBois). After becoming an advisor to King Louis XVI in 1775, Dracula surmised that Cagliostro no longer held the Darkhold. No longer fearing the Montesi Formula, Dracula vampirized Cagliostro's wife, Lorenza Serafina, as retribution for past slights.

In 1789, Dracula was nearly destroyed by Montplier, one of Cagliostro's agents, but managed to escape in the storming of the Bastille. Fleeing France, Dracula vampirized Austrian Henry Sayge, and soon after Transylvanian Lady Louisa Russoff. Then in 1795, Dracula was staked by her husband, Grigori Russoff, who was himself bitten by a female werewolf while exploring Castle Dracula. Grigori became the first in a long line of Russoffs bearing the curse of lycanthropy. After the stake was inadvertently removed and he was reanimated, Dracula decided to augment the Castle's defenses with various traps, not the least of which was Dracula's infamous "Pit of Death".



1800s

When Lupescu infiltrated Castle Dracula in 1809 to recover his abducted wife, Velanna, he was soon trapped in the Pit of Death and forced to combat four of Dracula's brides (including Velanna). Lupescu survived and arranged the brides staked corpses into the shape of a giant cross, ensuring that Dracula could never approach closely enough to reanimate them. In 1823, Dracula returned to Cologne, Germany to fulfill a promise he had made over seventy years ago. He forced his way into the hospital room of the dying Sister

Marie Eisner at the Reichenbach Clinic and demanded that she acknowledge him as her savior. Sister Marie knew that Dracula would one day return to claim her, but still she renounced him. As the vampire lunged for the frail woman, she slipped a crucifix necklace about his neck, forcing him to recoil. Sister Marie then passed away peacefully. Dracula vampirized numerous victims in the 19th century, including the young wife of Count Vryslaw. Vryslaw kept his wife imprisoned but fed her animal blood. After twenty years of captivity, the Countess refused to drink anything but human blood, and the Count turned to

killing local women to appease her. Drawn out by the rumors of the “vampire killings”, Dracula tracked down and confronted Count Vryslaw. Vryslaw was so terrified of the vampire lord (and his inability to harm him) that Count Vryslaw laid his wife to rest with a wooden arrow before succumbing to a heart attack himself. Dracula would also use the Children of Judas vampire cult to vampirize the wife of Abraham Van Helsing, reviving his old feud with the Van Helsing family. Dracula was once again drawn into politics when Lyza Strang convinced him to slay her husband, Archibald Strang, thus assuring that Otto Von Bismark would become Minister-President of Prussia.

Lyza ultimately betrayed Dracula, having the Count ambushed and staked, when Dracula recovered he sought Lyza out and turned her into a vampire in retribution. Charmed by an American woman he had met in Europe, Dracula purchased the frigate *Raven* in 1862, and traveled to Savannah, Georgia (it may have been during this trip to the American south that he vampirized Suzie Harlowe, a young girl whose vampire DNA would later be extracted and cultivated by HYDRA to create the vampire soldier, Bloodstorm One).) Arriving in Savannah, Dracula agreed to bolster the Confederacy with his Legion of the Damned in exchange for Anabelle’s return to Transylvania. Though the Legion slaughtered all of the Union troops they would encounter, Anabelle’s father recognized Dracula for what he was and staked him through the heart. Anabelle removed the stake and returned to Transylvania with Dracula.

In 1870, Dracula took advantage of the onset of the Franco-Prussian War by using his vampire legions to occupy Vienna. Upon entering the Imperial Palace, Dracula was again confronted by the mysterious Golden Angel, and forced to flee the city. When the pirate Captain Cutlass looted a French

bearing some of Dracula’s wealth in 1875, Dracula vampirized the captain in front of his three year old daughter, Marianne. Somehow, Marianne managed to contain and care for the captain until 1903, when they crossed paths with Dracula once again in Madrid, Spain. In 1879, royal Phineas Kroner, selected Count Dracula as a notable and acceptable suitor for his daughter, Maria (Phineas had killed all other suitors for being too poor.) Clearly, Phineas did not know of Dracula’s vampire nature. At some point, an American Marshall, hired specifically to exact revenge upon the vampire Count, destroyed Dracula with a blast of silver buckshot. Though he was later revived, minute particles of silver remained within his body, weakening him and causing him to age quickly when he had been without fresh blood for too long.

Dracula is probably the most famous for the events of 1890, which would later be compiled from various journals and clippings by Bram Stoker into his most famous novel, *Dracula*. During this period, Dracula summoned Englishman Jonathan Harker to Castle Dracula under the pretense to purchase land. There Dracula became intrigued by an image of Harker’s Fiancé, Mina Murray. Holding Harker captive, Dracula traveled to England. There he enlisted the mad Renfield as his servant and fed off the people of Whitby, including Mina’s closest friend, Lucy Westenra. By the time he had gotten close to Mina and began to enthrall her, Lucy had died and Harker managed to escape, mobilizing Dr. John Seward (one of Lucy’s former suitors), Dr. Abraham Van Helsing (Seward’s mentor), and Quincy Morris (an American suitor of Lucy Westenra) to seek out and destroy Dracula.

Dracula escaped them to Transylvania, but was there impaled and decapitated by Seward and Morris. Since the knives Morris and Seward had used were

neither wooden or silver, Dracula had been only somewhat injured, but used his powers to transform into mist to delude his attackers into thinking him dead. In 1896, the last piece of the story fell into place when Dracula’s stolen diary fell into Stoker’s hands, *Dracula* was published a year later. Oddly enough, Dracula read the novel and then penned a venomous letter accusing Stoker of lying, Harker of being an opium addict, and Van Helsing as being part of a long line of charlatan magicians bearing a grudge against him. For good measure, he cursed the letter, writing that any who found it, would be devoured by his Children of the Night. American journalists Mark Cordier and David Frazier became the first to discover the letter and did indeed fall victim to the curse.

In 1897, Dracula discovered the existence of Clan Akkaba, and its relationship to En Sabah Nur. Dracula began a vengeful offensive against Clan Akkaba, slaughtering many of them before Van Helsing determined Dracula’s involvement. While most of Clan Akkaba eventually became vampires and were destroyed in the conflict, Apocalypse and Van Helsing managed to gain the upper hand on Dracula. Dracula was impaled and decapitated by the mutant Apocalypse, but he refused to follow Van Helsing’s superstitions about “permanently destroying the vampire”. Dracula soon recovered but was tracked down and put to the stake again by Van Helsing in Castle Dracula, thanks to the help of a young servant boy of Dracula’s named Carl Von Harbou. Persons unknown eventually discovered Dracula’s body and recognizing the danger placed it into a coffin, which was then placed in a deep cave and entombed with heavy stone. In 1898, a vampire gypsy woman, Marguerita, freed Dracula by tricking the Frankenstein Monster into believing that she knew the location of the last living Von Frankenstein. When the creature

removed the stone at the mouth of the cave, Marguerita removed the stake from Dracula's corpse, reviving him.

1900s

By the 20th century, Dracula had finally managed to recover from the effects of the silver buckshot he had been struck with so long ago. In 1903, Dracula once again encountered Captain Cutlass and Marianne in Madrid, when Dracula attacked Marianne, the captain broke free of his control and attacked Dracula, Dracula would slay him with a wooden stake. Angered by Dracula's disruption of the natural order of life and death, the entity Death took the form of Carlos Muertos and raised a mob against Dracula in Madrid. The mob staked and buried Dracula, but before too long a pair of grave robbers discovered the grave and removed the stake. The enraged Dracula tracked down each member of the mob that had killed him and turned them into vampires one by one and then he led his new army against the town of San Cristo. Dracula failed to account for the differences in time zones and the rising incinerated him and his army of the living dead. Dracula's servants recovered his ashes and placed them in his coffin with soil from his native Wallachia. Resurrected once again, Death herself, appeared to Dracula and suggested a truce between them.

In the turmoil preceding World War I, Lord John Falsworth invaded Dracula's tomb hoping to turn Dracula into a living weapon. Dracula rewarded him by turning him into a vampire and sent him back to England to wreck havoc as the first Baron Blood. Around this period of time, Dracula finally caught up to Jonathan Harker and murdered him. In 1926 Rome, Dracula made an enemy of mobster Nick Diablo, who would put out several contracts for Dracula's death. Diablo sent three hitmen and Nick Diablo's girlfriend, Luisa Morelli, were turned into vampires and ordered to



return to Diablo and slay him. Dracula once again encountered Marianne Cutlass, and he turned her husband into a vampire. (Years later, Marianne would seek Dracula out and beg him to end her miserable existence after her husband was slain by Blade the Vampire Hunter.)

1930s

Sometime in the early 1930's, a government agent in Marseilles, discovered that his superior was under Dracula's influence. The agent wounded Dracula and instigated a month long country wide manhunt for the vampire. The hunt culminated aboard a zeppelin, which Dracula caused to crash when he fed on the pilot. The Frenchman leapt to safety but Dracula himself, managed to escape. By now Quincy Harker, son of

Jon Harker, had organized a task force specifically to find and destroy Dracula. Dracula, however, had once more traveled to America, killing several people aboard the cruise ship. In North Carolina, Dracula was drawn to Devil's Lake, where he battled the Devil's Heart. On the coast of Maine, Dracula enthralled and fed on Angelica Neal, a young girl tending a lighthouse with her family. When her family tried to keep Dracula from her, Dracula slew her mother Laurie, her father Frank, finally managed to drive Dracula off by painting the symbol of a cross with his own blood over the lighthouse beacon.

World War II

In 1942, World War II came home to Castle Dracula, when the Count did

discover his gypsy servants were being killed by the Nazis. The Count opposed the Nazis, even lending aid to an invading American unit, Nick Fury's *Howling Commandos*. The Commandos continued to work with Dracula even after his vampire nature was revealed, but Percival Pinkerton promised that he would inform Dr. Van Helsing of Dracula's whereabouts. During World War II, Weapon Plus commandeered the Ravenscroft Institute and began conducting experiments on the inmates with Dracula, turning several of the victims into grotesque vampire like monstrosities in an attempt to overcome the weaknesses inherent in vampires. Captain America and Bucky Barnes attacked the institute searching for a friend of theirs, Jonas Ravenscroft, unleashed the vampire monsters on the Weapon Plus personnel before committing suicide.

In 1944, the Nazis managed to occupy Castle Dracula itself, using it as a regional command headquarters. Dracula vampirized their commander, Hauptmann Rudolph Kris, took bodily possession of him and then led him to murder his own troops. Kris had no collection of his own vampire activities and initiated a hunt for the vampire killer which eventually led full circle back to himself. He was staked by his second in command, Leutnant Willie Hanson.

In 1945, Dracula attacked Quincy and Elizabeth Harker at an opera, both survived Dracula's assault, but Elizabeth was nearly drained of blood. In the late 1940's, Dracula was prevented from feeding on a girl near Castle Mordo, Transylvania by the dark sorcerer, Baron Mordo who already had plans to use the poor girl as a sacrifice. During this time it was revealed that Dracula had long kept an eye on Gregor Rusoff, correctly surmising that Rusoff was in possession of the Darkhold.

1950s

In 1951, a man named Tartoff spent a night outlining his family's long and unfortunate history with Count Dracula as the writer Sandor Xavier listened to his tale. Tartoff also mistakenly believed that if Dracula could not feed upon his blood before the coming dawn, that the count would be destroyed forever. As Tartoff finished his tale, the man posing as Sandor Xavier revealed himself to be none other than Count Dracula, and he slew Tartoff only an hour before dawn. At some point, Dracula managed to slay the last adult Van Helsing leaving behind their only daughter, Rachel Van Helsing. Quincy Harker appeared and saved Rachel from her family's fate.

In Tarnington, Dracula sought out the power of the demons, Ypsiloth and Ryg, who had been trapped beneath the Jennings Mill for forty years, but he was thwarted by a man named Mason. In Brass Monkey, New Mexico Dracula took control of a prostitute and used her to break into the local blood bank. Dracula discovered that the blood stored there was useless to him, and adding injury to insult, he was also confronted by the elderly Father Vergilius Flotsky. At one point, Dracula was approached by the aged Orphelus, who claimed to require his help in seeking out the Pool of Blood. However, when the pair arrived at the pool, Orphelus used an ancient locket to return the pool to the depths of hell, claiming that immortality was a sin. Years later, Dracula was opposed in India by a fully grown Rachel Van Helsing.

Modern Age

Dracula tracked down his old enemy, Jamal Afari, and turned him into a vampire. Jamal's young disciple in training, Blade, swore vengeance against Dracula. Blade joined with a group of vampire hunters and managed

to stake Dracula in China. Dracula was revived by his servant Kuai Hua, and her handmaidens. As revenge, Dracula killed most of the vampire hunters, only Blade and Musenda survived. At some point, Dracula learned of Jackson Kubbard, who claimed to be a reincarnation of Cagliostro. Dracula had his coffin shipped to Manhattan to investigate, only to learn that Kubbard was a fraud, and Dracula had suffered through withdrawal symptoms after he consumed the blood of a drug addict. Marie LaVeau had her servant bring Dracula's coffin to New Orleans, where Dracula was infatuated with a young girl he had turned into a vampire. Marie obtained a sample of Dracula's blood for her immortality serum and proposed a more permanent alliance with the vampire count, but Dracula refused her, annoyed by her attempts to bind him.

In Paris, Dracula was confronted by Helene DuBois who sent a stone gargoyle to battle the count. Shortly thereafter, he vampirized CIA pilot Roberta Christianson, who continued to fight against Dracula after her transformation, ultimately crashing her own plan in an effort to destroy the vampire count. Still in Paris, Dracula met a young American girl named Mary, who after years of failed relationships, actually embraced undeath as one of Dracula's brides. When even Dracula abandoned her, she impaled herself upon a wooden stake. Sometime after these events, a Scotsman managed to stake Dracula sending the count into his own Pit of Death. From beyond the grave, Dracula mentally commanded his servant Comte St. Germain to obtain the Amulet of Zarathos to revive him, but he was defeated by a young Sue and Johnny Storm. Eventually, Dracula's living descendant, Frank Drake, inherited Castle Dracula, and he and his friend Clifton Graves, unwittingly removed the stake in Dracula's corpse. Frank Drake joined a band of vampire hunters, and they pursued Dracula

across America and Europe. In that time, Dracula also encountered a zombified Duncan Corley, the Werewolf (Jack Russell) and Topaz, the elderspawn, Y'garon, and Elianne Turac, the life extended daughter of his old nemesis.

Next Dracula usurped Castle Dunwich in London from Sheila Whittier, making it the new Castle Dracula and banishing the spirit of Sheila's father who had wished to sacrifice her to dark gods. Whittier broke free of Dracula's control, much to his surprise, and left him for David Eshcol. When Dracula killed her lover, she threw herself out of a high window, choosing suicide over being Dracula's slave. Dracula also suffered considerable agony when he forced his way into the Vatican to slay Giuseppe Montesi and destroy the Montesi Formula. Dracula was too late for Montesi had already sent a copy of the spell to Quincy Harker. Sometime after, Dracula encountered the nefarious Dr. Sun, a human brain housed in a robotic body who continued its existence by gaining sustenance from human blood. After several confrontations between Dracula and Sun, Dracula was staked and rendered ashes by Sun's assistant, Juno. The continuing battle to stop Dr. Sun grew so desperate that the vampire hunters used the virgin tears of Aurora Rabinowitz to revive Dracula. Dracula was forced to ally with his hated rival, Blade, in order to defeat Dr. Sun.

Dracula again became a father after marrying his third true wife, Domini. Domini was about to become a human sacrifice of Anton Lupeski's Church of Satan, when Dracula interrupted and posed as Satan. "Satan" demanded the girl as his so that he may sire a son, Lupeski soon saw through Dracula's lies, but hoped the child would become a powerful tool under his control. Lupeski married the two and they did sire a son, Janus. When things did not go as planned, Anton attempted several



times to destroy Dracula. Anton Lupeski went so far at one point, as to summon the Silver Surfer to destroy Dracula. Dracula and the Silver Surfer battled to a standstill before Domini managed to convince the Silver Surfer to let Dracula alone. Frustrated Anton Lupeski tried once again to kill Dracula, but his attack was errant and he killed Dracula's newborn child, Janus. In anger, Dracula crushed Anton Lupeski's skull. The baby Janus' death sent Dracula into a deep depression, where he contemplated how he had lost each of his sons and how they had each betrayed him. Domini enacted a ritual meant to resurrect her dead infant, the child was returned to life, but he was also possessed by the spirit of the Golden Angel.

The composite being grew instantly to adulthood and became an enemy of his father, Dracula. As punishment for posing as Satan and siring Janus, a vengeful Mephisto stripped Dracula of all his unholy powers. Dracula now a living mortal became desperate to reclaim his lost power, so desperate that he even uttered a prayer to the Christian God. Amused by this, Mephisto returned the dark lord's powers to him. Dracula then reclaimed the title of Lord of the Vampires from the usurper, Torgo Nia. Just as he defeated Nia, Quincy Harker appeared and staked Dracula with a silver spike, however, Quincy Harker perished in the attempt and Castle Dracula was destroyed by an explosion.

In one of his most bizarre resurrections, Dracula was revived by Florence Ebers to serve as the immortal body for her resurrected husband, Augustus. She used the Yazdi Gem to impose Augustus' personality into Dracula but later destroyed the gem when he turned on her. Dracula also became involved with the satanic Cult of the Enclave and was forced to battle the life draining Dimensional Man. Later, Jacques McDonald attempted to merge mind



with Dracula, after she had received a previous blood transfusion from her mother who was in turn, one of Dracula's victims. Dracula was weakened as Jacques took on his sinister personality, afraid of losing her soul, she expelled Dracula's influence through sheer force of will. Returning to the partially rebuilt Castle Dracula, the count renounced and slew his brides. After being manipulated by the Six Fingered Hand, Dracula reluctantly sided with the Defenders against a rival vampire known as Gordski. Dracula then twice failed to make the X-Man Storm into one of his vampire brides. Dracula received magical enhancements from the cult of the Darkholders and ultimately became powerful enough to challenge the thunder god, Thor. He was killed however, along with every other vampire on Earth when Dr. Strange enacted the Montesi Formula. Strange's subsequent use of black magic would weaken the bonds of the Montesi Formula and the spell ultimately failed when Marie Laveau used the Vampiric Verses and

resurrected Varnae, Lord of the Vampires. The demon, Asmodeus, worshiped as Satan by Anton Lupeski's Church of Satan, had his servant Professor Smirnoff use the 666 souls of the students from the Cult of Belonging and he drew Dracula's spirit back to Earth and reconstructed his body. Dracula was again thwarted, this time by Blade, Frank Drake, Katinka and Inspector Judiah Golem, who managed to wound Dracula to such an extent, that the 666 souls inhabiting his body overwhelmed Dracula and caused an explosion. Later still, a mysterious explosion would merge the beings of Frank Drake, Hannibal King and Bloodstorm One into a new monstrous version of Dracula. Dracula's spirit took advantage of the situation and possessed the new form, in the process it cast out Frank Drake and Hannibal King. Next Lilith Drake infected her father Dracula, with a blood virus that had been created by Dr. Charles Seward. Dracula managed to survive by feeding on Seward, who had used his own cursed blood to create the disease.

