

CODEX

DARK IMPERIUM



CAMPAIGN BOOK



"The Dark Emperor is no mere Daemon..."

Much blood has been shed – and the Night is still young...

- The Dark Emperor

INTRODUCTION (Or, Vampires OOC)

The Vampire has always been part of human legends, from Dracula to the Vampire Counts to the *Blade* films. Vampires have been present in the Warhammer 40,000 universe for many years but never seen full development, existing only as a twist to Necromunda (Karloth Valais) and as half-forgotten plot devices (the Vampiric tendencies of the Blood Angels and their Successor Chapters).

It was Inquisitor Richenstein who first scripted the Luthferian Manuscript and rejuvenated Vampires into daemonhost-like creatures as possible opponents for the Inquisition. The Inquisitor Message Board (later to become the Conclave) seized upon the idea and created the Order Vampiris, a dedicated sub-Ordo of Inquisitors dedicated to battling the threat. However, the Vampire threat lay dormant for quite some time, seeing the light of day (or should that be the dark of night?) only as henchmen in various online roleplays, most notably the Amon Dull Saga.

All that changed when “The Emperor’s Asylum for the Criminally Insane”, a roleplay by SlaaneshBen, introduced the homicidal Vampire-vixen Vaith Osis and the then-wandering Drazh Marazel. After the RP’s conclusion, the Conclave was introduced to the Pureblood Council and the Vampire Nation. And there the story began.

This tome is divided into the following chapters:

Chapter I: History of the Vampire Race: In which the sinister origins of the Dark Imperium are revealed, including a brief timeline.

Chapter II: Worlds of the Dark Imperium: Details of the many worlds and places found within the borders of Vampire space, including Dark Earth and Nosferatus.

Chapter III: The Black Forge: Vampiric talents, equipment and exotic abilities.

Chapter IV: Politics of the Night: Details on the organisations of the Dark Imperium, as well as sample profiles for its members such as Sons of Marazel and Pureblood Legionnaires.

Chapter V: The Pureblood Clans: The Clans of the Nosferatu, including details on its leaders and scions such as Matriarch Vaith Osis, Khaliel Nachthausen and Constantin Krieger.

Chapter VI: Allies & Enemies: Details the many heretic cults, alien races and Chaos forces who are known to have dealings with the Dark Imperium, as well as its many foes such as the Order Vampiris and the Fists Errant.

Chapter VII: The Dark Imperium Adventurescape: A Gamemaster’s Section with sample scenarios and campaign ideas for playing an Inquisitor campaign set in the Dark Imperium and its immediate surroundings.

Chapter VIII: The Dark Imperium in Warhammer 40,000: A short army list for the Dark Imperium for use in games of 40K.



CHAPTER I: HISTORY OF THE VAMPIRE RACE

The Koldoans

The origins of the Vampire threat spans back millions of years, to a time when the War in Heaven had only just ended and the young Eldar Empire dominated the known galaxy. The C'tan and their Necron pawns had retreated into ageless slumber. The Old Ones, perhaps the greatest sentient race to ever walk the galaxy, had passed away. The Enslaver plague had, at long last, ended, and the galaxy was in the process of rebuilding after millions of years of wars.

But their children of the Old Ones were not alone. The following Eldar legend explains what came to pass:

In the Centuries after the Eldar inherited the Galaxy from the Old Ones, they encountered many races; beings that no longer exist, that were eradicated by war, disease or some other calamity.

It was thought that the Koldéad, strange parasitic creatures from the Twilight world of Koldo, were amongst those.

Thus begins the tale of an ancient war, its memory long forgotten, lost to the ravages of time.

The time, by Eldar reckoning, is more than three million years into the Second Age, around fifty million years before the founding of the Imperium. The Eldar have expanded the borders of their Empire to unprecedented levels, rebuilding what had been lost when the Old Ones left the mortal realm. Upon a world on the Eastern rim, a world perpetually shrouded by dark clouds, blocking out what little light reached their world from its pale sun. Upon this world dwelt a race of deformed savages, their bodies twisted by centuries of cannibalism and inbreeding, for there were few other races on this world. This world, when discovered by the Eldar, was named Koldo in the Ancient Dialects, and which means 'realm of incessant midnight'.

Those who first landed upon the world were assailed by the native beasts, and dragged to their masters. Koldo's dark secret was about to be revealed.

Their masters were like them in form, but stronger, faster and more dangerous, as well as vastly more intelligent. They tore into the flesh of the Eldar explorers, and consumed their blood, growing stronger with every Eldar slain. But it did not end there.

The Eldar explorers returned to the Core worlds, their bodies gaunt and pale. They set about, infecting others with the taint they had received, and Eldar society was thrown into turmoil.

The Eldar fought back against the apparent insurrection, but they fought an enemy that grew in number seemingly overnight. Many millions died on each side, and the war reached a stalemate.

Then, there was a Message, from Koldo, stating their intent, and revealing that those who fought for them were the corpses of the fallen, given unlife by the will of the Koldoan overlords. They were psychic parasites, who inhabited dead host forms to feed and do battle.

The Royal Family pulled back from the outer worlds, and the core worlds were fortified from assault. The Phoenix King ordered the Balethsai of Eledronash, who was one of the Eldannar, the Decendants of Eldanesh, to plan a counterattack, and the young warrior did so, marshalling the Eldar armies forth towards Koldo. World by world, they reclaimed their empire, slaying all who stood in their way, Balethsai wielding his ancestor's sword, Anaris, as he went.

After several millennia, the war reached Koldo at last, and the planet's surface was scoured clean all material life. It was believed that the Parasites, without any hosts, would be unable to survive, and they were left there, on that lifeless world. The world itself was placed under perpetual watch.

As the aeons passed, the phrase used to describe a 'bonded' Koldoan in i's host - Mon-keigh - was expanded to include all creatures in need of destruction.

But, as with all such things, it was not the end.

So ends the tale of the Koldoan war. It's legacy persists, but that is another tale.

This tale.

The Coming of Man

Millions of years passed. On a distant world, later to be known as Terra, mammals came to dominate a globe once ruled by reptilian creatures whose reign had been ended by the War in Heaven. Evolution snaked its way through the aeons, until at last a sentient race emerged and seized control of the world they called Earth. Their lives were painfully short compared to those of the Eldar and the Koldoans, but they launched craft into space and spread beyond their home system much as the Necrontyr had done millions of years earlier. By this time, the degeneration of Eldar society had already begun, and worlds were abandoned as the Eldar race grew more focussed upon its homeworld and surrounding stars to the galactic north-west. Koldo, lying in the Halo stars far to the galactic east, was largely forgotten.

Around twenty-three thousand years after the first ship had left Earth, humans came to Koldo. The world's atmosphere had been taken by the Eldar, but man had perfected the art of terraforming and reformed Koldo into a paradise. They named their world Neo Terra and shut themselves out from the rest of the galaxy.

While Neo Terra blossomed, the Age of Strife exploded. Wars raged, but Neo Terra was mercifully isolated and was almost untouched by the psyker plague and the collapse of Earth's Empire in the Stars. Twelve noble clans controlled the peaceful and vibrant planet, culturing crops and sometimes dispatching expeditions into the untouched

mountains and deserts of the southern continent.

It was after one such expedition that Lomar Di Oblo, heir of Clan Di Oblo, came stumbling back to his clan's estate, his mind ravaged. The only survivor, he babbled about death and blood, and of his companions no trace was to be found. But one night, some days after his return, it happened.

He died. And yet, he was alive.

Only a few weeks later, Clan Nachthausen found its Lord and Lady drained of blood and the Vampiric beast that was Lomar Di Oblo proclaiming his divinity to the night sky. Things escalated quickly, and the eleven untainted Clans marched against the Di Oblo estate. They found a Clan preparing for departure; the Di Oblo were leaving for the southern continent. Faced with all of Neo Terra's wrath, Lord Di Oblo explained. He spoke of the Koldoans and how the Eldar scouring had only purged their bodies; their souls remained, haunting the temple Lomar had found. They desired bodies, he told them; and in return, they would transform the owners of those bodies into gods. Enraged, the other Lords debated. Some wished to see these daemon-things; others wished to seal the temple. But in the end, the Lords departed for their destinies.

The southern continent was still marked by the awesome weapons the Eldar had unleashed millions of years earlier, preserved in a vacuum only broken a few years earlier by the terraforming. They came upon the Temple with shocking suddenness, a great black structure looming into the sky. The Lords were filled with dread, yet none dared remain. They all entered.

Lomar led them to an inner sanctuary, and there they were hailed. Visions of the destruction wrought aeons before filled their minds as they came to the tombs. The Koldoans spoke to them, and demanded their purpose. At first, some of the Lords demanded their allegiance; but those who did soon writhed on the

floor in agony. But then, after Lord Machiavelli introduced a deadlock, a hellish bargain was struck.

The Koldoans took the human bodies of the noble Clans in return for immortality and godhood.

The Birth of the Vampire

The Lords were changed, infernal, ancient energies twisting them into grotesque and all-powerful parodies of their former selves. Each of the ancient Koldoans took a Clan for its own, and as the Lords fell to the temple floor, their godlike powers were clear for all to see.

Neo Terra had been devastated as the Clans, transforming into nightmares, had decimated their still-human serfs and workers and, to some extent, each other. Madness blossomed amongst the Vampire Clans, as immortal creatures fought each other to a standstill over dwindling human prey and realised that, rather than gods, they had become monsters.

In the end, though, the Clans agreed to cooperate. The human population was rounded up and domesticated. But still, as the humans multiplied and Neo Terra transformed into the dark, glorious world of Vampiris Prime, resentment festered. Clan Di Oblo, first and, perhaps, greatest of the Vampire Clans, claimed lordship of the planet and treated the other Clans with arrogance and disdain. The recently appointed Lord Nachthausen, darkest of Vampiris' Lords and sworn foe of the Di Oblo who had slain his parents, contacted the other Clans and preached rebellion against the Di Oblo. Appealing to their twisted pride, he seduced them to his cause as the Di Oblo had seduced them all to Vampirism all those months ago.

For all its power, Clan Di Oblo stood no chance against the might that was levelled against it. Warriors of Clan Krieger, who had been turned into Ogryn-like monstrosities by the Koldoan power, breached the gates to the Di Oblo estate and the martial prowess of Clans Van Staal and Faust were unmatched.

But still, Clan Di Oblo managed to flee, even as total war erupted across Vampiris Prime and man fought man and Vampire fought Vampire. The war was a stalemate until Clan Nurglos, altered into twisted daemonologists by their Vampiric rebirths, blackened the sky and defiled the planet's sun. As Vampiris Prime was plunged into eternal darkness the numerical superiority counted for that much more, and Clan Di Oblo was smashed onto the defensive. But with the coming of the night the mortals serving the winners began to starve as well – and as the mortals starved, so did the Vampires. For a brief while Di Oblo gained the upper hand, before they were forced to devour their remaining humans in hunger and found themselves without mortal thralls.

At last, the Di Oblo made their last stand at the Koldoan Temple. Weaponless, they stood no chance, and Lord Nachthausen, demanding the blood of Lomar, bid them surrender the one who had slain his parents. When Lord Di Oblo was silent, Lord Nachthausen had what remained of the Clan skinned alive; but die they did not, for their "godhood" denied such a possibility. Even when they were reduced to skeletons they still lived. But eventually the bones were burnt, and the ashes were tossed into molten steel that was forged into eleven fell swords. Each Clan took a sword, to remind themselves of the traitors and the hated legacy of the Di Oblo; and the swords were at the forefront of all battles ever since.

The Pureblood Council

Aeons passed. The Age of Strife ended, and the Emperor of Man created his Legions of Space Marines and set out on a Great Crusade. But none of the Imperial armies came to Vampiris Prime, for the world lay far, far from Ancient Terra and had been isolated for millennia.

Clan Nurglos made many discoveries as the time passed, not the least of which was the creation of more Vampires out of humans. Fittingly, no human could be turned into a full-blown Vampire, but

either by the introduction of a mutating virus or the binding of a minor daemon, a mortal would develop Vampire-like qualities. Scores of Viral and Halfblood Vampires were created to act as servants and cannon fodder; and the True Vampires, the Purebloods, continued to rule them all.

After millennia of civil war, the Lords finally signed a peace treaty at Lord Osis' insistence in M34. The Pureblood Council was housed in the Koldoan Temple and oversaw Vampire incursions into space from an over-populated Vampiris Prime. Prime's three moons were colonised; as were two more planetoids and half a dozen other moons. When a pirate fleet of humans entered the system, the Vampires gained knowledge of the Imperium and a fully functioning Warp engine at the same time. Spreading throughout the Halo zone, the Vampire Nation grew strong.

But as the millennia passed, the Vampire Nation grew complacent as well. Skirmishes and politicking between the Clans grew commonplace, and as the 41st Millennium neared its end, the Pureblood Council and the Vampire Nation existed in name only, with entire worlds under the control of Vampire separatists, Viral and Halfblood gangs, coalitions and crime networks abounding, and a cut-throat game of politics being waged on the Council. In the 41st Millennium eleven Councillors died and were replaced, compared to six in the M39 and none at all in M36. Lord Benjamin Osis and his Clan, ever championing a unification of Pureblood interests, despaired, even as his daughter Vaith Osis left in frustration to oversee an Osis cult on the world Laternus Prime.

The Dark Emperor

It was here she encountered an enigmatic Pureblood known as Drazh Marazel. She was extremely intrigued when she learned that he had been born a human, and emerged a Pureblood after an encounter with a daemon-thing on the world Jopall eight centuries earlier. Even better, he held the title of inquisitor

and knew much of the surrounding world, and informed her that an Inquisitorial Order named Vampiris had been formed, dedicated to the demise of their race.

Even Vaith failed to see what came next. Her father saw Marazel as the perfect ruler of a reunited Vampire Nation, and when offered the support of Clan Osis, Marazel slew the entire Pureblood Council (minus Benjamin Osis) and crowned himself Dark Emperor of all Vampires, the beast within him devouring their souls and wildly increasing his physical and psychic might. Armed with a legion of idealistic followers from all the Clans, Marazel successfully waged a war of reunification and forged a New Imperium over the ruins of the dead Nation. As forges poured out weapons and the Clans were put to work perfecting their respective ways of war, Vaith realised Marazel was plotting war against the Imperium. With a devastating experimental conflict on the world Gaspadevj resulting in the planet's Exterminatus, the New Imperium geared for genocide.

The Night Arising

In the last, conflict-filled months of the year 999.M41, the Imperium suffered greatly. The world of Armageddon was besieged and nearly broken by the Orks of Warlord Ghazghkull Mag Uruk Thraka's hordes. The Cadian Gate suffered the greatest setback in the ten millennia since the birth of the Eye, as the Despoiler's Thirteenth Black Crusade slammed into it and nearly brought its walls crashing down.

To the Inquisition, two notable events came to pass. With the execution of the Arch-Heretic Alessandro Nexus on Terra, the rogue Dessemusian faction of ex-Inquisitors began to crumble as the figurehead of their anti-Senatorum beliefs turning heretic demonstrated the taint of their creed. Mentirius, one of the most powerful Dessemusians, was reallocated into the Inquisition and the Order Vampiris that he had co-founded, taking the title of Co-Grandmaster at the

political urging of Lord-Inquisitor Jaydred Taren.

Only months later, Mentirius died. The Chaos godling Amon Dull, a consciousness consisting of nine extremely powerful shards, attempted to rise to godhood by uniting all its fragments. Havoc erupted when the ninth shard was revealed as Mentirius, at the besieged Eldar world of Aithol. Mentirius managed to successfully commit suicide at the last moment, thereby robbing the daemon of its prize. But his tale was reported to the Ordos Terra, and the Puritan Council was quick to act against the Order they had loathed ever since Mentirius' reentry into the Ordos. The Ecclesiarchy named the Order heretics and started an intense purge. Lord-Inquisitor Taren was slain on Terra after killing Lord-Inquisitor Falkenberg of the Council in single combat, although his young protégé, Inquisitor Junious, was elsewhere at the time.

It was Junious who emerged one of the heroes in the consequent turn of events. The New Imperium stormed the Eastern Fringe in waves directed at the Realm of Ultramar and the Icharian Sector – the two bastions of that spatial area. Lord Calgar of the Ultramarines, confident that the Vampires would break like water upon his shores, directed the preparations for this incoming assault. But at the last moment, all the waves united into a single, monstrous fleet that passed between the two realms, smashing into the unsuspecting Crissaegrian Sector.

General Esteban von Gabrielz, Lord Militant Crissaegrian, did what he could to stop the flood of darkness into his home region. The distress signal was transmitted almost immediately, but very soon all astropathic signals from the capital world Gavaria seized. Night Lords Chaos Space Marines, performing a surprise attack on the grav-anchored Battlefleet Crissaegrian, successfully disrupted communications even as the repentant Fists Errant entered the system and engaged them. With Gavaria's orbital defences down, the

Vampiric fleet exited the Warp and swarmed through the system.

The same story, in different incarnations, occurred throughout the sector. In the Ulyssian Sub-Sector, Ork raiding fleets, Dark Eldar pirate ships and a splinter fleet of Tyranids, aided by outbreaks of viral vampirism on dozens of worlds, threw the area into complete anarchy. The Adeptus Mechanicus-dominated Dardanian Sub-Sector, smaller cousin to the immense Triplex Phall to the north, was crippled by a faction of rogue Magos declaring the Dark Emperor the true Omnisiah. Very soon the Crissaegrian began to fall apart.

Even with the Semptorian Navy under Admiral Daniel Nesbitt, fleets of Ultramarines and their Guard vassals and even xenos Eldar allies entering the sector to turn the tide, the defenders of the Crissaegrian were unable to prevent it from being eaten alive. Although several Vampire armies were completely wiped out and multiple key leaders slain, the night enveloped the sector.

The campaign ended where it began – on Gavaria. The capital Hive City, the Navarre, had been destroyed by a detonation inside its generatoriums. The armies of Gavarian Dragoons and their allies were retreating, and Brother-Captain Ludvos Haerlad Arkhan of the Fists Errant – the first non-Crissaegrians to take part in the war – called for a last stand at their crashed flagship, the *Fidei Defensor*, in the planet's ash wastes. Awaiting the Semptorian Navy to break through the Vampire blockade around Gavaria, they prepared to sell their lives dearly.