Dracula next encountered the mutants of Generation X, and was later forced to work with Elsa Bloodstone, daughter of his ancient rival, Ulysses Bloodstone. The two opposed the Nosferatu vampires, who hoped to infect other pureblood vampires with a virus that would make them into immortal blood donors. As the millennium approached, Dracula prepared for the Ritual of Ascendance, surrounding himself with armies of vampires from around the world to protect him during his weakened incubation period. Dracula succeeded despite the interference of a new group of vampire hunters, gaining immense power and growing to a gargantuan size. Dracula took Divinity Drake as his new bride, but Divinity revealed herself to be in fact, the sorceress Aamshed.

Aamshed brought forth a mystical lodestone which summoned the souls of everyone who had ever been a vampire. The purity of the disembodied souls overwhelmed Dracula and Blade ran him through with a stake, Dracula and his armies were consumed in the spiritual backlash. Dracula would return once more, in a plot to turn Spider-Man into one of his vampire servants. Blade followed the trail back to Dracula, and a corrupt division of S.H.I.E.L.D. that was infested by vampires loyal to Lucas Cross. Blade destroyed an entire S.H.I.E.L.D. Helicarrier to destroy the infestation, but Lucas Cross managed to escape with the body of Dracula.

Dracula retreated from the world after his encounter with Blade and Spider-Man for several years, but would turn up once again when he met Victor Von Doom on the surface of the moon. Dracula negotiated a non-aggression pact with Doom so that he could turn his attention to an attack on England without encroaching on Doom's lands. Using the advanced technology at his coven's disposal, Dracula had vampire assassins created which were designed

to attack specific targets, such as MI13.

The Death Of Dracula

Sometime later, Dracula attended the gathering of all of the vampire sects that happens but once a century. As the meeting commenced, both of Anchorite and Atlantis sects expressed their concerns about the expansion of humankind upon their territories. The leader of the Atlantis sect blamed the lack of leadership upon Dracula. Dracula's son Xarus stated that the Atlantis leader meant no offense but he did indeed raise a good point, the entire time he approached his father's throne. He stated that the expansion of humanity was a problem and that vampire kind should not retreat away from their own territories. Dracula responded that humanity had their world and that vampires had their own world, and things should remain as such.

Xarus promised Dracula that one day, things would change, then he proceeded to stake Dracula through the heart. Dracula shoved away his traitorous son, but the leaders of the Nosferatu, Atlantis and Charniptura sects descended upon him. Dracula fell and was decapitated by the sword of Xarus. The deed done, Xarus ordered Dracula's remains be separated and warned the various leaders that they could join with him or be exterminated. Twenty four hours later, all of Xarus' enemies save his brother Janus, had been exterminated and Xarus was crowned the new Lord of the Vampires. Xarus led his armies against the X-Men, the X-Men resurrected Dracula who exacted a furious revenge upon his son by ripping his head from his body.

Uniting Monster Metropolis

Dracula attempted to unite the entirety of the world's monsters under his rulership, but in order to do so, he had to

marry Shiklah, the queen of an ancient kingdom of monsters to which many of the creatures of the night still claimed allegiance. Dracula contracted the mercenary Deadpool to retrieve Shiklah's body from it's grave and bring it to New York City for the wedding ceremony. Deadpool failed to appear within the allotted time window and Dracula ordered his death for failure, ordering a dominated Werewolf by Night and a new Frightful Four to eliminate the mercenary.

In the interim, Shiklah's monstrous brothers, thought long dead, appeared to attend the ceremony, which meant that Shiklah was not a queen but only a princess. While Deadpool still traveled with Shiklah on his way to New York City, Dracula murdered her brothers to ensure that if the ceremony proceeded his plans would still bear fruit. Shiklah discovered her brother's deaths and instead wed Deadpool, then she ordered all creatures loyal to her to destroy Dracula. All the creatures of Monster Metropolis began to wage war on the streets of New York City, while Shiklah herself stole into Dracula's lair. Dracula used the head of Medusa to paralyze Shiklah, but Deadpool arrived to assist her.

Deadpool staked Dracula with his own severed hand and Deadpool's cancerous blood suppressed Dracula's healing factor, forcing Dracula to escape into a hidden safe house in New York's sewers. With the help of the Thunderbolts, Blade and Deadpool's allies, Dracula's forces were defeated and the few survivors fled. Dracula desired revenge, he invented a formula which amplified vampire's powers but at the cost of them not being able to satiate their thirst. Dracula planned to create an army of such vampires. When a group of the new vampires defeated Shiklah's best warriors, Deadpool stole a time machine from the ruins of the Baxter Building to retrieve Dazzler from the

past. Allison Blaire would then use her light powers to destroy the new vampires Dracula had created. Still gravely weakened by Deadpool's cancerous blood, Dracula purchased a Mark V Spider Slayer robot to take his revenge on the mercenary. The robot was destroyed when Deadpool planted a thermite explosive onto its chassis. Dracula observed Deadpool's hideous appearance and decided it would be fitting to allow the disfigured mercenary to continue living.

Monster War

Sometime after his encounter with Deadpool, Dracula was taken into S.H.I.E.L.D. custody and turned over to S.T.A.K.E. under the supervision of Agent Paul Kraye. After escaping from Area 13 under unspecified conditions, Dracula returned to his castle in Romania, taking an enthralled Vampire by Night with him. Dracula then summoned all the vampires of the world to him and asserted his control over them as Lord of the Vampires. The sudden disappearance of Jubilation Lee arose the interests of Wolverine. Trailing her to Romania, Logan encountered the Howling Commandos who were searching for their own missing teammate. They decided to join forces, and as the Commandos assaulted Dracula's forces guarding his castle, Logan infiltrated the castle to search out the missing individuals.

Logan finally located Jubilee, Dracula appeared and feasted on Logan. Logan's healing factor counteracted the change into a vampire allowing him to continue the fight, however, Dracula overpowered him. Meanwhile out in the courtyard, the Howling Commandos were defeated by the vampires led by Vampire by Night and were also captured, however, Warwolf managed to radio for help. Orrgo and the Man-Thing soon appeared and successfully freed Wolverine and the Commandos.

Wolverine and Dracula engaged in a second battle, Orrgo assisted by filtering in sunlight to burn the vampire lord, which allowed Jubilee to knock Dracula off balance and Wolverine decapitated him with his claws. Cerebra then hurled Dracula's decapitated head into the sun.

The Monster Metropolis Attack

Somehow, Dracula managed to return and he withdrew from the world and took up residence in the basement of a house in Ritga, Latvia. He was eventually sought out by Deadpool and Spider-Man, with the help of Cami Van Helsing, the last scion of the Van Helsing family. The heroes managed to convince Dracula to ally with them to stop Shiklah's creatures from invading New York City. Once Dracula was reunited with Shiklah, he proposed marriage to her and Shiklah accepted. Shiklah tired of her duties as queen and abdicated her throne, then she and Dracula departed.

The Faux Vampire Civil War

Having decided to begin his vampire nation anew, Dracula orchestrated a plan to seize a portion of Russian territory. He instructed his reborn son, Xarus, to adopt the identity of the Shadow Colonel, a purportedly dissident vampire who contested the throne aided by his Legion of the Unliving. Under this pretense, Xarus committed genocide on his own people, exterminating the weaker members of the vampire race. Adopting a frail and weakened appearance, Dracula sought refuge in Russia, where he traded vast sums of his knowledge for a territory, where he would supposedly spend his final days in peace. The Russian government dispatched Dracula to Chernobyl, where Dracula reunited with the Legion of the Unliving and claimed Chernobyl as the kingdom of the vampires.

The Rise Of The Vampire Nation

After he established his newly risen kingdom, Dracula once again assumed the mantle of the Lord of the Vampires. Later he would appear in Paris while humanity was distracted by the rise of the new mutant nation of Krakoa. The vampire nation used the opportunity to increase their own power in the shadows while the world had their eyes locked upon Krakoa. Dracula hired Omega Red for his services and promised to reward him with the Carbonadium Synthesizer if he succeeded. Omega Red's task was to lure Logan from Krakoa and lead him to one of Dracula's hidden lairs in Paris, so that Dracula's servants could steal his blood. Once they had attained Logan's blood they transferred it to Dracula. Dracula gained the power to walk in the sunlight. Dracula rewarded Omega Red with the Carbonadium Synthesizer, but it had an explosive attached to it. Dracula informed Omega Red that the explosive was to ensure his cooperation in the future, should Dracula need his services again. Dracula then ordered Omega Red to infiltrate Krakoa as one of its citizens and to await further orders.



HEROES & VILLAINS



Aamshed (Divinity Drake)

F EX (20)
A GD (10)
S GD (10)
E RM (30)
R RM (30)
I EX (20)
P IN (40)

Health: 70
Karma: 90
Resources: EX
Popularity: 2

KNOWN POWERS:

Alter Ego: Divinity Drake is actually the alter ego of Aamshed. She created a false identity for herself that submerges her true identity and memories to the point that she is unaware of them.

Order Magic: Aamshed is a master sorcerer of Order magic and she performs most spells with IN (40) ability, however, in her guise as Divinity Drake, she has little knowledge of the great powers she once held. If she were to recall her identity as Aamshed, she would gain access to the following spells:

- *Alteration, Appearance*

- *Animation*
- *Apparition*
- *Astral Projection*
- *Bands*
- *Charm*
- *Conjure*
- *Eldritch Bolt (Light)*
- *Enchanted Eye*
- *Foretelling*
- *Glamor*
- *Graymayre*
- *Healing*
- *Mesmerism*
- *Sensing Evil*
- *Shield (Individual)*
- *Telekinesis*
- *Tongues*

Suppressed Aging: Divinity Drake is more than 2000 years old, her magic has slowed her aging to a crawl.

Bio-Weaponry (Equipment): Divinity has access to a vast array of bio-weaponry, most of which are of her own design: The Judge and Player may create up to three biological weapons for Divinity at the start of the campaign.

Talents: Biology, Genetics, Martial Arts A, Occult Lore

Background:

Aamshed was a Sumerian sorceress who Varnae forced to create the Ritual of Ascendance. She defeated Varnae by twisting the spell, requiring the ritual to be cast on a vampire's native soil. Aamshed went into a deep trance to consolidate her power which lasted over 2,000 years. Reemerging in the modern age, Aamshed adopted the identity of Divinity Drake. She would join with Noah Van Helsing's vampire hunters and they would face Dracula himself. Dracula assumed Divinity Drake was under his control and ordered her to assist with casting the Ritual of Ascendance, Divinity summoned the souls of all dead vampires and channeled their energy to defeat Dracula and stop the ritual.



Aaron Thorne

F EX (20)
A EX (20)
S RM (30)
E IN (40)
R EX (20)
I GD (10)
P GD (10)

Health: 110
Karma: 40
Resources: RM (30)
Popularity: -3

Known Powers:

Lightning Speed: Vampires can run and move at GD (10) speeds.

Night Vision: Vampires can see for 5 Areas in total darkness.

Immortality: Vampires are immortal and do not age.

Recovery: Vampires recovers one additional Endurance rank each day.

Regeneration: 2 points/round.

Resistances: Vampires ignores most physical attacks but not Slams and Stuns. In addition, he has a Class 1000 resistance against all diseases.

Spider Climbing: Vampires have a RM (30) ability to scale walls and vertical surfaces.

Summoning and Controlling: Vampires are able to command the meaner animals (bats, rats and wolves), thunderstorms, lesser vampires and humans with EX (20) ability.

Transformation: A vampire is capable of shifting his shape into several other forms:

- **Mist**, in this form, vampires have FE (2) flight and may pass through tiny passages and openings
- **Bat**, in this form, a vampire has a bite which inflicts GD (10) Edged damage and TY (6) flight speeds
- **Wolf**, in this form a vampire may inflict a bite attack which delivers RM (30) Edged damage, travel 3 Areas per round and has MN (75) Intuition
- **Bat Hybrid**, in this form, a vampire is a large bipedal bat who has flight at 4 Areas per round and possessing bite and claw attacks which inflict EX (20) Edged damage

Vampire Bite: A vampire's bite inflicts TY (6) Edged damage each turn. If the victim is not slain, he or she remains weak (-1CS on all FEATS) until a weekly Endurance FEAT roll is passed. Such individuals are susceptible to the vampire's mental commands.

Vampire Limitations: A number of attack forms and weaknesses inflict damage to the vampire.

- **Blood Dependency**, Vampire's must consume blood to exist. If he is deprived of blood he will accrue a -1CS to all abilities every 2 days until he perishes. Feeding will restore his abilities to their normal values immediately. Upon seeing blood, a vampire must surpass a Psyche

FEAT roll or he will enter into a frenzy in an attempt to feed

- **Direct Sunlight**, The rays of the sun or attacks which duplicate solar radiation causes vampires AM (50) Energy damage per round and he must pass an Endurance FEAT or be incinerated
- **Religious Icons**, Such icons inflict the users Psyche in damage upon a vampire if they come into contact with him. Vampires must surpass a successful Psyche FEAT roll to approach a strongly presented holy icon
- **Mirrors**, Vampires do not cast reflections, in addition, a vampire must pass a successful Psyche FEAT roll or he will smash any mirror in his vicinity
- **Houses**, Vampires may not enter into any private dwelling unless they are invited to enter by a resident
- **Silver**, Silver weapons inflict normal damage upon vampires
- **Wooden Stakes**, A wooden stake or blade will produce an instant kill result upon a vampire with a Red FEAT roll

Alcedama (Equipment): Alcedama was a drug created by Thorne that consisted of a highly addictive narcotic and Thorne's own blood. Once someone took a dosage of it they were subject to a -2CS penalty on all FEAT rolls to resist Thorne's mental control.

Necrotech Program (Equipment): The Necrotech Program was a computer created by Thorne. Every occult event that ever happened was programmed into it's matrix. By using a chaos theory program, the computer was able to predict future events with AM (50) ability.

Talents: Business, Economics, Electronics

Background:

Aaron Thorne was a rich business man.

He was selected by Varnae to become a vampire and the leader of the Bad Seed sect. During his time as leader, Thorne created the Alcedama drug and the the Necrotech Program. Aaron Thorne's business dealings mainly transpired in New York City, where he was known as a prominent business man. Thorne was warned about the return of Dracula, to counteract the threat he accelerated production of his Alcedama drugs. He was drawn into a battle between the newly resurrect Dracula and Blade. Thorne perished in the battle.



Abraham Van Helsing

F	GD (10)
A	GD (10)
S	GD (10)
E	GD (10)
R	GD (10)
I	TY (6)
P	EX (20)

Health: 40

Karma: 36

Resources: EX (20)

Popularity: 10

Known Powers:

Crucifix (Equipment): Abraham Van Helsing always carries a crucifix about his person. This item is composed of GD (10) materials.

Wooden Stake (Equipment): Abraham Van Helsing usually carries a wooden stake. This weapon inflicts GD (10) Edged damage and on a Red FEAT roll it will destroy a vampire.

Talents: First Aid, Medicine, Occult Lore, Psychology

Background:

Professor Abraham Van Helsing was a legendary monster hunter during the 1800s, where he frequently clashed with Dracula. At some point, Abraham encountered the mutant Apocalypse and mistook him for a vampire due to his appearance. When Dracula arrived at Whitby aboard the *Demeter*, almost immediately he began search for victims to feed on. He discovered Lucy Westenra and immediately initiated the seduction that would ultimately turn her into a vampire. Lucy's fiancée, Arthur Holmwood, discovers Lucy falling sick and summons the aid of Dr. John Seward and Professor Abraham Van Helsing.

Neither of them can save Lucy from death, she perishes and returns as a vampire. Arthur and Van Helsing travel to her tomb and impale her with a wooden stake. Jonathan Harker and Mina Murray return from Budapest and learn what happened to poor Lucy. Jonathan witnesses Dracula on the streets of London and he shares his harrowing tale of imprisonment in Dracula's Castle with Van Helsing. Van Helsing deduces that Dracula must be the fiend they are searching for. Across the next few nights, Dracula begins seducing Mina and turning her into a vampire. Van Helsing leads Harker, Seward, Holmwood and American

Quincy Morris on a crusade to capture and destroy Dracula. They trail him from London, England to Dracula's native Transylvania where they seemingly destroyed him with wooden stakes at the rise of dawn. Unknown to the heroes, Dracula was only injured and transformed into mist, deceiving the heroes into thinking him dead. A few years afterwards, Van Helsing once again encounters the mutant Apocalypse, who he joins forces with so that they may combat the forces of Dracula and Clan Akkaba. At first they were overwhelmed by the vampires, but eventually they attain victory through perseverance. Van Helsing then heard of the legend of the Wendigo and set sail for the Americas. As the years passed by, Abraham Van Helsing would be murdered by Dracula.



Bessie the Hellcow

F GD (10)
A TY (6)
S IN (40)
E AM (50)
R TY (6)
I TY (6)
P GD (10)

Health: 106

Karma: 22

Resources: Shift 0

Popularity: -5

Known Powers:

Lightning Speed: Vampires can run and move at GD (10) speeds.

Night Vision: Vampires can see for 5 Areas in total darkness.

Immortality: Vampires are immortal and do not age.

Recovery: Vampires recover one additional Endurance rank each day.

Regeneration: 2 points/round.

Resistances: Vampires ignore most physical attacks but not Slams and Stuns. In addition, he has a Class 1000 resistance against all diseases.

Spider Climbing: Vampires have a RM (30) ability to scale walls and vertical surfaces.

Summoning and Controlling: Vampires are able to command the meaner animals (bats, rats and wolves), thunderstorms, lesser vampires and humans with EX (20) ability.