The battle took most of the night, and in the end the survivors were evacuated as the Semptorians, with the aid of the Eldar, finally smashed through the Battlefleet Vampiris. The Dark Emperor himself had appeared to do battle with the Eldar Alund'athil, who attempted to slay him by tricking him into the flames of the exploding warp engines of the Fists flagship. When the *Fidei Defensor* exploded, tearing away a continent and the Vampire armies, Alund'athil leapt

into the Webway. For a short while the Dark Emperor was believed slain.

Alas, it was not to be. The Darkest One reappeared scant days later, to reforge his battered but victorious armies into a shadowy realm he christened the Dark Imperium. Despite some setbacks, most notably the vortex bomb-caused destruction of Ulyssia Epsilon and a small fleet of ships by Magos-Inquisitor Drakkor, the forming of the Dark Imperium went mostly without incident. As Imperial ships evacuated those they could, the Dark Emperor took the world of Gavaria for his own, renaming it Dark Earth.

The old Halo stars – the New Imperium - were left behind. As the parasite that it truly is, the Vampire race abandoned the cold, worthless suns, swarming towards the newly-conquered Crissaegrian in a Vampire Exodus that brought the Imperium's immediate plans of reconquest crashing down. Exterminatus spread throughout the Halo stars as the Vampire race as a whole entered the galaxy for the first time in millions of years.

The Night Besieged

Unfortunately for the Dark Imperium, not all of the Crissaegrian defenders had been neutralized. An officer of the Ulyssian Adeptus Arbites named Arethiel Solomon was the one to arrive on Terra with a Neural Lace compiled by the highest-ranking defenders of that doomed world. Inside was the tactical data gained on the Vampire menace during the recent campaign, complete with suggestions of counter-measures.

Solomon's superior, Lord Chief Justice Robert Macfarlane, was quick to act. Informing Grandmaster David Larkins of the Ordos Terra, a fellow member of the Puritan Council, the Chief Justice succeeded in making Terra recognising the threat. Requesting fifty million men of the Imperial Guard from the High Lord Militant, the Inquisition declared a Crusade. Amongst the leaders of the Crissaegrian Crusade was General Esteban von Gabrielz, and amongst its

naval officers was Admiral Daniel Nesbitt.

Only weeks later, however, things changed once more. Amon Dull, far from dead, reentered the Materium and headed for Aranis in the Dark Imperium, where his vassal Devin had made his lair. Striking an unholy but strained alliance with the Dark Emperor, the Fragmentor began weaving his schemes once more. Junious learned of the daemon's return, calling a Cell of all who opposed him. And here we stand, on the doorstep of doom.

Now, as the Night prepares for Siege, and Fragmentor and Dark Emperor forge twisted plans against their enemies (and each other), the future takes shape. And it is a dark future...

Date

- M50,000 The Eldar and the Koldoans wage war. Koldo is scourged by orbital bombardments. The Koldoans are thought extinct.
- M25 Human isolationists discover Koldo. The world is named Neo Terra and settled. Centuries later Lomar Di Oblo discovers the Koldoan Temple. The birth of the Pureblood Race. The uprising against the Di Oblo leads to the start of a millennia-long series of civil wars.
- M25-M30 The Age of Strife. Clan Nurglos develop Halfblood and Viral Vampires. Sporadic civil wars rage across Neo Terra. Isolation continues due warp storms.
- M30 The start of the Golden Crusade. The Emperor's forces fail to reach Neo Terra. Neo Terra is renamed Vampiris Prime. The word "Vampyre" becomes used to describe the Purebloods, Halfbloods and Virals combined.
- M30-M34 Continued isolation. Several incursions of Chaos-tainted Vampires; Clan Faust often sees scions of their noble houses tainted by Khorne. Tzeentch-tainted psykers are also common.
- Ca. 350.M34 The forming of the Pureblood Council. Human pirates enter Vampiris system; Vampires gain Warp engine technology and learn of the Imperium.
- M34-M37 Golden age of interstellar conquests. Several Halo systems are settled by the Vampire Nation; raids are launched against Imperial planets on the Eastern Fringe.
- M37-999.M41 Political and moral degeneration. The Vampire Nation turns into a mindless bureaucracy and begins to slowly die. By 999.M41 the Nation exists in name only.
- 999.M41 The emergence of Drazh Marazel. The Night of Ascension in Blood; the Pureblood Council is slaughtered and Marazel crowned Dark Emperor. The Blood-Revolution; the Vampire Nation is reunited into the New Imperium of Blood, and House Orianis near exterminated. Marazel begins plotting war. The Gaspadevjan War.
- 000.M42 The Night Arising. Over two months of war, the Crissaegrian Sector is systematically conquered by the New Imperium. The Exodus; Vampiris Prime and the New Imperium is abandoned, and the Dark Imperium is founded over the ruins of the Crissaegrian. Amon Dull returns; an alliance of sorts is forged. The Inquisition declares a Crusade against the Dark Imperium.

Klaxons screamed loudly across the decks of the *Admiral Janus*. Captain Michael Critch stared in horror out of the gigantic port window at the front of the mighty ship's bridge. His copiously sweating palms were pressed tightly on the cold metal rail as he watched the gigantic purple plume of leaking plasma explode from the ship's hull. He pressed the eagle pendant against his lips and tried to block out the screams and shouts of his crew around him. He was a Semptorian captain. He had to remain calm.

"What the hell is going on, Tiers?"

First officer George Tiers turned, face pale. "Heavy battery fire, sir! Shield just died, and the damn thrusters got a hit! We lost formation with the rest of the fleet, and they-"

"Brace!!!"

The *Admiral Janus* lurched suddenly, sweeping the entire bridge off their feet. "Aft! We got Vamps at aft!" Fear crawled into Critch's soul like a dark and gloomy shadow settling over a sunny world as he turned to look out his aft window. A black, long ship had appeared there, resembling a gigantic snake. The lithe ship seemed to slither across space with unnatural ease, contrasting wildly with the comparatively crude charge of the Semptorians. Gargoyles leered from the hull, sticking long tubes of dark metal from their mouths as if mocking the Semptorians. It took Michael seconds to work out what the ornaments truly were.

They were guns.

The black throne stretched high to the ceiling, contributing to the dark gloom and sinister atmosphere of the bridge. The air was thickly perfumed with the stench of blood despite the apparent lack of the substance in the creatures' bodies. Captain Juan Aeirmellor Van Staal's sickly thin features were equally disturbing as the smell and appearance of the bridge of the *Nox Eternam*. The ancient Pureblood's fingers gently caressed the fabric of the unholy seat. His black eyes penetrated the gloom with ease, allowing a clear view of his bridge crew. They worked in silence at their consoles, speaking only when absolutely necessary. That's how he liked it on his ship. Deathly quiet.

"Captain, the weapons are at full load. The rangefinder shot proves successful, my lord."

"Good, good." Aeirmellor's voice was barely above a whisper, yet it was laced with poison.

"We are entering optimum firing arc, my liege. Shall I order sustained fire?"

"I shall do it," the captain hissed, stepping up from his chair and striding past his master of arms. The bridge crew turned in surprise. It was rare that the Lord-like Van Staal did anything himself.

The icy fingers grabbed the vox to the gunner's deck. He brought the speaker to his lips. "Open fire."

The captain's voice reverberated around the gun deck of the *Nox Eternam*. A hulking viral vampire looked up in surprise, but was answered by the midshipman's spiked whip. "FIRE YOU DOGS! Prepare guns and FIRE you worthless drones! I don't hang around your filthy stench all day for you to laze about your duties! FEUR FREI!"

The Vampires, their muscled arms grabbing the massive levers on the plasma projectors, sweated copiously. They yanked hard on the metal rod, and the projector lunged backward, recoiling from the massive discharge of energy.

"Aft shields down."

Captain Michael Critch always wondered why the voice on the emergency information relay always sounded so god damn calm and suave. The *Admiral Janus*' hull creaked and moaned under the incredible display of firepower from the vampires. Captain Critch fell to his knees, knocked by the hammering force of the shots. As his thoughts swirled, he watched through the gargantuan window as the rest of the Semptorian battle line swept through the Vampires like a hot knife through butter. A faint smile met Critch's lips as he thought of them. Admiral Nesbitt. The greatest naval commander alive, in his opinion. He'd brought them through every conflict, and he'd shown every damned bugger that screwed with the Semptorians what hot plasma tastes like. He brought them through every time. But not this time. *Admiral Janus* had been plucked from the battle line and was now being battered at the aft by creatures of the night. They would not survive this day. Captain Michael Critch had failed.

First officer George Tiers crouched next to the Captain's prone form. The ship rocked wildly, and sparks flew from consoles. His face was filled with sorrow. "Sir, it wasn't your fault. It was a damned lucky shot to the thrusters." The captain was silent for a moment, as if taking in the situation around him. The chaos. The terror. The death. He looked to Tiers slowly after almost a minute. "Then whose fault is it, George?" There was no reply.

The inter deck vox suddenly flicked on. What the Captain heard next chilled his heart to the core. Screams. Blood-curdling screams. "Captain, we're burning in here! We're roasting alive! You have to help-" The voice was cut short, the captain's hand slamming on the 'end line' button. Tears rolled down his cheeks. He watched as if out of his own body as the bridge crew panicked and screamed orders to each other. Some were injured, heads being knocked into consoles. He watched as thousands of men streamed in great trails from a breach in the hull into the vacuum of space. He watched as the vampire guns mercilessly spat plasma again and again across the ship's helpless form. In the terrible chaos, nobody watched as Captain Michael Critch brought a las pistol to his head and fired. Seconds after the blood stained form of the Captain fell to the steel deck, the sound of the entire ship's doom resounded in everybody's ears. "Warp drive breached. WARNING! Warp drive breached. WARNING! Warp drive..."

Captain Juan Aeirmellor Van Staal's long and sickly face twisted in to some mockery of a smile as the ship exploded in a shower of green sparks. Massive and serrated lumps of titanium hurled through space, clanging hard against the *Nox Eternam*'s shields. Cruel laughter echoed across the bridge.

CHAPTER II: WORLDS OF THE DARK IMPERIUM

The Dark Imperium spans the entirety of the six-thousand light year spatial area that was once the Crissaegrian Sector. After the apocalyptic Gavarian War that saw the Imperium's forces cast out from the Sector, a massed exodus of Vampires arrived from beyond the Eastern Fringe and set about reshaping the six solar systems into their image. The New Imperium, and Vampiris Prime, was abandoned as Vampiredom embraced its glorious future, and forged a Dark Imperium that would last forever.

To the north of the Dark Imperium lies the war-ravaged area known as the Grey Gulf, where sporadic skirmishes between the local non-Imperial cultures, Tau, Imperial garrisons and Vampire forces took its toll. The Joonrin Monarchy has emerged as the dominant force in the area, allying with the Tau Empire to the galactic north and so far resisting every Dark Imperial attack launched at it. To the west of the new Vampire realm lies a vast gap that separates the Dark Imperium from the Attilan Sector. Also separated by a gulf of starless space is the Realm of Ultramar, home of the Ultramarines Chapter.

Except where noted, the outside galaxy is only aware on the immediate post-War details on the following worlds, and infiltrators/guests should be appropriately shocked/awed when visiting the Dark Imperium.

A brief overview of (un)life in the Dark Imperium

"Pureblood culture was never inherently evil; I think we have moved them from "space vampires" to the haemovoric race we visualised when we created them."

- Ben

In the Dark Imperium, one is either Pureblood, Lesser Vampire, ally, or cattle. The Purebloods function as Lords in all respects; even the least important Pureblood owns an estate most Imperial citizens can only dream of, along with a

healthy amount of material riches and slaves. Lesser Purebloods are assigned overseer duties, keeping watch over hordes of Virals and Halfbloods. Those possessed of more competence may be given command of an entire facility, or Clan-owned semi-nationalized merchantile corporations such as the Nurglos Divisio Genetica or the Caligula Trading Network. Pureblood Nobles control continents, worlds and systems.

In contrast, Lesser Vampires dwell in squalid hab-areas when not at work, and their lives are spent toiling at their designated jobs or snatching the few hours of rest they are allowed. A privileged few escape this fate, being appointed as servants to Purebloods. Due to the need for appearances, these are usually treated in a way their unfortunate habber fellows can never dream of.

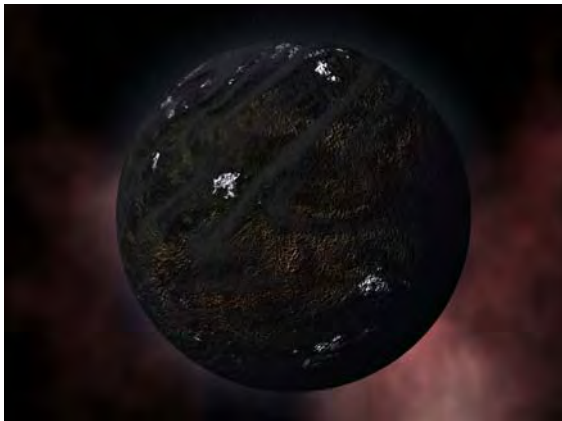
Allies are most often guests of the Dark Imperium, and depending on importance they get everything they need, within reason. Special Palatia Diplomatica are kept for such individuals, or in rare cases entire planets may be offered to one faction (such as Ardanis or Ythylzor).

Cattle are hardly worth discussing. Kept confined at vast blood-farms or in laboratories, humans and other unfortunate mortals live only so that their blood can be devoured by their monstrous masters. Genetically modified to grow quickly, the lobotomized Dark Imperial cattle reach maturity at age five, and usually only see weeks after this before they are fully drained, and the cells of their dried bodies recycled and recloned. Cloning, genetics and mutating balms are all used to keep the Dark Imperium's supply of blood as vibrant as possible.

Dark Earth

The hive world of Gavaria suffered badly during the Night Arising, being subjected to terror attacks by Night Lords Chaos Space Marines before the full force of the

Dark Emperor's Vampire legions assaulted it. The Imperium was beaten back badly until the remaining forces gathered for a last stand at the crashed Imperial Fists battle barge *Fidei Defensor*. After a hellish battle in which the Dark Emperor himself appeared to wreak havoc amongst the allied human, eldar and tau armies, the Semptorian Navy managed to break through the Vampire blockade and evacuate the survivors with the aid of a fleet of eldar ships.



Renamed Dark Earth by the Vampires, the planet has become a haunted hellworld. The ruined hives have been rebuilt into vast and supposedly haunted fortress cities crawling with Nosferatu. Rising above the mutant-infested ash wastes, these sprawling night-hives spear into the dark skies. A Nurglos Nightshield has been activated and has truly turned the planet into a Dark Earth shrouded in blackness at all times. In the red, polluted seas enormous sea monsters scour the depths for mutant amphibians. The darkness of the wastes is interrupted by nocturnal mutants that crawl out of hiding in search for careless Virals or Halfbloods to devour. Truly, Hell is a place on Dark Earth.

The Palatium Vampiris

The fortress of the Dark Emperor and the heart of his realm, the Palatium Vampiris stands as a dark mockery of his counterpart's majestic residence on Ancient Terra. The Palatium resembles a hive more than anything else, a vast spire that spears into the sky,

surrounded by the mansions and embassies of the Patriarchs.

The Palatium itself contains mostly administrative departamentos and training grounds for the Dark Emperor's elite troops, notably the Obsidian Guard and Sons of Marazel Space Marines (each standing at about 100 and 30-50 warriors, respectively) and the Favoured Divisions of the Pureblood Legions (which at any time constitute anywhere from 5,000-20,000 soldiers). The Palatium is divided into levels; Levels I to CC are barracks. They adjoin the Fortress-Monastery of the Sons of Marazel and are fitted with several subterranean monorails leading to the Defensor batteries surrounding the Palatium.

Levels CCI to D are the home of the Departamento Vampiris, the Dark Imperial counterpart to the Administratum. Over two hundred thousand clerks and menials, mostly Halfbloods, can be found here at any time. In addition, Levels CCC-CCCC house a small starport for the Dark Emperor's most important guests, invariably Patriarchs or ambassadors of significance, such as Chaos Lords or Dark Eldar Archons. In addition, several monorails link these levels to a number of starports located outside the Palatium proper, and the Palatiums Diplomatica.

Levels DI to DXL belong to the Dark Court. Though this may not be their personal residences, it is here their retinues and staffs are housed, and to some extent they work here. A special mention must go to Level DXL, which is the enormous Throne Room. It is here that the Dark Court adjourns and it is here the Dark Emperor Himself meets them when the occasion calls for it. One single room, cathedral-like in size, surrounded by a maze of corridors comprise this, the very heart of the Dark Imperium.

Levels DXLI to DL are the Dark Emperor's personal quarters, where He meditates and keeps his darkest, private experiments and creations. None but the Dark Emperor himself, and the

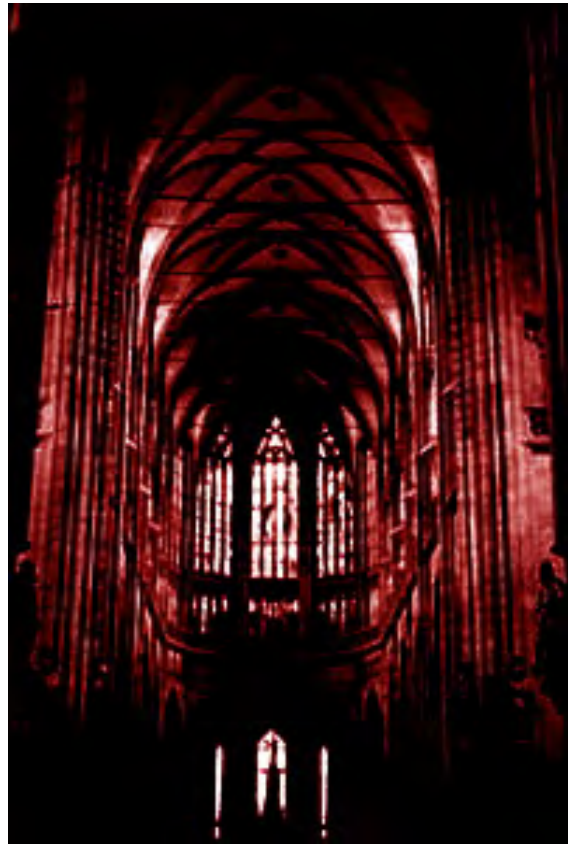
fanatically loyal Squad Imperator of the Obsidian Guard, are allowed access to these levels.