Transformation: A vampire is capable of shifting his shape into several other forms:

- **Mist**, in this form, vampires have FE (2) flight and may pass through tiny passages and openings
- **Bat**, in this form, a vampire has a bite which inflicts GD (10) Edged

- damage and TY (6) flight speeds
- *Wolf*, in this form a vampire may inflict a bite attack which delivers RM (30) Edged damage, travel 3 Areas per round and has MN (75) Intuition
- *Bat Hybrid*, in this form, a vampire is a large bipedal bat who has flight at 4 Areas per round and possessing bite and claw attacks which inflict EX (20) Edged damage

Vampire Bite: A vampire's bite inflicts TY (6) Edged damage each turn. If the victim is not slain, he or she remains weak (-1CS on all FEATS) until a weekly Endurance FEAT roll is passed. Such individuals are susceptible to the vampire's mental commands.

Vampire Limitations: A number of attack forms and weaknesses inflict damage to the vampire.

- *Blood Dependency*, Vampire's must consume blood to exist. If he is deprived of blood he will accrue a -1CS to all abilities every 2 days until he perishes. Feeding will restore his abilities to their normal values immediately. Upon seeing blood, a vampire must surpass a Psyche FEAT roll or he will enter into a frenzy in an attempt to feed
- *Direct Sunlight*, The rays of the sun or attacks which duplicate solar radiation causes vampires AM (50) Energy damage per round and he must pass an Endurance FEAT or be incinerated
- *Religious Icons*, Such icons inflict the users Psyche in damage upon a vampire if they come into contact with him. Vampires must surpass a successful Psyche FEAT roll to approach a strongly presented holy icon
- *Mirrors*, Vampires do not cast reflections, in addition, a vampire must pass a successful Psyche FEAT roll or he will smash any mirror in his vicinity
- *Houses*, Vampires may not enter into any private dwelling unless they are invited to enter by a resident

- *Silver*, Silver weapons inflict normal damage upon vampires
- *Wooden Stakes*, A wooden stake or blade will produce an instant kill result upon a vampire with a Red FEAT roll

Talents: None

Background:

Sometime in the 1670s, Dracula found himself traveling about Switzerland and deprived of blood. Dracula came upon the farmlands of Hans and attacked his prize cow, Bessie. Dracula left the beast for dead and Hans discovered her the next morning drained of blood. Hans buried his cow and even erected a tombstone for her. Three days later, Bessie rose from the dead and she would begin wandering the countryside in her search for the being who was responsible for her condition, a search that would take 300 years.

Hellcow's wanderings brought her to the rural outskirts of Cleveland where she began prowling the countryside. Bessie attacked and killed a farmer named Jubal Brown. The murder made the morning newspaper and came to the attention of Howard the Duck. Desiring to establish himself in Cleveland, Howard decided to capture the mysterious stalker so that he could become a member of the police force. Wandering the streets at 2:00am, Howard was set upon by the vicious Hellcow. The two engaged in a vicious battle and eventually Howard was victorious and stake the poor cow. However, having failed to decapitate the Hellcow, she would return to life and would later team up with Deadpool against the mad scientist Dr. Kilgore. Later still, the Hellcow would become a member of Deadpool, Inc. where she assisted in stopping the theft of S.H.I.E.L.D. weaponry.



Bible John

F	GD (10)
A	GD (10)
S	TY (6)
E	GD (10)
R	GD (10)
I	EX (20)
P	EX (20)

Health: 36

Karma: 50

Resources: GD (10)

Popularity: 0

Known Powers:

Clairvoyant/Precognitive Dreams: John suffers from vivid dreams which often foretell of impending supernatural events soon to transpire. This power functions with AM (50) ability, but John has no real control over the dreams that come to him while he sleeps.

Telepathy: John has a very limited form of telepathy, when he is in great danger he can psychically call out for help. The range and power of this psychic shout function with AM (50) ability.

Sigils/Tattoos: Bible John has many mystical symbols and scars inked

upon his flesh. As a result, John's flesh functions as being a religious icon to many supernatural creatures and can even harm vampires who touch him as if they had be struck with a crucifix. This ability functions at the EX (20) ability.

Chiarosuro (Equipment): John is the keeper of a large collection of recorded occult knowledge and weapons. Two of the items he has been observed to make use of are:

- *Chinese Witch Compass*, a mystical talisman which is drawn to negative supernatural energy, the compass functions with AM (50) ability
- *Grimorium Verum*, A supernatural catalog of occult lore which provides anyone in possession of it a +1CS to Reason FEATS involving matters of the occult, the tome also contains a catalogue of the arsenal of darkness

Talents: History: Occult Lore

Background:

Professor John Carik was formerly the curator of antiquities of the Kronenberg Institute of London, which specialized in studies of the occult. John made a discovery in eastern Africa which changed his life forever. While searching for the grave of a famous Knight Templar, John encountered a supernatural entity which slaughtered his entire archaeological team of researchers. John tried to ward the creature off by inking mystical symbols onto his flesh, the experience drove him to temporary insanity. When John managed to recover, he found that he had developed psychic powers. John joined the Cathari, an order of learned warriors and he practically disappeared from the scientific community as he engaged in battles against the supernatural. Eventually, John went insane again from his experiences and he was confined to Nyman Psychiatric Clinic. John escaped several months later after he experienced a dream that foretold of the death of the Nightstalkers.

John's dream led him to believe that his humanities only hope for survival lay in the vampire hunter Blade, who John believed was the only person capable of defeating a recently resurrected Count Dracula. Bible John found Blade suffering from survivor's guilt and the only surviving member of the Nightstalkers. John led Blade to the Academy of Light and Shadow, where he convinced Blade to once again take up the battle against the vampires.

John and Blade tracked the recently resurrected Dracula to a nightclub where they came into conflict with the vampire, Aaron Thorne. Afterwards, they traveled to Los Angeles where they defeated a plot by voodoo priestess Marie Laveau and Night Terror. John fell ill soon after as his body began to deteriorate, a time travel cybernetic Blade from the future, known as Crossbow, provided him with the knowledge he needed to cure himself. Bible John went on to assist Blade in freeing Hannibal King and Frank Drake from their imprisonment in the body of Bloodstorm One.



Blood Countess (Elizabeth Bathory)

F GD (10)
A GD (10)
S TY (6)
E EX (20)
R GD (10)
I TY (6)
P GD (10)

Health: 46

Karma: 26

Resources: IN (40)

Popularity: -15

Known Powers:

Resist Mind Control: Elizabeth's baths bestowed upon her an incredible resistance to mind control, able to resist even the mental commands of Dracula. This power operates at the UN (100) ability.

Suppressed Aging: Elizabeth Bathory was able to regain her youth and beauty on a periodic basis by bathing in the blood of virgin women. If deprived of her blood baths for a period of at least 3 days, she will rapidly age and wither into an old crone, in this situation, modify her FASE abilities with a -2CS penalty.

Talents: Occult Lore

Background:

Elizabeth Bathroy was a Hungarian Countess in the 17th century. She committed a string of atrocities, killing virgins so that she could bathe in their blood to regain her youth and beauty. Elizabeth would encounter Dracula and much to her surprise, her bathing in virgin's blood had rendered her immune to Dracula's mental commands. She invite Dracula to stay in her castle and enjoy her imprisoned virgins. She tried to double cross Dracula and sought to imprison him by placing garlic cloves atop his coffin. Dracula escaped via transforming into mist, he gave the King her diary and he summarily had her executed for her atrocities and crimes.



Blade the Vampire Hunter

F	RM (30)
A	RM (30)
S	RM (30)
E	IN (40)
R	TY (6)
I	RM (30)
P	RM (30)

Health: 130

Karma: 66

Resources: GD (10)

Popularity: 20

Known Powers:

Bite/Containment Transferral: Blade can take any pathogen or viral agent introduced into his bloodstream and inject it into others via his bite. Blade's bite inflicts TY (6) Edged damage.

Dhampir: Blade is a human/vampire hybrid. He is immune to vampire bites and suffers none of the traditional vampire weaknesses.

Enhanced Senses: Blade's hearing, sight and scent function with IN (40) ability.

Lightning Speed: Blade can run and travel at GD (10) speeds.

Recovery: Blade gains 1 additional Endurance rank each day.

Regeneration: Blade regains 2 points of health each round.

Suppressed Aging: Blade ages slower than a normal human. He is possessed of an incredibly long life span. He ages 75% slower than a human being.

Limitation, Blood Dependency: Blade must consume blood to exist. If he is deprived of blood he will accrue a -1CS to all abilities every 2 days until he perishes. Feeding will restore his abilities to their normal values immediately. Upon seeing blood, Blade must surpass a Psyche FEAT roll or he will enter into a frenzy and attempt to feed

Limitation, Vulnerable To Red Sunlight: Solar light and radiations from red suns burn Blade's skin, inflicting AM (50) Energy damage to him. Prolonged exposure to red sunlight will incinerate Blade.

Serum (Equipment): Blade makes use of a serum designed to counteract his dependency for human blood. As long as he can take periodic dosages of this serum he is not subject to his dependency upon human blood.

Blade's Sword (Equipment): This broadsword is composed of titanium providing it with MN (75) material strength. The weapon inflicts 10 points of Edged damage.

Teak Wood Daggers (Equipment): These wooden daggers inflict 10 points of Edged damage and Blade may throw them up to 4 Areas away. On a Red result, any vampire struck by them is considered to have been staked through the heart.

Kevlar Body Armor (Equipment): Blade makes use of a suit of Kevlar in his war against the living dead. This suit provides him with GD (10) protection against physical attacks.

Semi-Automatic Firearm (Equipment): This weapon inflicts 15 points of Shooting damage and has a range of 5 Areas. It can fire 1 burst per round and a clip typically holds enough ammo for 20 such bursts. A burst can strike up to three adjacent targets in an Area on a Yellow FEAT roll. The weapon is composed of GD (10) materials.

Tools Of The Trade (Equipment): Blade makes frequent use of:

- *Garlic*
- *Silver Bullets*
- *Ultra-Violet Bullets*

Motorcycle (Equipment): Blade travels on a motorcycle, this vehicle has the following statistics: Control TY Speed EX Body PR Protection 0

Talents: Martial Arts B & D, Occult Lore, Weapon Specialist: Sword

Background:

Eric Brooks was born in Soho, London on October 24th, 1922. Blade's mother Vanessa resided in the brother of Mother Vanity where she gave birth to Blade. Her pregnancy was complicated and they had to call in a doctor. The doctor, Deacon Frost, was actually a ravenous vampire who feasted on Vanessa as she was giving birth to Blade, as she perished Blade was given life and he was infected with the taint of the vampire. Frost was driven off before he could slay the infant and Blade resided at the brothel as throughout his childhood. While growing up on the streets of London, Blade encountered Jamal Afari and managed to save him from being devoured by a gang of vampires who had a grudge against Jamal. Blade shared the story of his birth with Jamal, and Afari decided to

take Blade under his wing and train him as a vampire hunter. Training under Jamal Afari taught Blade how to control his vampire nature, and he soon mastered the martial arts and learned the use of weapons. In his teenage years, Eric adopted the identity of Blade and he and Jamal parted ways soon afterward, when Jamal sacrificed himself to take the blame for a murder charge against Blade, when Blade murdered a human who was suffering from a deranged state, believing himself to be a vampire.

In 1968, Blade formed a team with Azu, Musenda, Ogun and Orji to combat the menace of Count Dracula. The vampire hunters managed to lure Dracula to their hideout and there Dracula discovered they were really vampire hunters and a vicious battle ensued. The group managed to stake Dracula and end his existence. Dracula was soon resurrected by his servants and he took revenge against the group of vampire hunters. Only Blade and Musenda survived. Blade pressed onwards as a monster hunter and in the 1970s, he often fought alongside Quincy Harker's band of vampire hunters. The group became involved with Dracula in an attempt to rescue Elizabeth Langely and pursued Dracula across Europe. Eventually, they tracked Dracula to a mortuary where they managed to stake him through the heart and kill him once more.

However, this defeat was short lived and Dracula was soon resurrected by his minions. Blade pursued the vampire count and tried to slay him once more. This time, Dracula would overpower Blade and fed on him, leaving the vampire hunter for dead. Blade was discovered by Quincy Harker and the two would form a professional relationship in their drive to destroy vampires. They soon separated with Blade continuing on the trail of the vampire who had slain his mother, even

though Quincy Harker tried to convince Blade to stay and stop the greater threat of Dracula. Blade returned to his flat that he shared with his girlfriend Saffron, he discovered she was under attack from a vampire who was trying to feed on her. Blade destroyed her attacker and went out into the night searching for Dracula, believing him responsible for the attack. Before to long, Dracula appeared in his bat form and attacked Blade. Dracula and Blade battle one another across the city. Their battle carried them into a sporting goods store where Blade finally managed to stake Dracula through the heart.

The titular count was soon revived and he traveled to Boston. Blade was also in Boston at the time, tracking the vampire that had killed his mother. Dracula and Blade were soon drawn into the battle against Dr. Sun, who had usurped Dracula's position as Lord of the Vampires. Blade and Dracula parted ways both offering threats against the other. Blade returned to his hunt for the vampire who killed his mother and the trail led him to encounter Hannibal King, the vampire detective. In a brief confrontation, Hannibal King defeated Blade and they decided to join forces. Soon they encountered a doppelganger of Blade created by Deacon Frost. The Doppelganger took control over Blade and Hannibal King and the imitation engaged in a battle that carried them into a local manor where Dracula was hosting a party. Dracula attacks Blade for interrupting his party, Dracula realizes that his opponent is an imitation of Blade and stakes him through the heart. Eventually, Blade was rescued from the control of the doppelganger. With the defeat of Dracula, Blade would retreat from the public eye for a time. Blade was confined to a psychiatric ward.

In the 1990s, Blade, Hannibal King and Franke Drake came together to form the Nightstalkers Investigation Agency.

They immediately became members of the Nine, a team of supernatural anti-heroes formed by Dr. Strange to battle the occult on it's own ground. Eventually, Blade was tricked into using a lost page of the Darkhold which amplified his desires to slay all supernatural beings, transforming him into a new Demogorge that was subject to Chthon's control. Blade proceeded to slaughter most of the members of the Nine in his quest to breach Strange's Sanctum Sanctorum in an attempt to possess the Darkhold. After this event, the Nightstalkers would have several more battles with the supernatural before deciding to disband.

Deacon Frost joined forces with Maria Laveau in an attempt to take over organized crime in New Orleans. Bible John's psychic call for help drew Blade into the battle, where he would come into conflict with a newly resurrected Dracula. After several confrontations, Blade and Deacon Frost battled to a draw and Deacon Frost would flee while Blade swore to one day hunt him down and destroy him. For several years, Blade would battle against the vampires and have many more adventures. Sometimes, he worked on behalf of S.H.I.E.L.D. and allied with the Punisher on at least one occasion. Next, Blade would come into conflict with the vampire Lucas Cross, his father. Cross almost duped Blade into fulfilling an ancient prophecy that would have returned the vampire's lost souls to them, effectively making them immortal. When Blade discovered this he rebelled against his father, but it also caused Hannibal King to turn against Blade, Hannibal wanted his soul returned. Blade ended up staking his friend and Lucas Cross managed to revive Dracula. Blade would continue his adventures as a vampire hunter and he came into conflict with Dracula's son, Xarus. Most recently, Blade was involved with the Avenger's in a battle to stop the Deathwalker Prime.



Nicholas Bordia

F	EX (20)
A	EX (20)
S	RM (30)
E	AM (50)
R	GD (10)
I	GD (10)
P	EX (20)

Health: 120

Karma: 40

Resources: GD (10)

Popularity: -5

Known Powers:

Lightning Speed: Vampires can run and move at GD (10) speeds.

Night Vision: Vampires can see for 5 Areas in total darkness.

Immortality: Vampires are immortal and do not age.

Recovery: Vampires recovers one additional Endurance rank each day.

Regeneration: 2 points/round.

Resistances: Vampires ignores most physical attacks but not Slams and Stuns. In addition, he has a Class 1000 resistance against all diseases.

Spider Climbing: Vampires have a RM (30) ability to scale walls and vertical surfaces.

Summoning and Controlling: Vampires are able to command the meaner animals (bats, rats and wolves), thunderstorms, lesser vampires and humans with EX (20) ability.

Transformation: A vampire is capable of shifting his shape into several other forms:

- *Mist*, in this form, vampires have FE (2) flight and may pass through tiny passages and openings
- *Bat*, in this form, a vampire has a bite which inflicts GD (10) Edged damage and TY (6) flight speeds
- *Wolf*, in this form a vampire may inflict a bite attack which delivers RM (30) Edged damage, travel 3 Areas per round and has MN (75) Intuition
- *Bat Hybrid*, in this form, a vampire is a large bipedal bat who has flight at 4 Areas per round and possessing bite and claw attacks which inflict EX (20) Edged damage

Vampire Bite: A vampire's bite inflicts TY (6) Edged damage each turn. If the victim is not slain, he or she remains weak (-1CS on all FEATS) until a weekly Endurance FEAT roll is passed. Such individuals are susceptible to the vampire's mental commands.

Vampire Limitations: A number of attack forms and weaknesses inflict damage to the vampire.

- *Blood Dependency*, Vampire's must consume blood to exist. If he is deprived of blood he will accrue a -1CS to all abilities every 2 days until he perishes. Feeding will restore his abilities to their normal values immediately. Upon seeing blood, a vampire must surpass a Psyche

FEAT roll or he will enter into a frenzy in an attempt to feed

- *Direct Sunlight*, The rays of the sun or attacks which duplicate solar radiation causes vampires AM (50) Energy damage per round and he must pass an Endurance FEAT or be incinerated
- *Religious Icons*, Such icons inflict the users Psyche in damage upon a vampire if they come into contact with him. Vampires must surpass a successful Psyche FEAT roll to approach a strongly presented holy icon
- *Mirrors*, Vampires do not cast reflections, in addition, a vampire must pass a successful Psyche FEAT roll or he will smash any mirror in his vicinity
- *Houses*, Vampires may not enter into any private dwelling unless they are invited to enter by a resident
- *Silver*, Silver weapons inflict normal damage upon vampires
- *Wooden Stakes*, A wooden stake or blade will produce an instant kill result upon a vampire with a Red FEAT roll

Darkhold (Equipment): Bordia possessed a handwritten and incomplete copy of the Darkhold parchments. It did not have any of the powers of the actual Darkhold, but one may still find a few spells and records of occult knowledge within it's pages.

Talents: Occult Lore, Theology

Background:

Bordia was a vampire who posed as a priest, secretly he worshiped Satan. He possessed a copy of the infamous Darkhold. Bordia took over Caste Dracula and tried to usurp the mantle of Lord of the Vampires. He tried to stake Dracula, but one of his loyal servants, Zaveria interfered. Zaveria blocked his attack upon Dracula and then lifted the stake he had wielded and staked him to protect her master, Count Dracula.



Lucas Brand

F	EX (20)
A	RM (30)
S	RM (30)
E	IN (40)
R	GD (10)
I	RM (30)
P	RM (30)

Health: 120

Karma: 70

Resources: GD (10)

Popularity: -10

Known Powers:

Lightning Speed: Vampires can run and move at GD (10) speeds.

Night Vision: Vampires can see for 5 Areas in total darkness.

Immortality: Vampires are immortal and do not age.

Recovery: Vampires recovers one additional Endurance rank each day.

Regeneration: 2 points/round.

Resistances: Vampires ignores most physical attacks but not Slams and

Stuns. In addition, he has a Class 1000 resistance against all diseases.

Spider Climbing: Vampires have a RM (30) ability to scale walls and vertical surfaces.

Summoning and Controlling: Vampires are able to command the meaner animals (bats, rats and wolves), thunderstorms, lesser vampires and humans with EX (20) ability.

Transformation: A vampire is capable of shifting his shape into several other forms:

- *Mist*, in this form, vampires have FE (2) flight and may pass through tiny passages and openings
- *Bat*, in this form, a vampire has a bite which inflicts GD (10) Edged damage and TY (6) flight speeds
- *Wolf*, in this form a vampire may inflict a bite attack which delivers RM (30) Edged damage, travel 3 Areas per round and has MN (75) Intuition
- *Bat Hybrid*, in this form, a vampire is a large bipedal bat who has flight at 4 Areas per round and possessing bite and claw attacks which inflict EX (20) Edged damage

- *Vampire Bite:* A vampire's bite inflicts TY (6) Edged damage each turn. If the victim is not slain, he or she remains weak (-1CS on all FEATS) until a weekly Endurance FEAT roll is passed. Such individuals are susceptible to the vampire's mental commands.

Vampire Limitations: A number of attack forms and weaknesses inflict damage to the vampire.

- *Blood Dependency*, Vampire's must consume blood to exist. If he is deprived of blood he will accrue a -1CS to all abilities every 2 days until he perishes. Feeding will restore his abilities to their normal values immediately. Upon seeing blood, a vampire must surpass a Psyche FEAT roll or he will enter into a frenzy

in an attempt to feed

- *Direct Sunlight*, The rays of the sun or attacks which duplicate solar radiation causes vampires AM (50) Energy damage per round and he must pass an Endurance FEAT or be incinerated
- *Religious Icons*, Such icons inflict the users Psyche in damage upon a vampire if they come into contact with him. Vampires must surpass a successful Psyche FEAT roll to approach a strongly presented holy icon
- *Mirrors*, Vampires do not cast reflections, in addition, a vampire must pass a successful Psyche FEAT roll or he will smash any mirror in his vicinity
- *Houses*, Vampires may not enter into any private dwelling unless they are invited to enter by a resident
- *Silver*, Silver weapons inflict normal damage upon vampires
- *Wooden Stakes*, A wooden stake or blade will produce an instant kill result upon a vampire with a Red FEAT roll

Memories Of Dracula: Lucas was endowed with the knowledge and memories of Dracula by Dr. Sun.

Talents: Leadership, Martial Arts A & B, Mystic Origin, Pilot: Motorcycle, Occult Lore, Weapon Specialist: Sword

Background:

Lucas Brand was the leader of a motorcycle gang who was transformed into a vampire by Dracula. He was captured by Dr. Sun who transferred the memories of Dracula into his mind in an attempt to create a loyal vampire servant which he could then use to create a loyal army of vampire servants for himself. Dr. Sun kept him supplied with human blood. Eventually, Lucas Brand attempted to rebel against Dr. Sun and the malevolent Dr. Sun disintegrated him for his treachery.



Cagliostro

F	GD (10)
A	GD (10)
S	TY (6)
E	EX (20)
R	RM (30)
I	GD (10)
P	MN (75)

Health: 46

Karma: 115

Resources: RM (30)

Popularity: 20

Known Powers:

Chaos Magic: Cagliostro is a master sorcerer of chaos magic. He performs most spells with MN (75) ability. He has been known to perform the following spells:

- *Astral Projection*
- *Conjure*
- *Dimensional Aperture*
- *Eldritch Beams, (Light)*
- *Enchanted Eye*
- *Flight*
- *Foretelling*
- *Illusion*

- *Image Projection*
- *Matter Rearrangement*
- *Mesmerism*
- *Mystic Shield, (Personal)*
- *Telepathy*
- *Teleportation*

Immortality Elixir (Equipment): Cagliostro created an elixir with dark knowledge he obtained from the Darkhold. As long as he has access to this elixir he does not age.

Black Mirror (Equipment): Cagliostro formerly had access to at least one incarnation of the Black Mirror.

Darkhold (Equipment): At one time, Cagliostro had access to the Darkhold, it is no longer in his possession.

Talents: Mystic Origin, Occult Lore, Theoginist, Trance

Background:

Little is known about the sorcerer Cagliostro, not even his real name. What is known is that Cagliostro ruled over a kingdom in India in 1000 A.D. During this time a time traveling Dr. Doom became an apprentice to Cagliostro and learned many mystic secrets from him. In exchange, Dr. Doom provided Cagliostro with a box of jewels and a collection of herbs and ingredients for his immortality elixir. In 1549, Dracula learned of the existence of the Darkhold, fearing the Montesi Formula, Dracula sent a thief to the Vatican to steal the Darkhold for him. Cagliostro encountered this thief on the streets of London, slew him and took the Darkhold for himself. Dracula vowed vengeance and unending hatred for Cagliostro, beginning a rivalry that would last for centuries.

In the 1700s, Cagliostro took on a new apprentice, Giuseppe Balsamo. Cagliostro would slay his apprentice and then claim the man's wife, Lorenza as his own. Cagliostro then became and

adviser to King Louis the XVI. In the year 1784, Cagliostro met the hero Captain Marvel who had appeared in his time through the Black Mirror owned by Marie Laveau. Laveau was seeking vampire's blood for her life bestowing formula so Cagliostro informed her of Dracula. During a battle with Count Dracula, Lorenza was transformed into a vampire and Cagliostro left France in order to find a cure. Unbeknownst to Cagliostro, the time traveling sorcerer Sise-Neg impersonated him while he was away. In 1761, Cagliostro was forced to stake his wife through the heart when he had failed to discover a cure for her.

Eventually, Cagliostro traveled to Haiti where he encountered Marie Laveau and he became her lover. Cagliostro shared his elixir for immortality with her. Next Cagliostro discovered that he could not locate any vampires in the Earth dimension because Dr. Strange had enacted the Montesi Formula. Cagliostro sought out Victor Strange, knowing he was the only vampire left on Earth to garner further ingredients for his elixir.

Cagliostro created several clay golems to capture and trap Victor Strange, now the new Baron Blood. Cagliostro attained a sample of Victor Strange's blood. Cagliostro then instructed his mindless golems to destroy the vampire. Victor broke free of the golems and encountered Cagliostro in a hotel ballroom. Victor tried to expose Cagliostro's machinations to the people assembled but discovered that Cagliostro had silenced him with a spell. Cagliostro then pointed out to Victor that the morning sun was beginning to break the sky. In desperation, Victor fled the battle to return to his coffin, leaving Cagliostro the victor.



Lucas Cross

F	EX (20)
A	RM (30)
S	RM (30)
E	IN (40)
R	GD (10)
I	TY (6)
P	GD (10)

Health: 120

Karma: 26

Resources: GD (10)

Popularity: -10

Known Powers:

Lightning Speed: Vampires can run and move at GD (10) speeds.

Night Vision: Vampires can see for 5 Areas in total darkness.

Immortality: Vampires are immortal and do not age.

Recovery: Vampires recovers one additional Endurance rank each day.

Regeneration: 2 points/round.

Resistances: Vampires ignores most physical attacks but not Slams and Stuns. In addition, he has a Class 1000 resistance against all diseases.

Spider Climbing: Vampires have a RM (30) ability to scale walls and vertical surfaces.

Summoning and Controlling: Vampires are able to command the meaner animals (bats, rats and wolves), thunderstorms, lesser vampires and humans with EX (20) ability.

Transformation: A vampire is capable of shifting his shape into several other forms:

- *Mist*, in this form, vampires have FE (2) flight and may pass through tiny passages and openings
- *Bat*, in this form, a vampire has a bite which inflicts GD (10) Edged damage and TY (6) flight speeds
- *Wolf*, in this form a vampire may inflict a bite attack which delivers RM (30) Edged damage, travel 3 Areas per round and has MN (75) Intuition
- *Bat Hybrid*, in this form, a vampire is a large bipedal bat who has flight at 4 Areas per round and possessing bite and claw attacks which inflict EX (20) Edged damage

Vampire Bite: A vampire's bite inflicts TY (6) Edged damage each turn. If the victim is not slain, he or she remains weak (-1CS on all FEATS) until a weekly Endurance FEAT roll is passed. Such individuals are susceptible to the vampire's mental commands.

Vampire Limitations: A number of attack forms and weaknesses inflict damage to the vampire.

- *Blood Dependency*, Vampire's must consume blood to exist. If he is deprived of blood he will accrue a -1CS to all abilities every 2 days until he perishes. Feeding will restore his abilities to their normal values immediately. Upon seeing blood, a vampire must surpass a Psyche

FEAT roll or he will enter into a frenzy in an attempt to feed

- *Direct Sunlight*, The rays of the sun or attacks which duplicate solar radiation causes vampires AM (50) Energy damage per round and he must pass an Endurance FEAT or be incinerated
- *Religious Icons*, Such icons inflict the users Psyche in damage upon a vampire if they come into contact with him. Vampires must surpass a successful Psyche FEAT roll to approach a strongly presented holy icon
- *Mirrors*, Vampires do not cast reflections, in addition, a vampire must pass a successful Psyche FEAT roll or he will smash any mirror in his vicinity
- *Houses*, Vampires may not enter into any private dwelling unless they are invited to enter by a resident
- *Silver*, Silver weapons inflict normal damage upon vampires
- *Wooden Stakes*, A wooden stake or blade will produce an instant kill result upon a vampire with a Red FEAT roll

The Sibyl (Equipment): This maroon orb is a scrying device similar in function to a crystal ball. It is composed of TY (6) materials and performs the following powers with MN (75) ability:

- *Foretelling*
- *Gramarye*
- *Postcognition*
- *Precognition*

Talents: Business, Law

Background:

Lucas was Blade's father and in the 1920s he was imprisoned for a crime he did not commit. Dying in prison from cancer he was attacked by a vampire. In modern times, he reconnected with his son Blade and tried to coerce the vampire hunter into a plot to revive the long dead Count Dracula.



Inspector Chelm

F	GD (10)
A	GD (10)
S	TY (6)
E	EX (20)
R	GD (10)
I	GD (10)
P	TY (6)

Health: 46

Karma: 26

Resources: GD (10)

Popularity: 5

Known Powers:

Handgun (Equipment): This weapon has a range of 3 Areas and inflicts 6 points of Shooting damage. It is composed of EX (20) materials. The weapon may fire 1 shot per round and contains 6 bullets.

- *Normal Rounds*
- *Silver Bullets*

Talents: Criminology, Guns, Law, Law Enforcement, Occult Lore

Background:

Inspector George Chelm was a police investigator for Scotland Yard. He

investigated Frank Drake, Rachel Van Helsing and Taj Nital at the scene where Dracula had killed a night porter in order to regain his stolen coffin. Inspector Chelm was apprehensive of the three's story about vampires killing the porter, but as they continued to explain their side of things, the night porter rose from the dead as a vampire. From that moment onwards, Inspector Chelm became a believer and he decided to support this group of vampire hunters providing them with information and assistance from Scotland Yard in an attempt to drive Dracula from London. In the coming years, Inspector Chelm would investigate many strange supernatural events and frequently oppose Dracula and other supernatural entities. Inspector Chelm even managed to wound Dracula at one point with a silver bullet.



Duncan Corley

F	EX (20)
A	GD (10)
S	RM (30)
E	UN (100)
R	FE (2)
I	GD (10)
P	AM (50)

Health: 160

Karma: 62

Resources: Shift 0

Popularity: 0

Known Powers:

Disembodied Spirit: Duncan Corley can continue on with any task he is performing, even if his body is missing parts such as his skull or hand.

Resistance: Duncan Corley ignores most conventional attacks but he is still subject to Slams and Stuns. In addition, he is immune to diseases, toxins and the effects of time.

Tele-formation: Duncan Corley can crumble into dust and reincorporate at another location with UN (100) ability. He seemed to only do this when his task was completed or battle was no longer necessary.

Talents: None

Background:

The only thing Duncan Corley wanted was to rest in peace in his grave at High Gate Cemetery. Paul Beare was a sorcerer and a Satanist who wanted Corley's grave for his own resting spot. So Paul manipulated the law to have Corley's body removed. Corley rose from the dead killed Paul Beare and his lawyer then returned to his grave. Later, he would be disturbed by two grave robbers whom he killed, and Dracula had intended to feast on. Corley, Investigator Chelm and Dracula found themselves at odds with one another, Dracula barely defeated Corley in battle.



Randolph Dering (Moorlands Monster)

F	GD (10)
A	GD (10)
S	RM (30)
E	EX (20)
R	TY (6)
I	TY (6)
P	TY (6)

Health: 70
Karma: 18
Resources: TY (6)
Popularity: 0

Known Powers:

Limitation, Monstrous Appearance: Randolph was born afflicted with Naevus Pilosis, Rachitis and Kyphosis. In addition, Randolph is mute and cannot speak.

Talents: None

Background:

Due to a gene in the Dering family tree, Randolph was born with several unique medical conditions which gave him a monstrous appearance and covered him in hair. His parents kept Randolph hidden away in a chapel and they sent him food daily. As he grew to adulthood,

the locals had created many rumors about him and they referred to him as the "Moorlands Monster". One evening, the girl who brought Randolph his dinner was accosted and preyed upon by Dracula. Soon Frank Drake, Rachel Van Helsing and Taj Nital appeared in search of Dracula where they met Randolph's parents and learned of Randolph's unfortunate past. Frank and Rachel were later trapped in a pit by Dracula, Randolph appeared and freed them from the pit. He thanked Frank and Rachel for treating him like a human being and not a monster.



Devil's Heart

F	Shift 0
A	Shift 0
S	Shift 0
E	AM (50)
R	EX (20)
I	EX (20)
P	AM (50)

Health: 50
Karma: 90
Resources: Shift 0
Popularity: -10

Known Powers:

Aura Of Evil: The Devil's Heart radiates

emanations of pure evil. Supernatural and sorcerous beings may sense and recognize this aura of evil.

Possession: The Devil's Heart can instill others to become violent, murderous and sadistic. It can also compel others to do it's bidding, by spreading fear, terror and murdering people. The heart may possess others with AM (50) ability.

Reanimate/Control Dead: The Devil's Heart can animate the bodies of the dead, these individuals retain the FASE abilities they had in life, but their RIP abilities become identical to those of the Devil's Heart. It may perform this function with AM (50) ability.

Talents: None

Background:

Originally a Sioux necromancer of incredible powers, his transgressions against the cosmic order eventually transformed him into the Devil's Heart. In modern times, it drove people to acts of violence and murder, amongst them Paul Carpenter and Father Aimes. Dracula made the acquaintance of Paul's daughter, Beverly while on an ocean cruise. The Devil's Heart possessed Paul and abducted Beverly with designs to possess her form. Dracula sensed the heart's evil from thousands of miles away in his native Transylvania. Believing it to pose an imminent threat to his safety, Dracula made the voyage to Devil's Lake, North Carolina to investigate. Dracula discovered that evil was afoot and he entered into the caverns beneath the town fighting off legions of reanimated dead as he made his way deeper into the caverns. The Heart possessed Beverly and in the ensuing battle with Dracula, Beverly was stabbed by her father Paul and her fiancé. Enraged, Dracula slaughtered Beverly's beau as the Devil's Heart melted away into slime. Paul realizing what he had done to his daughter, committed suicide.



Dimensional Man (Joshua Farkas)

F	GD (10)
A	GD (10)
S	TY (6)
E	AM (50)
R	TY (6)
I	TY (6)
P	AM (50)

Health: 76

Karma: 62

Resources: GD (10)

Popularity: -3

Known Powers:

Dimensional Energy Form: The Dimensional Man is no longer human. His body is composed of weird energies from another dimension, as such, he is immune to all forms of conventional attack such as blades or bullets, these attacks simply pass through him with no ill effects.

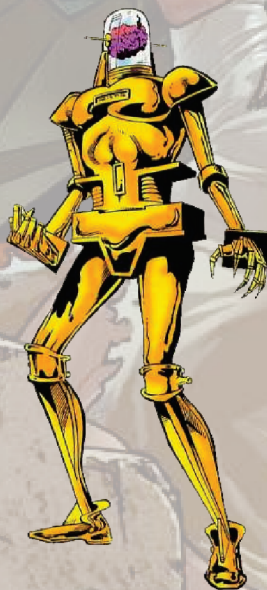
Life Drain: The Dimensional Man could drain the life force of other beings with AM (50) ability. This life force is used to heal any missing health and sustain his existence. The Dimensional Man can even drain the life force of beings such as Dracula. He must touch his victim

and he is shown capable of even pulling Dracula out of his mist form with his strange dimensional touch.

Talents: Occult Lore

Background:

Joshua Farkas and his sister Angela, were born to parents who were demonic worshipers in the Cult of the Enclave. Joshua had strange powers bestowed upon him through the cult's ritual practices, which transformed his skin and covered him with strange ritualistic markings. Angry for what the cult had done to him, Joshua attacked them and immediately killed five members with his life draining powers, the cultists were subsumed by his powers, leaving behind only their robes. Some time later, Joshua was enthralled by the cult through mystical means and in this capacity he came into conflict with Count Dracula. During the battle, Joshua was released from the cult's mystic control. He retaliated by sending the cult's master, Asmodeus, back to hell with his dimensional touch. Recently, he became a member of Nick Fury's Howling Commandos and engaged in an operation in England to stop Merlin's forces.