Outside the Palatium lies a sinister and darkly majestic but nameless city that is comprised of starports, Defensor batteries, noble's palaces, and luxurious restaurants and other such establishments. Formally it is still the Palatium Vampiris; unofficially, it's Dark Heaven, the richest and darkest city this side of Terra. Nightmarish yet majestic towers spear from streets paved in obsidian; the scent of perfumed blood cloyes the streets; limousines roll along the streets and crowds of Sigma servants hurry from one location to another. Each Clan controlling a district, and neutral zones keeping them apart, Dark Heaven is a segmented city with all aspects of Pureblood culture.

Death

The creature named Death is eighty meters of winged, multi-segmented, multi-legged, fanged, clawed, poisonous, mutated nastiness. Clan Nurglos xenogenetists first aquired the beast's genetic template – that of a Catachan Devil adapted to Underhive conditions – in the ruins of Lord Yzbilor's fighting pits in Hive Tertius on Ulyssia Primaris. The Clan, seeking to ingratiate itself with the Dark Emperor and catch up with the glory the more militant clans had gained during the recent war, cloned forth and hideously mutated one of these beasts, producing a monstrosity dwarfing anything previously seen. Seventeen pairs of insect-like, scuttling legs propel an insectoid lower body complete with three snapping scorpion's tails. The thing's centaur-like torso is encased in a ceramite exoskeleton and sports four trunk-like arms, each ending in a crab-like claw more than capable of shearing an ogryn in two. The head is an armoured shell containing an enormous mouth full of needle-like teeth, four sets of spidery eyes and a large brain that gives Death supreme vision both at night and during the day, an extremely sensitive sense of smell, acute hearing and a wicked, evil intelligence. Two Tyrannid-like limbs protrude from its

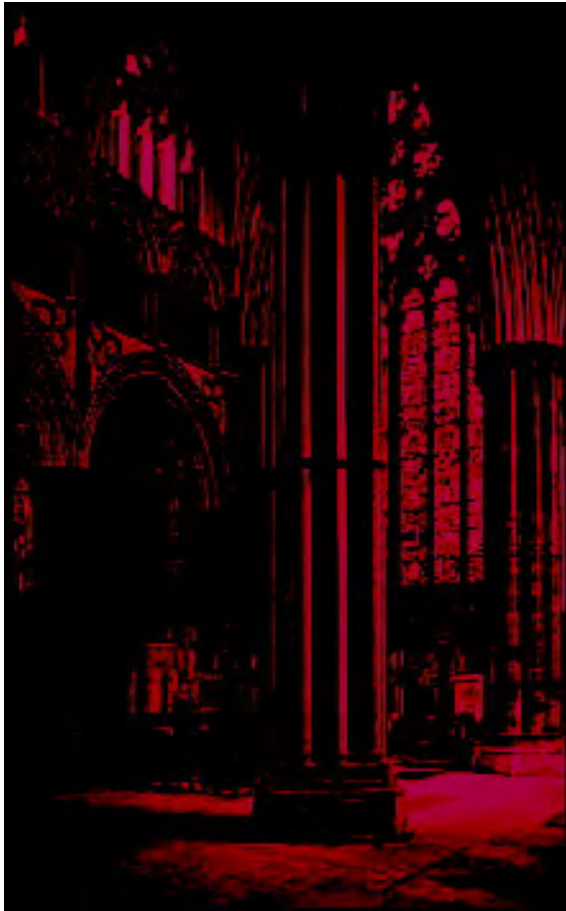
back, sporting enormous scythe of iron-hard bone.



Death dwells in a chamber splattered with the dried blood of devoured captives, located immediately beneath the Dark Emperor's Throne Room. Far too big to be allowed outside this very securely protected room, Death is the Dark Emperor's last resort – the Darkest One has seen empires fall more times than he cares to remember, and knows that, be it in ten millennia or fifty million years, his empire will, eventually, fall.

Characteristics for Death are not presented, as the Inquisitor game system doesn't really fit the creation of vast monsters. Assume that anyone dropping into the pit beneath the Dark Emperor's Throne Room has D3x2 turns to get out before Death takes them (in both ways!). This feat can only be accomplished by all involved taking a Sg test each, and anyone getting over 65 notices the barred door which must then be broken open (it has a Toughness of 125). In the event that several captives are dropped to Death, the beast takes two turns to consume one prisoner. The

beast is far too large to be killed by anything except a full-blown squad of Space Marines, so escape is the best route. Being dropped to Death should only occur if the Inquisitors are together with relatively unimportant characters (to delay the inevitable, so to speak), or it could be a fitting show of the Dark Emperor's cruelty to bestow such a fate upon an unfortunate incompetent henchman, slave or a similar person (think Jabba the Hutt in Return of the Jedi and you won't be far off...)



Nosferatus

Ulyssia Primaris, the Crissaegrian Sector's second Hive World, was even more devastated than Gavaria, being subjected to Orks, Tyranids and several Vampire hordes. In the aftermath of the Night Arising the Tyranids disappeared and the Orks shipped off-world, leaving the Dark Imperium to rename the world Nosferatus. The hives were rebuilt by the toil of millions of humans who had seen their world torn down and were now

forced to rebuild it for masters crueller than anything the Imperium could produce.

Though one of the worlds in the same system, Ulyssia Epsilon, was devastated by an Imperial terrorist attack that saw the world sucked into the Warp by a vortex bomb, Nosferatus Primaris still stands strong. It has been dedicated to the production of arms, as it lies on the Dark Imperium's western border, and has become the second greatest stronghold, its tithe surpassed only by Nightforge. As with all Dark Imperial planets a nightshield has been erected, and the few remaining human renegades know that it is only a question of time before they are gone.

Nightforge

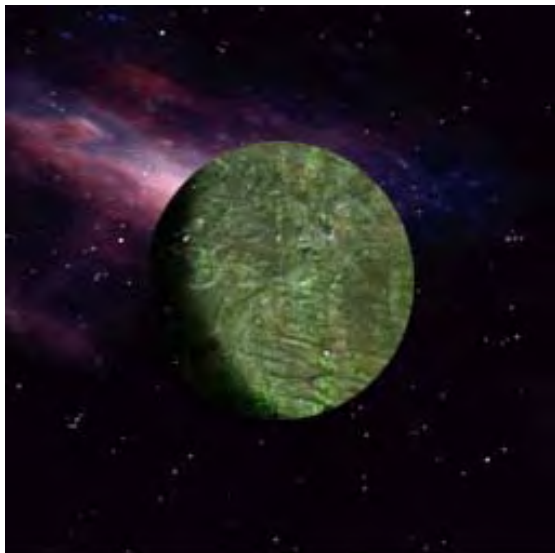
Once known as Dardania, Forge World of the Machine God, the planet Nightforge lives up to its new name admirably. As the Skitarii retreated from the Pureblood Legionnaires and Dark Guards dispatched to secure the great forges, scientists from Clan Nurglos and Clan Caligula moved in to oversee that nothing was harmed. Copies of STC blueprints were captured, enabling the Dark Imperium to construct such items as Leman Russ Demolishers and Vanquishers, Hydras, and Razorbacks. Where Vampire technology had previously been limited to the most basic of designs from STCs the original colonists had brought to Neo Terra – most notably the Rhino and early Predator designs – they now possessed an entire planet of factora that were quickly augmented with xenos designs.

A world of factory-hives scattered throughout a global ash-tundra and radioactive chem-seas, Nightforge has been thrown into eternal darkness by the machinations of Clan Nurglos. Amongst the pitiful human slaves who toil in the shadows of immense forges rumours abound of insane projects of arcane engineering such as Daemon-possessed artillery and railgun-toting bat-like fliers. Though the construction of such things are extremely difficult, who knows what

the darkest minds of a Dark Imperium can dream up?

Kalet Arri

Originally a wilderness world on the outskirts of the Dardanian Sub-Sector, Kalet Arri's importance was to escalate wildly with the advent of the Dark Imperium. Featuring a single, ancient shrine to the Emperor, the planet had grown into a dark, beast-infested jungle when it received its first visitors in millennia – the tragically corrupted Adepta Sororitas of the Order of the White Wolf, who were pulling back from the main fighting in the Gavarian Sub-Sector to live out half-lives in mutancy and damnation, away from the Imperium. Discovering the ancient, half-tumbled down shrine, they set about reconsecrating it.



The second group of visitors arrived shortly thereafter. The 61st Ultramarine Praetors, aided by detachments of Naval Security Forces and Ultramarines, were deployed to secure Kalet Arri as a stronghold within the Crissaegrian for the impending Crusade of Admiral Herbert Sene. Faced with destruction, the Sisters made a choice obviously tainted by their damnation; they contacted the Dark Imperium and bartered for aid.