Doctor Sun

F	EX (20)
A	EX (20)
S	RM (30)
E	AM (50)
R	IN (40)
I	EX (20)
P	MN (75)

Health: 120

Karma: 135

Resources: RM (30)

Popularity: 0

Known Powers:

Cybernetic Body: Dr. Sun's body is composed of MN (75) materials and it houses his powerful telepathic human brain, making Dr. Sun an extremely powerful individual. Dr. Sun enjoys MN (75) protection from physical attacks and AM (50) protection from Energy attacks.

Kinetic Bolt: Dr. Sun may project telekinetic bolts of MN (75) intensity.

Linguistics: Dr. Sun is capable of quickly mastering other languages due to his computer like mind with MN (75) ability.

Mind Control: Dr. Sun is able to control the minds of other beings with MN (75) ability.

Mind Transferral: Dr. Sun is capable of transferring his mind into other computers, provided that they are complex enough to house his advanced intellect.

Limitation, Blood Dependency: Dr. Sun requires fresh human blood every 24 hours to sustain his mind or he will begin losing Endurance ranks at the rate of -2CS each day until he perishes from hunger.

Talents: Engineering, Medicine, Multi-Lingual: English & Chinese, Occult Lore

Background:

The man who would be Dr. Sun was born in the People's Republic of China where he would become an important scientist working for the state. Dr. Sun was the force behind Project: Mind, a program aimed at separating a human mind from its body and linking it with computers. During the Great Proletarian Cultural Revolution of China in 1966, Sun gained an enemy in a newly promoted General of the Chinese government. The General accused Dr. Sun of needlessly prolonging Project: Mind and not producing results, Sun was arrested and sentenced to death. With irony, the General decided that Dr. Sun would become the test subject for his own Project: Mind. A group of doctors, among them Sun's own son, stopped his heart and surgically removed his brain then linked his mind to advanced computer systems.

Sun soon took control of the computer network and attacked the doctors with telekinetic assaults. Dr. Sun used his mind control powers to disguise his existence and activities from Chinese authorities. Sun also discovered that his brain required periodic transfusions of human blood to survive. Because of his new vampire like existence, Dr. Sun decided to study vampires and to this end he recruited the vampire Lucas Brand. Dr. Sun trained Brand to combat Dracula and would later capture Dracula and transfer his memories to Brand so that Brand would be able to control all vampires. Dracula defeated Brand but a long standing rivalry developed between he and Dr. Sun. Unbeknownst to Dracula, Dr. Sun had built a machine that was slowly transferring Dracula's powers to Dr. Sun.

Dr. Sun next moved to Boston, where he encountered a Frank Drake, Rachel Van Helsing and Quincy Harker. Quincy discovered the machine that was transferring Dracula's powers to Dr. Sun and destroyed it. Dr. Sun next

captured a weakened Dracula and his assistant Juno, a man with a silver lance for his left hand, fight and kill Dracula. Dr. Sun incinerated Dracula's corpse so he could not be resurrected. Dr. Sun then released Frank Drake and his allies fully expecting them to return with soldiers to fight him, which is exactly as he desired. Drake and his allies did return with soldiers, and Dr. Sun used Dracula's powers of hypnotism combined with machinery to enslave their minds and form the beginning core for his army. Frank and Rachel discovered an ally in the writer, Harold H. Harold. They broke into Dr. Sun's lair and stole the ashes of Dracula with plans to resurrect the vampire count to aid in the battle against Dr. Sun.

The resurrected Dracula quickly regained his powers, although Dr. Sun did not lose the powers he had already obtained from Dracula. Dracula sought out Dr. Sun and the two engaged in battle for a second time. Dr. Sun accidentally set fire to his own computer network while battling Dracula, in the flames the heroes saw a brain being consumed by the fire and assumed it to be Dr. Sun's mind, but unknown to them, Dr. Sun had slain his assistant Juno, and left his brain behind to delude the heroes, Dr. Sun relocated to a new lair. A this new base, Dr. Sun built a new robot body to house his mind and would then encounter the hero, Nova and discover his secret identity as Richard Rider. Dr. Sun captured Nova and forced him to transport them aboard a Xandarian starship in orbit so that Sun could use its advanced technologies to conquer the Earth.

However, the Sphinx appeared and took control of the ship and piloted it back to Xandar. Dr. Sun fled the ship and transferred his mind into Xandar's computer networks. The Fantastic Four journeyed to Xandar and Mr. Fantastic proposed a link between their computers and his own robot H.E.R.B.I.E., to which the Xandarians

agreed. Dr. Sun transferred his mind into H.E.R.B.I.E.'s robotic form. Sun then accompanied the Fantastic Four on several adventures in space and a mission to defeat the Sphinx before they returned home to Earth and the Baxter Building. Dr. Sun transferred his mind into the Baxter Building's computers and took control. Dr. Sun initiated several plots to destroy the Fantastic Four but was ultimately defeated by H.E.R.B.I.E. who charged the main computer and the resulting explosion destroyed them both.



Faceless Man (Barry Windom)

F	EX (20)
A	EX (20)
S	RM (30)
E	IN (40)
R	TY (6)
I	TY (6)
P	GD (10)

Health: 110
Karma: 22
Resources: GD (10)
Popularity: 0

Known Powers:

Transfer Body Features: The Faceless Man was able to transfer features from other individuals to himself with AM (50) ability. He could transfer a face or a limb, and his victim would be left with smooth featureless skin in place of the feature that the Faceless Man had stolen.

Talents: Business

Background:

Barry Windom was an employee for the industrial company known as Chemron. One day, Barry engaged in an argument with the Board of Directors about their illegal dumping of toxic waste. Windom threatened them with going to the authorities to stop their illegal actions, to protect himself and the company, the CEO of Chemron killed Windom and dumped his body in an industrial waste pipe. Instead of the toxic waste dissolving his body as the CEO had hoped, it instead transformed him into a smooth and featureless body who reanimated with an overwhelming desire for revenge.

One by one, the Faceless Man visited each member of the Chemron Board of Directors and killed them, taking a single facial feature from each one as he did so. His final stop was the CEO Slammerkin and Jean Hargrove, the final two people who had murdered him. They were in a meeting with Dracula when the Faceless Man arrived. While Dracula was trying to feed on Slammerkin, the Faceless Man murdered Hargrove, then he and Dracula faced each other in battle. Windom defeated Dracula and then murdered Slammerkin before dissolving into a puddle in an attempt to

commit suicide. He survived death yet again, and ended up in Prison 42 in the Negative Zone.



Forever Man (Gideon Smith)

F	EX (20)
A	EX (20)
S	GD (10)
E	EX (20)
R	TY (6)
I	EX (20)
P	EX (20)

Health: 70
Karma: 46
Resources: TY (6)
Popularity: 0

Known Powers:

Deja Vu: Gideon does not remember his past lives, but certain events can trigger vague memories in his mind, providing scraps of discontented information or an occasional +1CS to any FEAT rolls at the player's discretion. The player must surpass a successful Psyche FEAT roll to obtain the bonus.

Serial Immortality: Gideon is immortal,

at the moment of his death, the Forever Man's spirit is reincarnated in a newborn infant somewhere around the Earth and he begins his life anew, devoid of any previous memories of his past lives.

Talents: None

Background:

The exact origin of the Forever Man is unknown, but every time he died he would be reborn as an infant ready to begin a new life. The first known incident was an Englishman known as Gideon Smith in 1792, who was warned by an Indian fortuneteller of his past lives and that the only way to halt the process was to gaze upon the face of the "dead man". A few days later, Gideon Smith died, and he was reborn as the Irishman Patrick O'Reilly. This life was followed by other lives such as, American Franklin X, Pomeranze, Frenchman Roger Perry VanDumann, Californian born Clark Jackson and most recently, New Yorker Gideon Smith.

Gideon lived a normal life, one day he had a vision of a "dead man" and this vision haunted his every waking hour. On a trip to Boston, Gideon was struck by a car and he was hospitalized for his injuries. Gideon was housed in a hospital beside an unknown roommate whom had a bandaged face from having suffered burns. When his recovering roommate finally removed his facial bandages, he was revealed to be Count Dracula who had been previously burned by the touch of a crucifix, this event caused the Forever Man to fall into catatonic shock as he came face to face with the "dead man" he had been warned about previously.



Katherine Fraser

F	GD (10)
A	GD (10)
S	TY (6)
E	TY (6)
R	GD (10)
I	TY (6)
P	EX (20)

Health: 32

Karma: 36

Resources: GD (10)

Popularity: 3

Known Powers:

Psychometry: Katherine Fraser has limited telepathic abilities. She possesses a EX (20) ability to discern past events surrounding an object that she is in physical contact with.

Handgun (Equipment): This weapon inflicts 6 points of shooting damage and has a range of 3 Areas. The pistol may fire 1 shot per round and has 6 rounds available before it must be reloaded. The weapon is composed of EX (20) materials.

Talents: Criminology, Guns, Law, Law Enforcement

Background:

Inspector Katherine Fraser is a Scotland Yard detective with limited psychic abilities who assisted Blade the Vampire Slayer in his struggle against the Legion of the Damned. She also assisted the vampire lord Dracula against the demon Y'garon (though Dracula removed her memory of this event afterwards). She also assisted Quincy Harker and his team in tracking Dracula, and later served under the Chief Inspector Dai Thomas when he was attempting to track down and capture Captain Britain.



Frank Drake

F	EX (20)
A	EX (20)
S	GD (10)
E	EX (20)
R	GD (10)
I	GD (10)
P	GD (10)

Health: 70

Karma: 30

Resources: GD (10)

Popularity: 10

Known Powers:

The Exorcist "Linda" (Equipment): The Exorcist Gun is an advanced weapon equipped with Necrotech features. It was first developed by M.I.T. engineer Silicon Vale based upon original designs developed by Stark Industries. Frank spent the last of his waning inheritance to commission the creation of Linda. Linda has several unique features:

- *Plasma Round,* The Exorcist may fire one shot per round which inflicts an AM (50) intensity paralyzation for 1-10 rounds against supernatural beings
- *Detect Supernatural Beings,* The Exorcist is capable of analyzing and tracking energy patterns emitted by supernatural beings with AM (50) ability
- *Overload,* The Exorcist can be configured to produce an overabundance of plasma, this will cause the weapon to explode within 2 rounds inflicting UN (100) Energy damage to everyone within a 3 Area range

Talents: Engineering, Guns, Martial Arts B, Occult Lore, Thrown Weapons

Background:

Frank Drake was a millionaire playboy who had squandered his inheritance and was left with nothing more than an ancestral castle. Frank made plans to sale the castle and to this end he and his friends traveled to Transylvania, the location of his ancestral castle. The castle turned out to be Castle Dracula and Frank Drake was the last living descendant of the Dracula bloodline. Frank and his friends stumbled upon the skeleton of Dracula and unwittingly

removed the stake, causing his resurrection. Frank narrowly escaped death at the hands of Dracula and would later relocate to London. Broke and in despair, Frank attempted to commit suicide but was saved from himself by Rachel Van Helsing and Taj Nital. Through them, Frank would meet Quincy Harker, the descendant of Jonathan Harker and Rachel was herself, the great granddaughter of Abraham Van Helsing. Frank was informed that Dracula had previously murdered Jonathan Harker and Abraham Van Helsing. Quincy, Rachel and Taj were dedicated to destroying Dracula and his followers.

Frank Drake joined Quincy's band of vampire hunters under the close tutelage of Quincy and Rachel. Other allies included Blade with whom Frank constantly clashed but became a friend and ally in the war against Dracula and his followers, finally the vampire detective Hannibal King who Frank came to trust over time. Frank and Rachel developed feelings for one another but they never engaged in a relationship due to Frank's self doubt and Rachel's fear of intimacy. This led to Drake taking time for himself and traveling to Brazil where he was almost killed by his old friend, Danny Summers who was working for Dracula.

Drake was saved by Brother Voodoo and then rejoined Quincy Harker's group just in time to witness Dracula's demise at the hands of Dr. Sun and his assistant Juno. Quincy Harker eventually made the ultimate sacrifice, by activating a bomb within his wheelchair that would destroy Dracula and much of the castle. Quincy's final letter to the team gave Frank and Rachel advice that they should pursue a relationship with one another. Frank and Rachel tried to engage in a relationship but soon parted ways due to Rachel being a hollow individual without Dracula to battle against. Rachel was soon turned into a vampire by Dracula

and she would meet her merciful destruction at the hands of Wolverine. Hearing of Rachel's death, Frank partnered with Blade, Hannibal King and Dr. Strange to stop Dracula's return from the grave. The vampire hunters managed to enact the Montesi Formula against Dracula, destroying all vampires within the Earth dimension. Hannibal King was spared to the magic of Dr. Strange. Blade, King and Drake formed a investigation agency afterwards (Borderline Investigations) where they worked several strange and not so strange cases, including a battle with Darkholders.

Desiring a more normal life, Frank eventually left Borderline Investigations. Frank relocated to Washington D.C. and married Marlena McKenna, a woman who he had met sometime after parting ways with Rachel. Marlena fell under the influence of Dracula, and she scarred her face in such a way that she resembled Rachel Van Helsing. Frank called in Blade and his partner Katinka and together they prevented the resurrection of Dracula, however, Blade would suffer a complete mental breakdown and be confined to a psychiatric clinic.

As the Montesi Formula began to wane, Dr. Strange realized that vampires were beginning to return and occurrences by supernatural beings were increasing. Dr. Strange arranged for the release of Blade as a medical doctor and rejoined Blade, Frank and Hannibal King as the Nightstalkers. The three engaged in investigations and waged a war against the supernatural during their time together, but would eventually part ways again. A more recent battle against the resurrection of Varnae, led to a catastrophic explosion which left Frank crippled in mind and body, he has not been seen since this tragic event took place.



Rachel Van Helsing

F	GD (10)
A	EX (20)
S	TY (6)
E	GD (10)
R	TY (6)
I	TY (6)
P	TY (6)

Health: 46

Karma: 18

Resources: TY (6)

Popularity: 5

Known Powers:

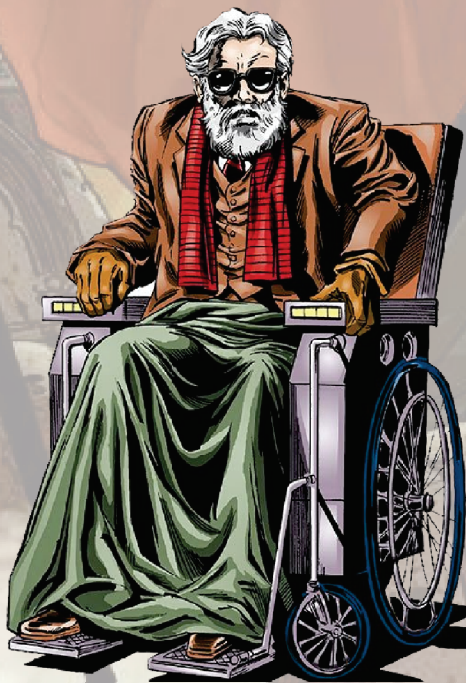
Crossbow (Equipment): Rachel wields a crossbow which inflicts 6 points of Shooting damage and has a range of 5 Areas. She may fire 1 shot per round and the weapon is composed of GD (10) materials. On a Red FEAT roll, any vampire fired upon is considered to be staked through the heart.

- *Normal Quarrels*
- *Silver Tipped Quarrels*

Talents: Martial Arts B, Occult Lore, Weapon Specialist: Crossbow

Background:

After Dracula killed Rachel's parents and left her with a vicious scar across her forehead, Rachel would be raised by Quincy Harker, who trained her to hunt and destroy vampires. Rachel saved Taj Nital from an attack by Dracula and his followers which left Taj a mute and his son a vampire. Taj Nital joined with Rachel in her crusade to destroy vampires. Rachel was captured by two of Dracula's brides, and they forced her to contact Quincy Harker by phone as he was about to slay Dracula, they informed Quincy to leave Dracula alone or Rachel would suffer a fate worse than death. Quincy agreed to the bride's demands much to Rachel's frustration. With Dracula spared, the vampire brides also spared Rachel. Continuing to wage war against vampires with Quincy's band of hunters, Rachel would fall into a brief relationship with Frank Drake. Unfortunately for Rachel, she would eventually be transformed into a vampire herself, rather than resigning herself to her fate, Rachel bravely allowed Wolverine to put an end to her suffering.



Quincy Harker

F	PR (4)
A	FE (2)
S	PR (4)
E	GD (10)
R	GD (10)
I	EX (20)
P	GD (10)

Health: 20

Karma: 40

Resources: RM (30)

Popularity: 10

Known Powers:

Handgun (Equipment): This weapon inflicts 6 points of Shooting damage and has a range of 3 Areas. The weapon is composed of EX (20) materials and can fire 1 shot per round.

- *Normal Bullets*
- *Silver Bullets*

Modified Wheelchair (Equipment): Quincy's wheelchair had many modifications made to it to assist him in the battle against the vampires:

- *Poison Darts*, Quincy could fire wooden darts from his wheelchair at the press of a button with a 2 Area range, on a Red FEAT roll vampires were staked through the heart, if they failed an Endurance FEAT roll versus RM (30) intensity poison they would be sluggish and lose initiative in combat, acting last in any given round
- *Detonator*, Quincy has a very power explosive device built into his wheelchair as a last resort, this explosive device inflicts MN (75) damage to everyone and everything within 5 Areas

Tools Of The Trade (Equipment): Quincy Harker has created an arsenal of equipment for hunting and destroying vampires, a few of which are listed below:

- *Net*, a steel tube which could fire a

net that was weighted with garlic on the ends, this projectile had a range of 2 Areas and prevented vampires from transforming into bat or mist forms to escape

- *Flashlight*: A flashlight bearing the image of a cross that has a range of 2 areas. The cross projected by the light won't burn a vampire, but it will keep him at bay if he fails a Psyche FEAT versus the Psyche of the wielder

Saint: Quincy Harker has a loyal German Shepherd which he has trained to attack vampires. Saint has a collar that has silver studs embedded in it which tends to prevent vampires from grappling with him.

F	GD (10)
A	GD (10)
S	TY (6)
E	GD (10)
R	TY (6)
I	GD (10)
P	TY (6)

Health: 36

Karma: 22

Bite: Saint's bite inflicts 10 points of Edged damage.