Detachments of Vampires rerouted from Dardania arrived shortly afterwards, butchering the Praetors and sending the

Navy forces running before squadrons of Vampire Bats. While the Order's leaders ventured to Dark Earth in order to pledge allegiance to the Dark Emperor, the Departmento Protectorum took control of the situation. Currently this haunted deathworld is crawling with vampire-mutants, and its three continents are guarded by the Sisters and their DP minders. The shrine, now defiled as the Convent of the Bloodied Maw, functions as capital, stronghold and prison all at once.

Darkeskog

A wilderness world much like Kalet Arri, Darkeskog is home to significant mineral wealth. As Darkeskog is completely covered in dark jungles, its resources discovered only months before the recent war, one would expect the Dark Imperium to have blasted those woods to high heaven. That has not happened.

For millennia, Darkeskog has been renowned for its "walking woods", of the same kind found on such worlds as Dedari and Tanith. Clan Nurglos exploited this semi-sentient form of life, twisting them into a silent, uncomplaining workforce supremely adapted to the lethal deathworld.

The Vampire presence is located to the Vampirius Castellum, a fortress-city located in the southern hemisphere. Here Clan Nurglos rules supreme, and Darkeskog has emerged one of their greatest strongholds. Patriarch Victor Nurglos stubbornly clings to his clan's supremacy over the planet, even as his fellows in the Dark Court get suspicious.

Aranis

On the outskirts of the Dark Sol System, the planet Aranis was awarded to one of the Dark Imperium's most powerful allies, Devin, for the actions of his forces during the Night Arising. When Amon Dull returned and made Devin its first Daemon Prince, it seized Aranis for its own, a claim that received only silence from the Palatium Vampiris – reckoned as silent, if reluctant, acceptance by

most Vampires. It is known that internally in the Dark Court heads almost rolled.

The planet is a vast frigid glazier, crowned with the palaces of Amon Dull's allies and servants such as Zhebdek and the Icarus. Some speak of enormous monsters patrolling the barren ice-waste, titanic white-furred behemoths with skins sporting the stigmata of Chaos.



Ythylzor

Of the seven moons of the gas giant Ythylzor, the most notable feature in a meteor-blasted system on the outskirts of the former Ulyssian Sub-Sector, four

are inhabitable, as is a small desert world closer to the sun. For the Dark Imperium, these worlds have been of limited use, but not to Warlord Skarfang, warboss of the Waaagh! allied to the Dark Imperium. When Skarfang first visited the system during a stopover of his smashing of the Ulyssian, he fell in love with the monstrous green gas giant and its halo of satellites. When the Orks demanded the system in payment for their actions, the Dark Emperor complied immediately.

Now, Ythylzor – bizarrely enough called “Da Eye” by the Orks – has turned into a monstrous Orkoid colony from which the Orks maintain a stranglehold on the nearby Imperial shipping routes (any Dark Imperial convoys lost are put down as “lost to natural hazards”). Should the Imperium ever decide to assault the Vampire menace, Ythylzor would be a nightmare best Exterminated as quickly as possible.

Vraith Helcun turned and looked at his image in the mirror. Made out of polished gold, his the laws of his corrupted body did not acknowledge it as a proper mirror. The fact that his arthritic and marblised hand ruptured its smooth surface helped the non-mirror-like existance of the object.



He had been like this for the past thirty eight hundred years! Tonight was the anniversery of his cursed pure-blood birth. A scion of a Caligula family, a corrupted nosferatu. His body was no longer beautiful but half crippled. His long fingers were clawed with thick green weapons of keratin and steel. His ears were cauliflowered and horrific cartilage bubos ruptured the transparent skin that was drawn tight across his skull. Withered veins shone blue and green in random patterns to the bare eye, and sharp yellowed fangs protruded over his bottom lip.

This was the one birthday when he wished he had not been born. He was hunted by one he had once Embraced, and his position within the Caligula hierarchy was severed. He was a vampyre on the run.

* * * * *

His crippled form shot through the pillars and the pews of his home, a formerly glorious Imperial temple. Bullets ricotcheted around him, sending marble and concrete chips into his skin. Briefly blood glistened, but his supernatural consitution healed his wounds instantaneously.

Inquisitor Gala... he hissed, every portion of his mind geared toward the singular hatred of this man - his adopted son...

* * * * *

Inquisitor Gala lent over his former tutor and father. "Old man," he whispered. "I have seen the way, the light. The Inquisition and the Emperor on his golden throne want their reve - Hurnck!"

Blood dribbled out of the corner of his mouth, his eyes widening under the sheen of his greasy, unkempt hair. His eyed fell to the knarled hand holding the pommel of a sword. It began to scream as Gala's life force was drained from his body and into his former master.

"No, youngling. The Imperium....will die. Just as you have!"

The Caligula wrenched the daemonsword upwards, disembowelling his student. Blood spattered everywhere. He lent over and withdrew a small object.

"Inquisitor Gala is no longer, youngling. Inquisitor Helcun...has arrived!"

The Nosferatu faded into the night, the stolen rosette glinting in the light of the rising moons.

CHAPTER III: THE BLACK FORGE

DARK IMPERIAL WEAPONRY

Vampires mostly use Imperial-pattern weaponry, detailed in the Inquisitor Rulebook. Items which especially abound include the Triplex Phall-pattern lasgun and the autogun. Flamers and plasma guns see little use, mainly due to the bright flare these heat-based weapons create when fired. For the same reason lasweapons other than the lasgun and the all-powerful lascannon are seldom used, and it is a customary mark that all Dark Imperial energy weapons fire blood-red beams. Meltaguns, which allow for heat-based effects without flares, see much use. The same applies to projectile weaponry; poisoned needlers are often utilised by higher-ranking Vampires.

Bionics are reckoned heretical by most Purebloods; the concept of denying themselves the superiority of their natural forms is extremely frowned upon. Missing limbs and body-parts can be quite easily replaced with cloned parts grown by Clan Nurglos – such a procedure takes a few hours, and two to three days of getting used to the new limb, but afterwards nothing seems to have changed. The lesser Virals and Halfbloods are another case, although only important members of these sub-species will be able to acquire bionics – most Lessers losing body parts are simply crippled for life, and eaten shortly afterwards. The same concept applies to drugs and all other methods of enhancing one's natural abilities with unnatural means – with the notable exception of psychic powers.

Apocalypse Grenade

After having fought the Tau during the Night Arising, the Dark Imperium was able to capture several newly-constructed facilities in the Grey Gulf. Perhaps the most noteworthy piece of equipment liberated was the Apocalypse grenade, a piece of weaponry most often used by members of the Tau Water Caste as an insidious bargaining chip.

In the hands of the Dark Imperium, it turned into a dreaded weapon used in missile launchers, grenade throwers and suicide bombs. Special Apocalypse Squads were formed within the Legio Disposia, aiming for areas in which enemy presence was concentrated, such as Ork camps or Guard barracks.

Blackrobe

The Blackrobe is a piece of Imperial equipment designed to negate the negative effects that sunlight has on Pureblood Vampires. A Pureblood wearing a Blackrobe takes only D3 damage for every round in direct sunlight.

Di Oblo Blade

These eleven blades are mythical to the Vampires. During their forging, the ashes of the deceased Di Oblo Vampires, still imbued with their life-force, was melded with the steel. The result was something akin to Vampiric Daemonblades; sentient, extremely powerful weapons of destruction that would betray their user at the slightest notice.

As such, Di Oblo Blades are reckoned Daemonic bastard swords. It is up to the GM to decide each blade, but all should have the *Enfeeble* and *Vampyre* daemonic properties. The blades currently in circulation are *Devastation*, *Insanity* and *Paranoia*, wielded respectively by the Dark Emperor, Vaith Osis and Executioner Lestat van Staal. The remaining blades are held in the Armoury Diabolus on Dark Earth.

Hunting Bat

The Dark Imperium, despite the aquila featured on its Insignia, replaces the Imperial Eagle with a large Vampire bat in much of its iconography. The monstrous hunting bat, the size of a hawk, is used by many high-ranking Purebloods as pets and assets in combat.

The bat is a *Familiar* and must remain within 10 yards of the owner. When commanded, it may assault any character that the owner sees; it counts as having a WS of 60, and being armed with a chainblade accessory. It is a small target and counts as having a T of 50. Use the following injury results:

Superficial	No effect
Heavy	Counts as doing only 1D10 damage.
Serious	Must remain within 5 yards of the owner; counts as doing only D6 damage.
Crippled	Destroyed.

Psyber-Bat

A highly sophisticated psyker's version of the hunting bat, the psyber-bat is the equal of the Imperial psyber-eagle in all respects.

Shadowcloak

Clan heirlooms dating back to the distant past of Vampiris Prime, and exceedingly rare, Shadowcloaks are Chaos-tainted Blackrobes that seep shadows and make it harder to detect the wearer. A Shadowcloak counts as a Blackrobe, and also gives its wearer the positive effects of the *Cloak of Darkness* daemonic ability. Sunlight, obviously, does not harm the wearer.

DARK IMPERIAL SPECIAL/EXOTIC ABILITIES:

Halfblood/Daemonic Vampire

Halfbloods are the Dark Imperium's variant of the type of Vampire that Inquisitor Luthferious Richtenstein encountered on Kalsha III (see the Luthferian Manuscript for further details). Those Vampires, while technically of the same type as Halfbloods, were possessed by stronger Daemons and as such were superior to the ones commonly seen in the Dark Imperium.

To become a Halfblood a character must be possessed by a minor Daemon. This requires either a custom ritual (all details, including the Daemonhost's abilities and stats) decided by the GM) or a Nurglos autoritual can be performed, in which the following happens:

The character instantly loses his/her free will as the Daemon possesses him/her (the brutal truth be told, s/he dies). His S and T increase by +10%; however, his/her Talents are removed. His/her Sg and Ld are changed to 60, and his/her Wp and Nv are changed to 70. The character grows *Fangs* and *Razor Sharp Claws*, and gains the Exotic Ability *Vampirism*. In addition, the character counts as being *Daemonic - Invulnerable*. S/he takes adds 2D6 to her injury total at the end of each round spent in direct sunlight (unless wearing protective gear, such as standard Dark Imperial uniforms and robes). S/he takes D10 extra damage from flammers, plasma and melta weapons.

Pureblood Vampire

The character is a Vampire of one of the seven Pureblood Clans, and one of the meanest critters in the galaxy! Pureblood stats are given in Chapters IV and V (use the Departmento Vampiris entry for commoners) but they all have the following abilities.

Daemonic - Impervious; Dodge; Entrance; Fearsome; Lightning Reflexes; Night Sight (functions at all times); *Vampirism*. In addition, any turn spent in direct sunlight without protection causes the character to take 2D6 points of damage per turn.

In addition, each Pureblood must be a member of a Clan, as presented in Chapter V.

Viral Vampire

The character has been infected with a strain of Viral Vampirism. There are innumerable different strains of Viral Vampirism, but they can generally be classified into three broad groups, as detailed below:

Alpha Strain: Incubation: 3D10x3 minutes. This strain causes the character to undergo a hellish transformation into a mindless beast. After 50% of the incubation time is over the character's BS, Sg and Ld are reduced to 20 (unless they are already lower), and when the incubation time is over his/her S and T are raised to 70 (unless they are already higher). The character grows *Fangs* and *Razor Sharp Claws* and gains *Night Sight* (functions at all times), and his/her body becomes hunchbacked, ghoulish and mindless. The character's sense of smell is roughly doubled (GM's discretion), and the character gains *Night Sight* (functions at all times). In addition, and any order from a Pureblood (detected through Pureblood pheromones) *must* be followed – if there is no Pureblood within the character's line of sight and no orders have been given, s/he counts as having the *Cannibal Hunger* exotic ability. The strain spreads by being injected into the victim's bloodstream, either by bite, poisoning, injection, etc. Alpha Virals make up the majority of the Dark Imperium's fighting forces.

Epsilon Strain: Incubation: D3X3 hours. This strain causes the character to, in effect, become a mindless zombie performing simple tasks, a wholly biological version of an Imperial servitor. After D3 hours the character's mental characteristics are reduced to 20 (unless they are already lower) and in some cases his/her S may be raised to 70. After the incubation time is over the character grows *Fangs* and gains *Night Sight* (functions at all times). In addition, and any order from a Pureblood (detected through Pureblood pheromones) *must* be followed. The strain spreads via direct injection into the victim's bloodstream. Epsilon Virals are often encountered as servants or menial labourers (in which case they have S70), and are sometimes fitted

with bionic attachments that make their task easier.

Sigma Strain: Incubation: D6x6 hours. This strain causes the character to grow fangs and claws like the Alpha Strain, but otherwise he/she retains her former form and mental capabilities, although the character senses Purebloods and must obey them. After the incubation time is over the character grows *Fangs* and gains *Night Sight* (functions at all times). In addition, any order from a Pureblood (detected through Pureblood pheromones) *must* be followed and in some cases his/her S may be raised to 70. A general twisting of morals (towards Dark Imperial goals) is also expected. The strain spreads by being injected into the victim's bloodstream, either by bite, poisoning, injection, etc. Sigma Virals are often independent operatives, or henchmen to high-ranking or undercover Purebloods.



"Little more than beasts, but useful, yes."

- The Dark Emperor, on Virals

CHAPTER IV: POLITICS OF THE NIGHT

The organisations of the Dark Imperium were formed in the immediate aftermath of the Night of Ascension in Blood, with the notable exception of the Departamento Protectorum which came later. The outside galaxy is aware of the existences of the Armies Viral, Battlefleet Vampiris, Dark Guard, Departamento Protectorum, Pureblood Legions, Obsidian Guard and Sons of Marazel, and

shouldn't be too surprised about seeing the others, but other than their basic details nothing (not even their names) are known. Dark Imperial intelligence, on the other hand, knows all but everything of the Imperium – the Dark Emperor is, after all, a former Inquisitor in his current form and several allies have contributed much knowledge of other notable events.



The Armies Viral

The common footsloggers of the Dark Imperium are the Armies Viral. Consisting of thousands of mindless

“troops” infected with one of the Alpha strains of Viral Vampirism, the common AV tactic is fairly straightforward: land, disembark and charge. The Armies Viral is there to die in close combat and drag as many enemies with them to hell as possible.

The AV, while being the largest of the Dark Imperium's armed forces, is the one with the lowest status (excepting the

Legio Disposia, who don't count). Its commanders are the buffoons and idiots of the Pureblood Clans, and indeed a frontline mission with the AV is a Uriah's post only given to undesirables who have in some way offended their betters. The officers of the AV, while technically possessing the same rank as their fellows in the Dark Guard, Pureblood Legions and even Sons of Marazel, are regarded as pests little better than the Halfblood scum that function as their aides. For a Pureblood, an officer's post in the AV is the ultimate disgrace.

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Viral	60	20	70	70	65	50	20	70	20
Officer	75	75	100	100	90	75	75	80	65

Equipment: Viral: Ragged black clothing (AV 2 on all locations). Officer: Sword; laspistol; Officer's dress uniform (counts as flak armour and blackrobe on all locations except head).

Special Abilities: Viral: *Viral Vampire (Alpha Strain)*. Officer: *Leader, Pureblood Vampire*.

The Academy

The Academy is the Dark Imperium's answer to the Scholastica Psykana; an institution completely dedicated to the harnessing of psykers. Unlike the Scholastica, this organisation is almost omnipresent within the Dark Imperium as psykers are everywhere. The ghoulish Halfblood Psykers will function as psychic pets and wardens to important Purebloods, whereas those few Lords actually having psychic powers will be literally surrounded by Pureblood and Halfblood Psykers. One of these makes for a truly epic enemy.

The Academy deals with two kinds of psykers: halfbloods and Purebloods. Halfbloods receive rigorous harnessing, as they are essentially daemonhosts; exposed to all manner of Nurglos experimentation, they are nothing more than psychic tools at the disposal of Dark Imperial military commanders.

Purebloods are schooled privately, at the great estates owned by the Clans. Almost 30% of all Purebloods are psychic; though few aspire to be leaders, they are afforded much respect.

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Halfblood Psyker	60	70	65	60	65	70	60	70	60
Pureblood Psyker	75	75	100	100	90	75	75	80	70

Equipment: Psyker's rod/staff; arcane robes. Pureblood Psykers generally wear carapace armour, while their Halfblood thralls wear flak armour on all locations.

Special Abilities: Halfblood Psykers have 1-2 psychic powers, while Pureblood Psykers have 2-4. Standard powers are advised for Purebloods; Halfbloods may have any Chaos power. Biomancy and telepathy are most often used.

The Battlefleet Vampiris

Responsible for all the Dark Imperium's space ships (except for those of the DP and Seven Sects, and those owned privately by sanctioned merchants), the Battlefleet Vampiris has grown from but a collection of antiquated starfighters to a massive group of customised ships utilising all manner of technologies, spearheaded by its massive flagship, the Dark Emperor's own *Night Incarnate*. Currently comprising some two hundred and thirty ships, ranging from escorts to grand cruisers, the Battlefleet Vampiris

has a unique organisation radically different from that of the Imperium.

The vast majority of its ships are classified as Vampire Bats – small, quick, customised fighters that often began life as merchantmen but are now armed to the teeth with weapons and engines. Swarms of these will engulf the opposing forces, and if the enemy is too formidable, they will call in support. This either takes the shape of allies (often Dark Eldar, most notably when

Craftworlders or Corsairs are encountered) or the capital ships.

A phalanx of behemoths, the core of the Battlefleet Vampiris will emerge from ambush to pound most enemies into oblivion. Mostly Imperial or Chaos-pattern ships are used (gained either from trade in the case of Chaos, or boarding actions or outright theft in the case of the Imperium), although Tau ships have also been seen. All painted a camouflaging black and bedecked with gargoyles, the Battlefleet Vampiris is a grotesque mockery of the Imperial Navy, whose admirals have sworn to see its end.

"That fleet is the ultimate heresy, a grand perversion of His Most Holy Emperor's Imperial Navy, and I shall see it burn!"