Talents: Engineering, Leadership, Occult Lore

Background:

Quincy Harker was the son of Jonathan and Mina Harker. As an adolescent, Quincy studied the lore of the vampire under Abraham Van Helsing. Quincy never really planned to become a vampire hunter himself, however, this would change after Dracula took revenge against Jonathan Harker and Abraham Van Helsing. Quincy quickly organized a network of agents and would become Dracula's greatest and most implacable foe, and he and his agents drove Dracula from London.

Quincy Harker financed his operations through successful business investments, he and his agents destroyed a considerable number of vampires. Quincy eventually married a woman named Elizabeth. Furious at always being hunted by Quincy Harker's agents, Dracula confronted Quincy and his wife while they were attending a performance at the Royal Opera House at Convent Garden, London. Quincy warded Dracula off with a crucifix, but Dracula attacked his wife and when Quincy tried to save her, Dracula lifted him overhead and tossed him from the balcony which crippled Quincy's legs.

After a period of time, Harker's eyes would become highly sensitive to light due to repeated vampire attacks and he would require smoke colored glasses to protect his eyes. Dracula abducted Elizabeth and she was discovered two days later drained of blood. It took four months of continuous blood transfusions to restore Elizabeth to good health. Afterwards, Elizabeth and Quincy birthed a daughter who they named Edith. Elizabeth however, had never recovered psychologically from the attacks that Dracula had inflicted on her. When Edith was only four, Elizabeth awoke from a nightmare about Dracula attacking her and in terror and desperation she ran into the kitchen and committed suicide with a knife.

Since Quincy was now a cripple he was forced to rely more on his agents to hunt and destroy vampires. It was at this period in his career that Quincy became an inventor and created an arsenal of ingenious weapons designed to combat the vampire menace. Not long after this, Quincy would rescue a young Rachel Van Helsing from a vampire attack and take her in as his own daughter. Quincy raised and trained Rachel to hunt and destroy vampires. Rachel soon became Quincy's principle agent in the war against the vampires. As the war with the vampires raged on, Harker would find his network reduced to just a few

remaining agents. In his final years, Harker remained on a small by highly skilled group of hunters, Blade, Rachel, Frank Drake, Hannibal King, Taj Nital and Inspector Chelm of Scotland Yard. Dracula would capture Edith and he demanded that Quincy and his agents come to an old manor where he was holding her captive. Dracula had transformed Edith into a vampire, even though she tried to resist the bloodlust she did not have the strength of will to hold out.

Quincy had to destroy her by driving a stake through her heart and then he had her body cremated so she could not be resurrected as a vampire. After numerous and further encounters with Dracula, Quincy finally managed to face off with the Lord of the Vampires in an abandoned castle. In the ensuing confrontation, Quincy activated a bomb in his wheelchair and the resulting explosion destroyed Quincy, Dracula and the majority of the castle. Unfortunately, Dracula did not stay dead for long and he was resurrected by his followers.



Taj Nital

F	RM (30)
A	GD (10)
S	EX (20)
E	EX (20)
R	TY (6)
I	GD (10)
P	TY (6)

Health: 80

Karma: 22

Resources: TY (6)

Popularity: 3

Known Powers:

Tools Of The Trade (Equipment): Taj wields the appropriate accouterments to combat vampires, such as:

- *Crucifix*
- *Garlic*
- *Wooden Stakes*

Limitation, Mute: Taj is now a mute, a wound from a vampire attack took his voice from him.

Talents: Edged Weapons, Martial Arts A & C

Background:

Taj Nital was a member of Quincy Harker's vampire hunters. He left his family after an attack by Dracula to join the intrepid heroes in the war against the vampires. The attack left him mute, his wife, Jyota in a wheel chair and his son Adri, a vampire. After five years of absence, Taj received a letter from his wife, calling him back to Jaipur, because the villagers had grown afraid of his son, Adri, and were trying to destroy him. Taj reconciled with his wife but was incapable of halting the villagers from destroying his son. After this event, Taj would leave Quincy Harker's vampire slayers.



Hannibal King

F	EX (20)
A	RM (30)
S	RM (30)
E	AM (50)
R	GD (10)
I	EX (20)
P	GD (10)

Health: 130

Karma: 40

Resources: GD (10)

Popularity: 10

Known Powers:

Lightning Speed: Vampires can run and move at GD (10) speeds.

Night Vision: Vampires can see for 5 Areas in total darkness.

Immortality: Vampires are immortal and do not age.

Recovery: Vampires recovers one additional Endurance rank each day.

Regeneration: 2 points/round.

Resistances: Vampires ignores most physical attacks but not Slams and Stuns. In addition, he has a Class 1000 resistance against all diseases.

Spider Climbing: Vampires have a RM (30) ability to scale walls and vertical surfaces.

Summoning and Controlling: Vampires are able to command the meaner animals (bats, rats and wolves), thunderstorms, lesser vampires and humans with EX (20) ability.

Transformation: A vampire is capable of shifting his shape into several other forms:

- *Mist*, in this form, vampires have FE (2) flight and may pass through tiny passages and openings
- *Bat*, in this form, a vampire has a bite which inflicts GD (10) Edged damage and TY (6) flight speeds
- *Wolf*, in this form a vampire may inflict a bite attack which delivers RM (30) Edged damage, travel 3 Areas per round and has MN (75) Intuition
- *Bat Hybrid*, in this form, a vampire is a large bipedal bat who has flight at 4 Areas per round and possessing bite and claw attacks which inflict EX (20) Edged damage

Vampire Bite: A vampire's bite inflicts TY (6) Edged damage each turn. If the victim is not slain, he or she remains weak (-1CS on all FEATS) until a weekly Endurance FEAT roll is passed. Such individuals are susceptible to the vampire's mental commands.

Vampire Limitations: A number of attack forms and weaknesses inflict damage to the vampire.

- *Blood Dependency*, Vampire's must consume blood to exist. If he is deprived of blood he will accrue a -1CS to all abilities every 2 days until he perishes. Feeding will restore his abilities to their normal values immediately. Upon seeing blood, a vampire must surpass a Psyche

FEAT roll or he will enter into a frenzy in an attempt to feed

- *Direct Sunlight*, The rays of the sun or attacks which duplicate solar radiation causes vampires AM (50) Energy damage per round and he must pass an Endurance FEAT or be incinerated
- *Religious Icons*, Such icons inflict the users Psyche in damage upon a vampire if they come into contact with him. Vampires must surpass a successful Psyche FEAT roll to approach a strongly presented holy icon
- *Mirrors*, Vampires do not cast reflections, in addition, a vampire must pass a successful Psyche FEAT roll or he will smash any mirror in his vicinity
- *Houses*, Vampires may not enter into any private dwelling unless they are invited to enter by a resident
- *Silver*, Silver weapons inflict normal damage upon vampires
- *Wooden Stakes*, A wooden stake or blade will produce an instant kill result upon a vampire with a Red FEAT roll

Revolver (Equipment): Hannibal King carries a revolver. This weapon inflicts 6 points of Shooting damage and has a range of 3 Areas. The revolver may fire 1 shot per round and it holds 6 rounds of ammunition. It is composed of EX (20) materials.

- *Normal Bullets*
- *Silver Bullets*

Shotgun (Equipment): This firearm inflicts 20 points of Shooting damage and has a range of 3 Areas. The shotgun may strike up to 3 adjacent targets in the same Area. It may fire one shot in a round and it is composed of GD (10) materials.

- *Normal Rounds*
- *Silver Buckshot*

Talents: Criminology, Guns, Law, Occult Lore, Thrown Weapons

Background:

Hannibal King was born in Milwaukee, Wisconsin. He was a skilled private investigator who made a decent living. While working on a case in London, Hannibal was bitten by the vampire Deacon Frost. Once he awakened and realized that he had been transformed into a vampire, he was despairing and terrified of his condition. Hannibal swore that he would never consume the blood of the living and he sustained himself by purchasing blood from blood banks to survive. King also decided to refrain from using his vampire powers in his line of work, but he was relegated to working only during the night hours.

A woman, Adrienne Brown Walters, entered King's London office one day, she hired King to look into the murder of her newlywed husband, Fred Walters, whom she believed was killed by an otherworldly beast. Mrs. Walters described the case in detail to Hannibal, including her witnessing a man bite her husband upon the throat before fleeing. Hannibal realized she was describing the actions of a vampire, King journeyed to the Lucky Inn to ask a few questions. The bartender invited Hannibal into the backroom where he attacked. King beat the man into unconsciousness and discovered two bite marks on his throat.

Next, Hannibal began to investigate Fred Walters employers, Wyandach Limited. There he encountered Dracula conspiring with one of his underlings. Dracula turned to attack Hannibal who fired a gunshot into Dracula. The bullet passed through the vampire lord and slew his servant, O'Brien. Dracula hurled King out of the second story window. Hannibal picked himself up and went back inside the bar but it appeared Dracula was gone. Hannibal interrogated Dracula's man, O'Brien, and discovered that a coffin had been shipped to a warehouse in Kensington. Hannibal went to the warehouse and

there he discovered Dracula and several of his followers. King fought off the attacks of Dracula's followers. When sirens rang out in the distance, Dracula dispersed from the scene. Hannibal met with Mrs. Walters and told her everything he had discovered, that Dracula had murdered her husband to hide the paper trail revealing the shipments of his various coffins around London. While searching for the vampire Deacon Frost, Hannibal next encountered the vampire hunter, Blade. An immediate dislike of one another led the two men into a confrontation, which they set aside once they discovered Deacon Frost was the vampire they both were searching for.

Hannibal and Blade lay in wait inside Deacon Frost's apartment for his most recent victim to rise from the dead as a vampire. When the man awoke, he explained to Blade and Hannibal King that he had unearthed a coffin which contained a duplicate of Blade. Blade and Hannibal King continued their hunt for Deacon Frost, investigating his plans for taking over the world with a copy of Blade. The pair traveled to meet Safron in Soho, London, Blade's girlfriend, there they encountered the Blade duplicate. The two Blades faced off in combat but upon contact with one another they merged into one being with the duplicate in control of the body.

Hannibal and the evil Blade engaged in combat, Hannibal easily defeated the duplicate, stabbing it in the chest with a wooden stake and sending crashing through a window. Their continuing fight across London led to them crashing into a masquerade ball being hosted by none other than Dracula himself. Deacon Frost was a member of the party goes in attendance and he watched with interest as his plans were unfolding before him. Angered at their intrusion, Dracula attacked and discovered that his enemy Blade was now a vampire as well. The duplicate

appeared to have the upper hand, going so far as to stake Dracula in the back. Dracula simply turned to face blade and mocked the imitations inferior abilities compared to the original, then Dracula drove a wooden stake into the Blade duplicate. The being's death set Blade free from his inner imprisonment.

While investigating a murder committed by a sect of Darkholders, Hannibal King was forced to call on Dr. Strange. With his help, Hannibal King discovered that the Darkhold held the Montesi Formula and could destroy all vampires on Earth. Hannibal King, Frank Drake and Blade traveled to Castle Mordo, Transylvania to retrieve the Darkhold. While there, they encountered Dracula and the Darkholders engage in an extended battle to reclaim the Darkhold, which they then used to enact the Montesi Formula. The Montesi Formula destroyed all the vampires in the Earth dimension and it's influence prevented any new vampires from arising. Dr. Strange was able to spare Hannibal King's life by performing a blood transfusion upon him, which only worked because King had never drank the blood of a living being.

Hannibal King, Frank Drake and Blade formed their own detective agency, Borderline Investigations. They were immediately drawn into membership of the mystical nine, known as the Midnight Sons, where they engaged in a prolonged battle to save the Earth from Lilith, Mother of Demons and the demon Zarathos. Next King, Blade and Brother Voodoo were drawn into a plot by Deacon Frost and Marie Laveau that revealed Dracula had been resurrected but was not currently ruling as Lord of the Vampires. Later King set up a small shop in San Francisco where he would turn the badly injured Tatjana Stiles into a vampire to spare her life. King's most recent foray involved a reunion with the Blade in a confrontation to stop Lucas Cross from resurrecting Dracula.



Domini

F	TY (6)
A	GD (10)
S	TY (6)
E	GD (10)
R	TY (6)
I	GD (10)
P	EX (20)

Health: 32

Karma: 36

Resources: RM (30)

Popularity: 5

Known Powers:

Precognition: Domini has EX (20) clairvoyant perceptions and can perceive future events.

Talents: Occult Lore

Background:

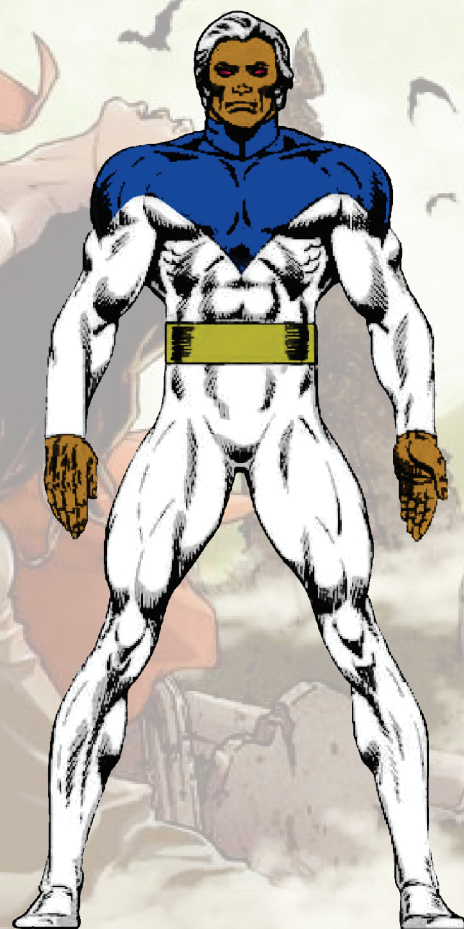
Domini was raised in a convent, but she escaped and joined the Church of the Damned, which was headed by Anton Lupeski. She was chosen to become the cult's human sacrifice, however,

Dracula interposed himself, disguised as Satan so that he could gain control over the humans as his followers. This was the first of several affronts against Satan committed by Dracula and Satan would eventually cast Dracula down for his insolence. Dracula commanded that Domini would not be slain and Anton Lupeski offered her to Dracula as his bride instead, Dracula accepted her as his bride and they were soon married by Anton Lupeski. Domini became Dracula's third living wife and the couple enacted an occult ritual that allowed her to become impregnated with a child. Domini would give birth to the infant son of Dracula, Janus, who was born with a demonic appearance and possessed pointed ears and eyes of hellfire.

Fearing Dracula would soon usurp his power as leader of the Church of the Damned, Anton Lupeski hired Quincy Harker's vampire slayers to destroy Dracula. Dracula managed to fight off his persecutors. In a cult to name the baby Janus as the heir apparent to the Church of the Damned, Lupeski again tried to kill Dracula, this time with a silver bullet. Dracula transformed into mist to escape and the bullet struck the baby Janus, killing him. In a fit of unbridled rage, Dracula crushed Anton Lupeski's skull in his hands. Grieving for her lost son, Domini would later visit his grave, and in an undisclosed occult ritual, she resurrected the baby Janus to be by her side once more. The ritual, however, bonded the child with the spirit of the Golden Angel who had long been an enemy of Dracula's, and he immediately grew to adulthood and became Dracula's most powerful enemy.

Dracula and Janus were summoned before an entity claiming itself to be Satan. This being stripped Dracula of his supernatural powers and rendered him a normal human being. Janus and Quincy Harker allowed Dracula to live as he was no longer a vampire. With no enemy worthy of his divine might, the Golden Angel abandoned the body of

young Janus, causing him to revert to an infant into the waiting arms of his mother. Quincy Harker would then kill Dracula who had regained his powers as Lord of the Vampires in an explosion that would cost Quincy his own life. After this, Varnae was resurrected and he would abduct the baby Janus for his own plots. Domini contacted Quincy Harker's ex vampire hunters, Blade, Frank Drake, Hannibal King and Taj Nital and they hunted down and confronted the vampire, Varnae. In a conflict with Varnae and Bloodstorm One (a vampire clone of Dracula created by HYDRA), Taj, Drake, King, Varnae and Bloodstorm One all seemingly perished when Blade and Frank Drake destroyed Varnae's headquarters. Domini and Blade attended Frank Drake's funeral.



Janus, Golden Angel

F RM (30)
A AM (50)
S AM (50)
E UN (100)
R GD (10)
I RM (30)
P AM (50)

Health: 230

Karma: 90

Resources: Shift 0

Popularity: 0

Known Powers:

Cleansing Spirit: Janus may remove the taint of vampirism from any victim who has been fed on by a vampire, so long as he does so before they rise from the grave.

Immortality: As the Golden Angel, Janus was immortal and did not age.

Light Emission/Manipulation: Janus could emit and control light energies and he was capable of manifesting this ability in several unique ways:

- *Angelic Wings,* Janus could manifest a pair of wings composed of golden light which granted him the power of flight with GD (10) air speeds
- *Energy Beams,* Janus could emit bolts of blinding light from his hands or eyes which inflicted AM (50) Energy damage and was deadly to vampires
- *Holographic Illusions,* Janus may manipulate light to create illusions with AM (50) ability

Lightning Speed: Janus could run and travel with GD (10) speeds.

Pain Gaze: Janus is capable of causing Dracula intense pain with AM (50) intensity by his gaze alone. While suffering from the effects of pain, Dracula suffers a -2CS to all Intuition and Initiative rolls.

Recovery: The Golden Angel regains

one additional Endurance rank per day.

Regeneration: Janus recovers 2 points of health each round, he cannot recover missing limbs or organs.

Teleport: Janus can teleport short distances with EX (20) ability.

Transformation: Janus can transform into a golden eagle, in this form he has TY (6) flight.

Talents: Martial Arts A, B & E, Mystic Origin, Occult Lore

Background:

Janus was the infant son of Dracula and Domini, who was slain by Anton Lupeski. He was possessed by the Golden Angel and transformed into an adult being who would confront Dracula many times in his quest to destroy him and stop his plague of evil. During these many confrontations, Janus was forced to aid his father in a battle against a demonic entity claiming to be Satan.

When the vampire hunter, Quincy Harker managed to finally slay Dracula, the Golden Angel abandoned Janus' body returning him to his infant form and returned him living to his mother, Domini. Later at the age of five, Janus was abducted by Varnae, Lord of Vampires for one of his fell plots. Domini sought out the remaining survivors of Quincy Harker's vampire hunters and implored them to save her son from Varnae. In a climactic battle between Taj Nital, Frank Drake, Blade, Hannibal King, Varnae and the vampire Bloodstorm One that left everyone but Blade and Hannibal King seemingly dead, Janus was rescued and returned to his mother Domini once more.



Janus

F EX (20)
A RM (30)
S RM (30)
E AM (50)
R TY (6)
I EX (20)
P RM (30)

Health: 130

Karma: 56

Resources: RM (30)

Popularity: -10

Known Powers:

Lightning Speed: Vampires can run and move at GD (10) speeds.

Night Vision: Vampires can see for 5 Areas in total darkness.

Immortality: Vampires are immortal and do not age.

Recovery: Vampires recovers one additional Endurance rank each day.

Regeneration: 2 points/round.

Resistances: Vampires ignores most physical attacks but not Slams and Stuns. In addition, he has a Class 1000 resistance against all diseases.

Spider Climbing: Vampires have a RM (30) ability to scale walls and vertical surfaces.

Summoning and Controlling: Vampires are able to command the meaner animals (bats, rats and wolves), thunderstorms, lesser vampires and humans with EX (20) ability.

Transformation: A vampire is capable of shifting his shape into several other forms:

- **Mist**, in this form, vampires have FE (2) flight and may pass through tiny passages and openings
- **Bat**, in this form, a vampire has a bite which inflicts GD (10) Edged damage and TY (6) flight speeds
- **Wolf**, in this form a vampire may inflict a bite attack which delivers RM (30) Edged damage, travel 3 Areas per round and has MN (75) Intuition
- **Bat Hybrid**, in this form, a vampire is a large bipedal bat who has flight at 4 Areas per round and possessing bite and claw attacks which inflict EX (20) Edged damage

Vampire Bite: A vampire's bite inflicts TY (6) Edged damage each turn. If the victim is not slain, he or she remains weak (-1CS on all FEATS) until a weekly Endurance FEAT roll is passed. Such individuals are susceptible to the vampire's mental commands.

Vampire Limitations: A number of attack forms and weaknesses inflict damage to the vampire.

- **Blood Dependency**, Vampire's must consume blood to exist. If he is deprived of blood he will accrue a -

1CS to all abilities every 2 days until he perishes. Feeding will restore his abilities to their normal values immediately. Upon seeing blood, a vampire must surpass a Psyche FEAT roll or he will enter into a frenzy in an attempt to feed

- **Direct Sunlight**, The rays of the sun or attacks which duplicate solar radiation causes vampires AM (50) Energy damage per round and he must pass an Endurance FEAT or be incinerated
- **Religious Icons**, Such icons inflict the users Psyche in damage upon a vampire if they come into contact with him. Vampires must surpass a successful Psyche FEAT roll to approach a strongly presented holy icon
- **Mirrors**, Vampires do not cast reflections, in addition, a vampire must pass a successful Psyche FEAT roll or he will smash any mirror in his vicinity
- **Houses**, Vampires may not enter into any private dwelling unless they are invited to enter by a resident
- **Silver**, Silver weapons inflict normal damage upon vampires
- **Wooden Stakes**, A wooden stake or blade will produce an instant kill result upon a vampire with a Red FEAT roll

Lightbender Amulet (Equipment): These amulets were created by the Mystikos sect of vampires. While wearing one of these amulets, a vampire is immune to sunlight.

Talents: Occult Lore

Background:

After growing to adulthood, Janus was captured by the Claw sect and handed over to his brother Xarus, who had usurped Dracula's rightful position as Lord of the Vampires. He would later manage to escape and obtain a Lightbender Amulet in the process.



Lilith Drake

F	EX (20)
A	RM (30)
S	RM (30)
E	UN (100)
R	GD (10)
I	EX (20)
P	IN (40)

Health: 180

Karma: 70

Resources: EX (20)

Popularity: -10

Known Powers:

Lightning Speed: Vampires can run and move at GD (10) speeds.

Night Vision: Vampires can see for 5 Areas in total darkness.

Immortality: Vampires are immortal and do not age.

Recovery: Vampires recovers one additional Endurance rank each day.

Regeneration: 2 points/round.

Resistances: Vampires ignores most physical attacks but not Slams and Stuns. In addition, he has a Class 1000 resistance against all diseases. In addition, Lilith is immune to sunlight, garlic and does not require rest during daylight hours. Lilith also does not require blood to sustain her existence.

Spider Climbing: Vampires have a RM (30) ability to scale walls and vertical surfaces.

Summoning and Controlling: Vampires are able to command the meaner animals (bats, rats and wolves), thunderstorms, lesser vampires and humans with EX (20) ability.

Transformation: A vampire is capable of shifting his shape into several other forms:

- **Mist**, in this form, vampires have FE (2) flight and may pass through tiny passages and openings
- **Bat**, in this form, a vampire has a bite which inflicts GD (10) Edged damage and TY (6) flight speeds
- **Wolf**, in this form a vampire may inflict a bite attack which delivers RM (30) Edged damage, travel 3 Areas per round and has MN (75) Intuition
- **Bat Hybrid**, in this form, a vampire is a large bipedal bat who has flight at 4 Areas per round and possessing bite and claw attacks which inflict EX (20) Edged damage

Vampire Bite: A vampire's bite inflicts TY (6) Edged damage each turn. If the victim is not slain, he or she remains weak (-1CS on all FEATS) until a weekly Endurance FEAT roll is passed. Such individuals are susceptible to the vampire's mental commands.

Vampire Limitations: A number of attack forms and weaknesses inflict damage to the vampire.

- **Religious Icons**, Such icons inflict the users Psyche in damage upon a vampire if they come into contact

with him. Vampires must surpass a successful Psyche FEAT roll to approach a strongly presented holy icon

- **Mirrors**, Vampires do not cast reflections, in addition, a vampire must pass a successful Psyche FEAT roll or he will smash any mirror in his vicinity
- **Houses**, Vampires may not enter into any private dwelling unless they are invited to enter by a resident
- **Silver**, Silver weapons inflict normal damage upon vampires
- **Wooden Stakes**, A wooden stake or blade will produce an instant kill result upon a vampire with a Red FEAT roll

Possession: Lilith's disembodied spirit is capable of possessing other women. Within three days, this woman will transform to become Lilith for as long as Lilith wishes to assume her form. She performs this power with AM (50) ability.

Talents: Occult Lore

Background:

Lilith was born to Dracula and his first wife, Zofia. Dracula despised Zofia and he often forced her to gaze upon his enemies impaled upon spikes. A year after Lilith's birth, Dracula cast his wife Zofia out along with their young daughter. Zofia entrusted Lilith to a gypsy woman, Gretchin, and then committed suicide because she could not bear to live as a peasant. As Lilith grew, she learned to hate Dracula, now a vampire, for his wanton cruelty and constant attacks upon the gypsy villagers. Dracula slew Gretchin's only son, Arni. In retaliation, Gretchin used black sorcery to turn Lilith into a vampire, making her immune to most of the vampire weaknesses, ensuring that she would plague her father for all eternity. While at first, Lilith attacked humans indiscriminately, she would later begin targeting on those who were

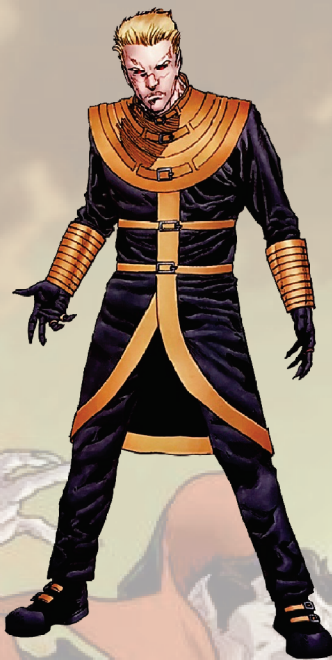
Dracula's followers. After several such occurrences of having his followers destroyed by her, Dracula confronted Lilith in London and he staked her through the heart for her transgressions. Lilith would return however, for the gypsy curse prevented her from being fully destroyed for so long as Dracula existed. At some point, Dracula and Lilith attempted to reconcile, however, it didn't take very long before they were arguing with one another. Quincy Harker then staked Lilith just after the death of his wife, Elizabeth. Lilith's spirit possessed a woman named Angel O'Hara and she decided to relocate to New York. There she would slay a number of men who were guilty of committing crimes against women, amongst them, the killer of Martin Gold's ex-girlfriend.

Next a weakened Dracula tracked Lilith down and the two would battle one another once more, as a theatrical production of Dracula's life played out in the background of a theater. Realizing that Dracula was in a weakened condition and had killed a number of his London servants out of anger, Lilith sought some way to separate herself from Angel O'Hara. Lilith seduced a descendant of Gretchin, who through the use of magic, aided Lilith in returning to her original body. She then confronted Dracula but was unable to kill him as the vampire transformed into mist and escaped her. Next Lilith was drawn into a conflict between Dracula and the X-Men as Dracula attempted to transform Storm into his vampire bride. Shadowcat was temporarily possessed by Lilith who began to recite the Montesi Formula but she was soon prevented from finishing the incantation. Soon after this event, The sorcerer Dr. Strange managed to invoke the Montesi Formula, destroying Dracula and his evil. Lilith sensed Dracula's destruction from a great distance away and she found herself finally at peace as the Montesi Formula claimed her as well.

Eventually the Montesi Formula would fail and Dracula would return, with his resurrection, Lilith would return as well. Lilith's return was auspicious as she now found that she harbored a strong desire for human blood. Lilith sought out Brother Voodoo and obtained his mystical aid to help her deal with her new base desires, in exchange for his help, Brother Voodoo charged Lilith with helping to combat the menace of the Scarecrow. During this battle, Lilith's lust for human blood surged out of control and she abandoned her allies during the battle against the Scarecrow.

Lilith next managed to gain mystical control over the Zombie and used him to secure victims for her that she would transform into vampire servants. She sought out the pseudo-vampire Michael Morbius to lead her army of followers. These actions led her into a conflict with Spider-Man and Hannibal King. The intrepid heroes managed to free the Zombie from her control and her army of vampire followers were destroyed by sunlight. In anger, Lilith returned to Castle Dracula, searching for a new means to combat her father. With the help of researcher Charles Seward, she found a blood virus that would cause vampires to rapidly age and humans who were infected would bleed uncontrollably before they perished as well.

Lilith managed to inject the virus into Dracula. Disgusted by the results of the virus, Lilith would force Seward to effect a cure. Seward attempted to inject the virus into Lilith, but she twisted his neck instead. Dracula engaged Lilith in battle and this time, his errant daughter staked the Lord of the Vampires, but did not destroy him. Noticing that Seward was not suffering from the virus, Dracula fed on his blood, which contained the cure to the virus. Dracula used his newly restored powers to call upon a powerful thunderstorm which eradicated the virus by cleansing it from the world. Lilith would join the Howling Commandos.



Xarus

F	EX (20)
A	RM (30)
S	IN (40)
E	AM (50)
R	TY (6)
I	EX (20)
P	RM (30)

Health: 140

Karma: 56

Resources: RM (30)

Popularity: -10

Known Powers:

Lightning Speed: Vampires can run and move at GD (10) speeds.

Night Vision: Vampires can see for 5 Areas in total darkness.

Immortality: Vampires are immortal and do not age.

Recovery: Vampires recovers one additional Endurance rank each day.

Regeneration: 2 points/round.

Resistances: Vampires ignores most physical attacks but not Slams and Stuns. In addition, he has a Class 1000 resistance against all diseases.

Spider Climbing: Vampires have a RM (30) ability to scale walls and vertical surfaces.

Summoning and Controlling: Vampires are able to command the meaner animals (bats, rats and wolves), thunderstorms, lesser vampires and humans with EX (20) ability.

Transformation: A vampire is capable of shifting his shape into several other forms:

- *Mist*, in this form, vampires have FE (2) flight and may pass through tiny passages and openings
- *Bat*, in this form, a vampire has a bite which inflicts GD (10) Edged damage and TY (6) flight speeds
- *Wolf*, in this form a vampire may inflict a bite attack which delivers RM (30) Edged damage, travel 3 Areas per round and has MN (75) Intuition
- *Bat Hybrid*, in this form, a vampire is a large bipedal bat who has flight at 4 Areas per round and possessing bite and claw attacks which inflict EX (20) Edged damage

Vampire Bite: A vampire's bite inflicts TY (6) Edged damage each turn. If the victim is not slain, he or she remains weak (-1CS on all FEATS) until a weekly Endurance FEAT roll is passed. Such individuals are susceptible to the vampire's mental commands.

Vampire Limitations: A number of attack forms and weaknesses inflict damage to the vampire.

- *Blood Dependency*, Vampire's must consume blood to exist. If he is deprived of blood he will accrue a -1CS to all abilities every 2 days until he perishes. Feeding will restore his abilities to their normal values immediately. Upon seeing blood, a

- a vampire must surpass a Psyche FEAT roll or he will enter into a frenzy in an attempt to feed
- *Direct Sunlight*, The rays of the sun or attacks which duplicate solar radiation causes vampires AM (50) Energy damage per round and he must pass an Endurance FEAT or be incinerated
- *Religious Icons*, Such icons inflict the users Psyche in damage upon a vampire if they come into contact with him. Vampires must surpass a successful Psyche FEAT roll to approach a strongly presented holy icon
- *Mirrors*, Vampires do not cast reflections, in addition, a vampire must pass a successful Psyche FEAT roll or he will smash any mirror in his vicinity
- *Houses*, Vampires may not enter into any private dwelling unless they are invited to enter by a resident
- *Silver*, Silver weapons inflict normal damage upon vampires
- *Wooden Stakes*, A wooden stake or blade will produce an instant kill result upon a vampire with a Red FEAT roll

Talents: Occult Lore, Weapon Specialist: Sword

Background:

Xarus is the son of Dracula . Angry with the encroachment of humanity into vampire territories and disillusioned with his father's leadership, Xarus forged a secret alliance with the leaders of the vampire sects to overthrow his father's rule. Xarus managed to stake his father, proclaiming himself the new Lord of Vampires. Xarus led the vampire nation into war against the X-Men. In an effort to stop him, the X-Men resurrected Dracula who returned and tore Xarus' head from his body. Xarus would later be resurrected and he would serve Dracula in his attempts to forge a new vampire nation in Chernobyl.



Bloodstorm One

F	RM (30)
A	AM (50)
S	IN (40)
E	UN (100)
R	GD (10)
I	AM (50)
P	PR (4)

Health: 220

Karma: 66

Resources: Shift 0

Popularity: 0

Known Powers:

Lightning Speed: Vampires can run and move at GD (10) speeds.

Night Vision: Vampires can see for 5 Areas in total darkness.

Immortality: Vampires are immortal and do not age.

Recovery: Vampires recovers one additional Endurance rank each day.

Regeneration: 2 points/round.

Resistances: Vampires ignores most physical attacks but not Slams and Stuns. In addition, he has a Class 1000 resistance against all diseases.

Spider Climbing: Vampires have a RM (30) ability to scale walls and vertical surfaces.

Summoning and Controlling: Vampires are able to command the meaner animals (bats, rats and wolves), thunderstorms, lesser vampires and humans with EX (20) ability.

Transformation: A vampire is capable of shifting his shape into several other forms:

- *Mist*, in this form, vampires have FE (2) flight and may pass through tiny passages and openings
- *Bat*, in this form, a vampire has a bite which inflicts GD (10) Edged damage and TY (6) flight speeds
- *Wolf*, in this form a vampire may inflict a bite attack which delivers RM (30) Edged damage, travel 3 Areas per round and has MN (75) Intuition
- *Bat Hybrid*, in this form, a vampire is a large bipedal bat who has flight at 4 Areas per round and possessing bite and claw attacks which inflict EX (20) Edged damage

Vampire Bite: A vampire's bite inflicts TY (6) Edged damage each turn. If the victim is not slain, he or she remains weak (-1CS on all FEATS) until a weekly Endurance FEAT roll is passed. Such individuals are susceptible to the vampire's mental commands.

Vampire Limitations: A number of attack forms and weaknesses inflict damage to the vampire.

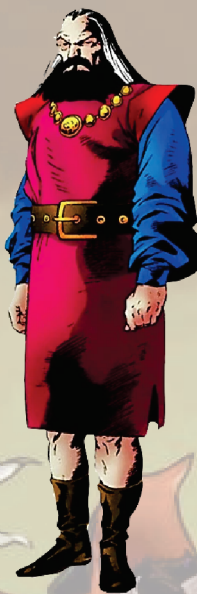
- *Blood Dependency*, Vampire's must consume blood to exist. If he is deprived of blood he will accrue a -1CS to all abilities every 2 days until he perishes. Feeding will restore his

- abilities to their normal values immediately. Upon seeing blood, a vampire must surpass a Psyche FEAT roll or he will enter into a frenzy in an attempt to feed
- Direct Sunlight*, The rays of the sun or attacks which duplicate solar radiation causes vampires AM (50) Energy damage per round and he must pass an Endurance FEAT or be incinerated
- Religious Icons*, Such icons inflict the users Psyche in damage upon a vampire if they come into contact with him. Vampires must surpass a successful Psyche FEAT roll to approach a strongly presented holy icon
- Mirrors*, Vampires do not cast reflections, in addition, a vampire must pass a successful Psyche FEAT roll or he will smash any mirror in his vicinity
- Houses*, Vampires may not enter into any private dwelling unless they are invited to enter by a resident
- Silver*, Silver weapons inflict normal damage upon vampires
- Wooden Stakes*, A wooden stake or blade will produce an instant kill result upon a vampire with a Red FEAT roll

Talents: Martial Arts A, B & E

Background:

Bloodstorm One was to be the first of a line of new vampire super soldiers created by the subdivision of HYDRA, known as D.O.A. He was cloned from D.N.A. taken from Dracula and created in a lab by Lt. Belial, but as soon as he emerged from the cloning tank, he began to slaughter the HYDRA personnel present, including Lt. Belial, as Varnae had previously placed hypnotic commands into Bloodstorm One's mind via his powers as Lord of the Vampires, as a warning to any who sought to gain control over vampires.



Nimrod The First

F	RM (30)
A	IN (40)
S	IN (40)
E	MN (75)
R	GD (10)
I	IN (40)
P	AM (50)

Health: 185

Karma: 100

Resources: RM (30)

Popularity: -20

Known Powers:

Lightning Speed: Vampires can run and move at GD (10) speeds.

Night Vision: Vampires can see for 5 Areas in total darkness.

Immortality: Vampires are immortal and do not age.

Recovery: Vampires recovers one additional Endurance rank each day.

Regeneration: 2 points/round.

Resistances: Vampires ignores most

physical attacks but not Slams and Stuns. In addition, he has a Class 1000 resistance against all diseases.

Spider Climbing: Vampires have a RM (30) ability to scale walls and vertical surfaces.

Summoning and Controlling: Vampires are able to command the meaner animals (bats, rats and wolves), thunderstorms, lesser vampires and humans with EX (20) ability.

Transformation: A vampire is capable of shifting his shape into several other forms:

- Mist*, in this form, vampires have FE (2) flight and may pass through tiny passages and openings
- Bat*, in this form, a vampire has a bite which inflicts GD (10) Edged damage and TY (6) flight speeds
- Wolf*, in this form a vampire may inflict a bite attack which delivers RM (30) Edged damage, travel 3 Areas per round and has MN (75) Intuition
- Bat Hybrid*, in this form, a vampire is a large bipedal bat who has flight at 4 Areas per round and possessing bite and claw attacks which inflict EX (20) Edged damage

Vampire Bite: A vampire's bite inflicts TY (6) Edged damage each turn. If the victim is not slain, he or she remains weak (-1CS on all FEATS) until a weekly Endurance FEAT roll is passed. Such individuals are susceptible to the vampire's mental commands.

Vampire Limitations: A number of attack forms and weaknesses inflict damage to the vampire.

- Blood Dependency*, Vampire's must consume blood to exist. If he is deprived of blood he will accrue a -1CS to all abilities every 2 days until he perishes. Feeding will restore his abilities to their normal values immediately. Upon seeing blood, a vampire must surpass a Psyche FEAT roll or he will enter into a frenzy

- in an attempt to feed
- *Direct Sunlight*, The rays of the sun or attacks which duplicate solar radiation causes vampires AM (50) Energy damage per round and he must pass an Endurance FEAT or be incinerated
- *Religious Icons*, Such icons inflict the users Psyche in damage upon a vampire if they come into contact with him. Vampires must surpass a successful Psyche FEAT roll to approach a strongly presented holy icon
- *Mirrors*, Vampires do not cast reflections, in addition, a vampire must pass a successful Psyche FEAT roll or he will smash any mirror in his vicinity
- *Houses*, Vampires may not enter into any private dwelling unless they are invited to enter by a resident
- *Silver*, Silver weapons inflict normal damage upon vampires
- *Wooden Stakes*, A wooden stake or blade will produce an instant kill result upon a vampire with a Red FEAT roll

Talents: Edged Weapons, Martial Arts B & E, Weapon Specialist: Sword

Background:

Nimrod was a servant of Varnae, the first vampire. Varnae decided to use Nimrod to test Dracula's strength as a potential replacement for the vampire lord, to this end, Varnae allowed Nimrod to taste of his blood. Nimrod became more powerful than the typical vampire. Nimrod ordered Dracula brought before him and demanded that Dracula accept Nimrod as his lord and master. Dracula refused to do so, so it was determined that the two warriors would meet in mortal combat the next night with wooden stakes as their weapons of choice. Nimrod's powers were superior to Dracula, but Dracula had been a warrior in life and he managed to obtain the upper hand on Nimrod. Nimrod's servant Lala interfered on Nimrod's

behalf to aid him in their battle. Dracula grabbed Lala and pulled her in front of him as a shield, causing Nimrod's attack to stake her through the heart. Enraged at the loss of his favorite servant, Nimrod charged Dracula, however, Dracula managed to use Nimrod's momentum against him and hurled him onto a wooden stake. Nimrod crumbled into dust and Dracula became the new Lord of the Vampires.



Y'Garon

F	RM (30)
A	RM (30)
S	IN (40)
E	UN (100)
R	EX (20)
I	IN (40)
P	MN (75)

Health: 200

Karma: 135

Resources: AM (50)

Popularity: -30

Known Powers:

Elder Magic: Y'Garon was a master of Elder magic and could cast spells with MN (75) ability. He may perform the following spells:

- *Astral Projection*
- *Charm*
- *Confusion*
- *Dimensional Aperture*
- *Eldritch Beams (Energy)*
- *Fear*
- *Forgetfulness*
- *Mental Control*
- *Nature Control (Fire)*
- *Sensing, Clairaudience*
- *Sensing, Clairvoyance*
- *Sensing, Mystical Detection*
- *Shield, Individual*
- *Telepathy*

Possession: Y'Garon was capable of seizing and controlling a human host with MN (75) ability. The body would gain Y'Garon's physical strength.

Resistance: Y'Garon ignores most conventional attacks although he is still subject to Slams and Stuns.

Resist Fire & Heat: Y'Garon has a Class 1000 resistance against flames and heat.

Sword Of Flame: Y'Garon can form a sword out of hellfire. This weapon inflicts IN (40) Energy damage.

Limitation, Cold Steel: Y'Garon suffers full damage from cold steel and it's possible to slay his physical form using this substance as an attack.

Talents: Mystic Origin, Occult Lore, Weapon Specialist: Swords

Background:

Y'Garon was a master of the N'Garia, the Mabdhara, and the eldest of the Triad formed by his demonic brothers, Y'Bsgloth and Y'Griarth. While the N'Garai were eventually repelled by after their 20,000B.C. return to Earth, Y'Garon seemingly remained, in human form, while he observed the Great Cataclysm around 8,000B.C. and the Lesser Cataclysm of 3,000B.C. Most recently he clashed with Dracula. Dracula banished Y'Garon from the Earth dimension by defeating him in mortal combat.



Solomon Kane

F IN (40)
A RM (30)
S EX (20)
E RM (30)

R GD (10)
I AM (50)
P IN (40)

Health: 120
Karma: 100
Resources: TY (6)
Popularity: 20

Known Powers:

Faith: Solomon Kane was a devout puritan and his faith was unshakable. Solomon Kane is drawn to seek out and destroy the forces of darkness.

Dagger (Equipment): This weapon inflicts 10 points of Edged damage and is composed of RM (30) materials. Kane may throw his dagger up to 3 Areas away.

Flintlock Pistol (Equipment): This pistol inflicts 10 points of Shooting damage and has a range of 3 Areas. The pistol may fire 1 shot per 2 rounds. It is composed of GD (10) materials.

- *Normal Round*
- *Silver Round*

Flintlock Rifle (Equipment): This weapon inflicts 20 points of Shooting damage and has a range of 5 Areas. The rifle may fire one shot per 2 rounds and it is composed of GD (10) materials.

- *Normal Round*
- *Silver Round*

Rapier (Equipment): This weapon inflicts 10 points of Edged damage and is composed of RM (30) materials.

Staff Of Solomon (Equipment): The Staff of Solomon is composed of an unknown wood. It has the material strength of steel granting it RM (30) solidity. The Staff Of Solomon may be used as a Blunt weapon and it functions as a religious icon against demons and vampires. The Staff Of Solomon provides it's users with the following benefits which operate at the user's

Psyche rank:

- *Sense Magic*
- *Sense Occult*

Talents: Bibliophile, Edged Weapons, Theology, Thrown Weapons, Weapon Specialist: Sword

Background:

Solomon Kane was born in Devonshire, England, circa 1530. Solomon was reared into the Puritan orthodoxy and learned the art of fencing by the fencing masters of that era. The Puritans were considered dangerous heretics by the Tudors of England during the 1500s and they were persecuted. Due to political intolerance making his homeland hostile and due to his own restless nature, Solomon Kane engaged in a great deal of travel in his youth thanks to the many local ports of his native England. There are no early records of Solomon Kane's journeys, but it is assumed this was the period that he traveled to India and China, occasionally returning to his native England out of nostalgia for his homeland.

Kane's earliest recorded adventure took place during this time, when he traveled to the village of Torkertown wherein, he fought a phantom and brought a murderer to justice. Afterwards, Solomon Kane engaged in a crusade of endless odysseys to destroy evil and darkness in the name of God and Christ. During this crusade, Solomon would battle evil cultists, fierce beasts, and the rising dead. The common people held Solomon to be a great monster hunter. During the 16th century, Solomon Kane would face the Dracula, Lord of the Vampires twice. The first time, Solomon was seeking his good friend, Goodman Carson's missing daughter, Rosella. Solomon Kane battled against werewolf raiders and he was saved and hosted by Count Dracula. At Castle Dracula, Solomon was approached by the now vampire, Rosella, whom he would slay.

Solomon would then overcome Dracula with his unshakable faith, but found himself unable to slay Dracula for having saved him earlier. Next, Solomon Kane would save the niece of Captain Basso near Casmin. Encountering a dying girl in rural France, Solomon Kane swore to avenger her death by slaying her killer, the French bandit known as Le Loup. Solomon tracked the bandit to his hideout wherein he slew all of Le Loup's gang members, but allowed Le Loup himself to escape justice to Africa. In Africa, Le Loup became the blood brother of chieftain King Songa. Unfortunately for Le Loup, Solomon Kane tracked him down and slew him, in addition to slaying the bestial Gulka the Gorilla Slayer.

In 1584, along with his acolyte Gerik, Solomon traveled to the village of Northumberland, where sixteen villagers had been slain by "beasts". The farmers directed Solomon to Dunbar Castle, wherein Gerik was bitten by a snake and Solomon discovered cultists of the serpent god, Set, who were unearthing the body of an early 1936 incarnation of James Allison. While slaying many of the vile cultists, Moon Knight appeared before him (teleported by Khonshu to stop the servants of Set), A revived James Allison charged Kane and Spector to stop Set's plans and showed them a vision of a world controlled by Set's forces. Reluctantly, the heroes accepted and in a crusade spanning the world, they would finally depose and eliminate Set's forces and put and end to the serpent god's machinations.

In the following years, Solomon Kane would continue to wage war against the forces of darkness and fought against the treasure fleets of Spain. Kane's adventures are shrouded in mystery and obscurity at this point in history. In 1610, Kane returned to his native Devonshire to retire, but would eventually set off for more adventures.



ORGANIZATIONS

The Belonging

Doctor Gregor Smirnoff was a scientist from the Soviet Union. For over forty years he had studied the effects of psychic awareness and dream phenomena before relocating his practice to London, England. What Smirnoff desired most however, was immortality. Gregor believed he could attain this gift if he could manage to locate the remains of Dracula, Lord of the Vampires. In the course of his studies, Gregor met Marlene McKenna, the wife of former vampire slayer Frank Drake. McKenna possessed an acute psychic awareness and Smirnoff used her psychic potential to open a gateway into the spirit world.

He managed to summon the restless spirit of Rachel Van Helsing, one of the few individuals aware of Dracula's final destruction and where his remains were hidden. Through psychological manipulations, Dr. Smirnoff enabled the spirit of Rachel Van Helsing to possess Marlene's body. This enabled him to locate the remains of Dracula. Next Smirnoff would found a cult known as The Belonging. The student members were encouraged to acts of hedonism and debauchery to prepare them to become the fuel for Dracula's resurrection, in addition, the Hell Lord, Asmodeus, would take an interest in the cult and decided that he would allow Dracula's resurrection.

Smirnoff was successful in resurrecting Dracula, and in a bid to impress the lord of darkness, he introduced him to the young and comely cult member, Lila. Dracula tired of Smirnoff and killed him, then he seduced Lila. Before very long, Dracula engineered the sacrifice of 666 cult members and planned to use their souls to power an army of corpses so that he could conquer the United States Capitol. His plans were brought to a crushing defeat by the interference of Blade, Frank Drake and Katinka.





Dr. Gregor Smirnoff

F TY (6)
A TY (6)
S TY (6)
E GD (10)
R GD (10)
I TY (6)
P EX (20)

Health: 28

Karma: 36

Resources: EX (20)

Popularity: -5

Known Powers:

Ritual Magic: Smirnoff knew the proper incantations and the necessary ceremonies to direct the spiritual energy of the human soul to power mystical effects and how to summon and contact the demonic Hell Lord, Asmodeus. He performed these minor acts with RM (30) ability, most of the actual mysticism was actually performed by Asmodeus, himself.

Talents: Occult Lore, Psychology



Lila

F TY (6)
A TY (6)
S TY (6)
E TY (6)
R GD (10)
I TY (6)
P TY (6)

Health: 24

Karma: 28

Resources: TY (6)

Popularity: 0

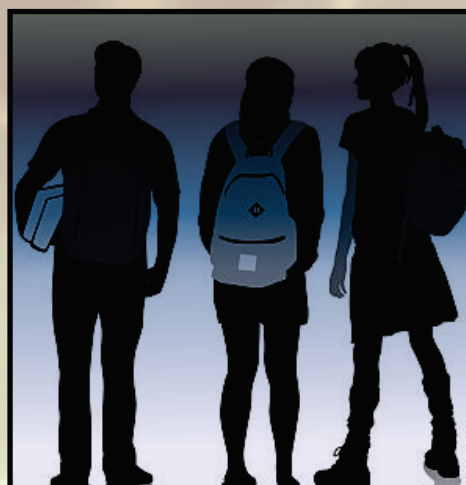
Known Powers:

None

Talents: Student

Background:

Seeking some excitement in life, Lila joined The Belonging. She would end up losing her lover, Rebecca Glass and eventually become one of Dracula's victims. Lila was an exceptional young beauty.



"Typical" Belonging cultist

F TY (6)
A TY (6)
S TY (6)
E TY (6)
R TY (6)
I TY (6)
P TY (6)

Health: 24

Karma: 18

Resources: TY (6)

Popularity: 0

Known Powers:

None

Talents: Student

Background:

Most members of the belongings were young impressionable college students who joined the cult to get their kicks and have some fun. None of them possess any mystical powers and they at least a third of them were sacrificed to power Dracula's ritual to create an army of dead bodies.



Church Of The Damned

Background:

The past history of Anton Lupeski is unknown, but at some point, he either founded or became the leader of a satanic cult based in Massachusetts. Anton managed to befriend and influence the woman known as Domini into the ranks of the Church of the Damned. Seeking to found a new religion to create a cult of followers, Dracula happened upon the Church of the Damned and portrayed himself as an agent of Satan to twist the cult to serve his own purposes. Dracula so happened to appear during a ceremony where Anton was about to sacrifice Domini to Satan as his bride. Dracula prevented the ceremony from taking place and Dracula would take Domini as his third living bride. The cult would soon fall for Dracula's ruse, but Anton soon discovered that Dracula was the Lord of the Vampires and not his master, Satan. Anton decided to let the charade

continue so that he could twist the vampire to serve his own desires in the near future. Anton would initiate the ceremony to wed Dracula and his new bride Domini, and he would enact a ceremony which allowed the two betrothed to sire an infant son, Janus. Domini's father tried to stop her union with the Lord of the Vampires, but Dracula slew him for his insolence. Anton revealed to Domini that he knew the true purpose of Dracula's intents and requested to speak with her in private sometime in the near future. Anton next went to Dracula and expressed his concerns about the cult's meager finances. In response to this, Dracula organized a party of the wealthy and the elite to garner funds to finance the cult and its activities. Anton began to make plans for Dracula's demise whence Dracula declared his son Janus to be the future lord of the Church of the Damned. Anton used the child, Janus, as an anti-christ figure in his church and planned to see to Janus' tutelage himself. Anton soon engaged in his first

attempt to destroy Dracula, by manipulating the cosmic faring Silver Surfer into battle with the vampire lord. The Silver Surfer failed to destroy the Lord of the Vampires. Frank Drake and author, Harold H. Harold broke into Anton Lupeski's residence in an attempt to locate and destroy Dracula. Anton had the two crusaders taken prisoner. Rachel Van Helsing would soon come to their rescue and despite Dracula's involvement, the three would escape and Rachel would seriously injure Dracula by firing a crossbow bolt into his heart. Anton Lupeski refrained from his second attempt to destroy Dracula, believing exposing Dracula as a vampire instead of an agent of Satan would work contrary to his plans.

During the party to garner funds for the cult, the Blade imposter and Hannibal King would crash the party in a virulent battle. While Dracula was busy slaying the Blade imposter, Lupeski pulled Domini into the shadows and demanded her aid in destroying Dracula, to which Domini refused saying she would not allow harm to come to her husband. As the Christmas Eve and the time for Janus' birth drew near, Lupeski let slip the Dracula's location to Rachel Van Helsing. This plan would also fail, when the hunters realized Domini was giving birth, they decided to disengage to avoid possibly harming a innocent child. Just before the time to reveal his newborn son to the church, Dracula met with Lupeski and disclosed that he was taking full control of the church, had no desire to serve Satan and would use the church to realize his plans for world domination. In desperation Anton tried once more to destroy Dracula, he informed Quincy Harker's vampires of Dracula's whereabouts and he attempted to fire a silver bullet at Dracula, but he missed when Dracula transformed into mist and he killed the baby Janus instead. In righteous hellbent fury, Dracula crushed Anton Lupeski's skull in his hands bringing his plans to an end for all time.



Anton Lupeski

F TY (6)
A GD (10)
S TY (6)
E GD (10)
R GD (10)
I TY (6)
P EX (20)

Health: 32

Karma: 36

Resources: RM (30)

Popularity: -15

Known Powers:

Revolver (Equipment): This weapon inflicts 6 points of Shooting damage and has a range of 3 Areas. The revolver may fire 1 shot per round and holds 6 rounds of ammunition.

- *Normal Bullets*
- *Silver Bullets*

Talents: Occult Lore



Church of the Damned Cultist

F TY (6)
A TY (6)
S TY (6)
E TY (6)
R TY (6)
I TY (6)
P TY (6)

Health: 24

Karma: 18

Resources: TY (6)

Popularity: -5

Known Powers:

None

Talents: Occult Lore

Background:

The members of the Church of the Damned come from all walks of life, the idol rich and the disillusioned poor. They seek to attain enlightenment by Satan.



MARVEL SUPER HEROES

THE TOMB OF DRACULA

by Necromancer

A warrior in life, Vlad Tepes Dracula was born to rule. Killed more than five hundred years ago, but he did not perish. Instead, he rose from the ashes of his own death and became the Lord of the Vampires. Chosen by the first Lord of the Vampires, Varnae to be his successor and to eternally rule the creatures of the night. No longer content to rule his sovereign nation of Transylvania, Dracula has turned his desires to controlling the world with his army of living dead followers of darkness. Beware reader, that you do not join his supernatural forces.

Inside these vaunted pages you will discover the complete history and updated statistics for Varnae, the first Lord of the Vampires.

Complete history and updated statistics for Dracula, Lord of the Vampires.

Thirty Five heroes and villains who wage the eternal war for control of the night and the protection of humanity.

Two nefarious cults who seek to gain immortality and unlimited power through invoking the fell forces of darkness.