- Admiral Niels Volken,
Battlefleet Crissaegrian

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Armsman	60	20	70	70	65	50	20	70	20
Rating	60	70	60	60	65	70	60	70	60
Officer	75	75	100	100	90	75	75	80	80

Equipment: Armsman: Ragged black clothing (AV 2 on all locations). Rating: Sawn-off shotgun with two Scatter rounds/naval pistol; Blackrobe overalls (AV 2 on all locations). Officer: Power cutlass; naval pistol; Officer's dress uniform (counts as flak armour and blackrobe on all locations except head).

Special Abilities: Armsman: *Viral Vampire (Alpha Strain)*. Rating: *Halfblood Vampire*. Officer: *Diplomat; Leader; Pureblood Vampire*.

The Dark Guard

The Dark Guard is not, as one might suspect, the mainstay fighting force of the Dark Imperium. Instead, the Dark Guard acts as fire support and combat engineers for the vast forces of the Armies Viral, as well as keeping being responsible for communications, artillery formations and armoured brigades. The Dark Guard utilises mostly stub-, auto- or lasrifles, make use of Leman Russes, Chimeras and other Imperial-pattern tanks, and wear flak armour of a roughly Cadian-like pattern – but there their similarity to the Imperial Guard ends. Each Dark Guard is a ghoulish horror, his pale, parchment-like skin covered in the ritual tatoos used to bind a daemon within his flesh, fangs and claws sprouting from his mouth and fingers, his eyes glowing a livid red in the gloom and his general appearance being that of a monster.

If the regular soldier is a monster, his officers are even worse. The command of the Dark Guard are bitter members of the Pureblood Clans, second-rate officers whose betters have the glory of serving in the Pureblood Legions or even the Sons of Marazel. Only the malcontents nominally in control of the Armies Viral are worse than these often-called "rejects", who take any chance to harass their Halfblood soldiers and will sacrifice any number of troops to attain glory – glory too often stolen away from them. The only Guard Purebloods who can be said to enjoy their jobs are the Armour Commanders, who, while technically part of the DG, are often seen as an entirely different organisation and often are personally responsible for Guard victories.

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Guard	60	70	65	60	65	70	60	70	60
Officer	75	75	100	100	90	75	75	80	70

Equipment: Guard: DG Uniform (counts as flak armour and blackrobe on all locations except head); open helm; Necromunda pattern lasgun or autogun with bayonet; knife; one frag grenade. Officer: Chainsword; laspistol; Officer's

dress uniform (counts as flak armour and blackrobe on all locations except head).

Special Abilities: Guard: *Halfblood Vampire*. Officer: *Leader; Pureblood Vampire*.

The Departamento Arbitorium

The regular police force of the Dark Imperium, the Departamento Arbitorium is something of a civilian version of the Dark Guard. Though the Judges and Officers of this vast organisation are Purebloods, the common grunts – the Enforcers – are Halfbloods dressed in a distinctive red-and-black flak uniform and carrying sawn-off shotguns or stub rifles. The Enforcers can be seen all across the Dark Imperium, directing traffic, taking opportunities to harass lower-ranking Halfbloods, Virals or humans, and generally keeping the Law

by shooting to kill. As might be expected, shooting is hardly necessary at all – although the Enforcers gleefully leap at every chance they get.

Aside from the Departamento Vampiris, the Arbitorium is without a doubt the largest of the Dark Imperium's civilian organisations. Present upon every world and with a Precinct in every city, the Enforcers keep the law and order in a society where the law and order are what stands between conquest of the galaxy and total anarchy.

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Enforcer	55	55	60	60	70	70	60	70	65
Officer	75	75	100	100	90	75	75	80	70

Equipment: Enforcer: Stub pistol, club, Enforcer suit (AV 3 on all locations; counts as blackrobe). Officer: Autopistol, shock maul, Officer's dress (counts as flak armour and blackrobe on all locations except head).

Special Abilities: Enforcer: *Halfblood Vampire*. Officer: *Leader; Pureblood Vampire*.

The Departamento Protectorum

Founded at the request of the fiery Pureblood noble, Khaliel FitzVanner Nachthausen, and sanctioned by none other than the Dark Emperor himself, the Divisio (or sometimes Departamento) Protectorum is the Nosferatu's answer to the Imperium's Inquisition and Commissariat at the same time. During an encounter with the Mistress of the Seven Sects, Vaith Osis, on the now-forsaken planet Gaspadevj, Khaliel used his great charisma and oratory to escape death by her blades and impress her with his zeal in the case of the Pureblood

cause – to unite the galaxy under a vampiric Imperium.

The DP (as it is known in hushed whispers throughout the Dark Imperium of Blood) is composed of two branches, blending the fearsome disciplinary officers of the Divisio Disciplinarum with that of its shadowy brother department, the Divisio Inquisitorum.

The Divisio Disciplinarum is charged with rooting out dissent and maintaining discipline, its officers often accompanying high-ranking officers to battle, to ensure they act in the name of



the Dark Emperor, and not any personal agenda. In this way it could be compared to the Imperial Commissariat, and its agents dress accordingly in great black storm coats, wide-brimmed caps with the silver fanged skull with 'DP'

imprinted into its forehead, and most carry some form of neural or shock weaponry to administer any necessary discipline as well as their standard bolt pistol sidearm. The majority of these officers are Halfbloods, though a sprinkling of Purebloods can be found in their ranks. All are zealous followers of the Dark Emperor, and are utterly loyal only to him.

The Divisio Inquisitorum is a contrast to its larger brother-organisation. Where the Divisio Disciplinarum is loud and brutish in its approach to its appointed tasks, the Divisio Inquisitorum is silent and subtle. Oft times it will work with the Seven Sects, forming elite Hunter-Teams to track House Orianis fugitives with Bloodstalkers each Team. Formed entirely of Purebloods, the usual dress uniform of storm coat and peaked cap is often forsaken in fieldwork in favour of disguise or lacquered carapace, depending upon the methods of each officer. With the power to requisition nearly anything required, the Divisio Inquisitorum is a powerful and dangerous force. Inquisitors of the corpse-Emperor and Orianis traitors are priority targets for Divisio Inquisitorum Officers eager to test themselves against their counterparts of the Imperium. Sometime they perform bizarre "mortal-hunts" throughout the cities of the Dark Imperium, on the search for Imperial infiltrators.

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Thrall	60	20	70	70	65	50	20	70	20
DP Officer	75	75	105	100	90	80	75	85	80

Equipment: Thrall: Ragged black clothing (AV 2 on all locations). Officer: Power sword/chainsword; bolt pistol; black stormcoat (counts as flak armour and blackrobe on all locations except head); peaked cap.

Special Abilities: Viral Thrall: *Viral Vampire (Alpha Strain)*. DP Officer: *Furious Assault; Heroic; Leader; Pureblood Vampire.*

Tyrants: The DP is the most dreaded organisation in the Dark Imperium, a secret police that may strike anywhere and at anyone. Because of this, any Vampire with a Willpower under 80 counts an *overt* (ie, not undercover) *Officer* of the DP as *fearsome*, and must take a Wp test in order to present him/her with a direct lie. If failed, the DP Officer discovers the lie and may take a free action against the character.

The Departmento Vampiris

The Departmento Vampiris is the single largest organisation in the Dark Imperium. From its massive headquarters within the Palatium Vampiris itself, this dark mockery of the Imperial Administratum keep track of every Vampire, every rifle, every human slave to ever toil within the dark mines and forges and factora within the six sub-sectors that comprise the Dark Imperium. Denoted by their blood-red, hooded robes (which also function as sun-ponchos), the menials and servants of the DV include all kinds of Vampires, from shuffling Epsilon Virals that perform menial tasks in the factorums, to huddling and gaunt human slaves who

toil away under the whips of their overseers, to the Halfbloods whose pens scribble endlessly and the aristocratic Purebloods who control it all.

The number of Vampires that toil away in the Departmento Vampiris is estimated to include anywhere from 40-60% of the Dark Imperium's total population, which quite literally constitutes billions of servants spread across the worlds and planetoids of six systems. Overseeing this enormous organisation is the Triumvirate – a trio of noblemen whose privileges place them high in the Vampire hierarchy.

The following may also be used as generic Vampire commoners:

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Clerk	50	50	60	60	50	70	60	70	60
Labourer	50	50	70	50	50	50	50	40	40
Overseer	75	75	100	100	90	75	75	80	70

Equipment: Clerk: Scribe's tools; blood-red blackrobes (AV 2 on all locations); various average bionics. Labourer: Blood-red robes (AV 2 on all locations); various crude/average bionics. Overseer: Whip (count as neural whip with D6 damage and no shock weapon special rules); shock maul; blood-red blackrobes (AV 2 on all locations).

Special Abilities: Clerk: *Halfblood Vampire*. Labourer: *Viral Vampire (Epsilon Strain)*. Overseer: *Leader; Pureblood Vampire*

The Legio Disposia

The lowest of the low, lower even than the feral Armies Viral. The Legio Disposia are, like the Armies Viral, meant to die and to take the enemy down with them – but unlike the Virals, they are designed to serve in only one battle each – their first and their last.

These humans, the particularly stupid or weak ones, are lobotomized suicide bombers who are herded at the enemy and only exist to blow him up. When a

squad's detonator is ignited by an officer of the Armies Viral (who often end up commanding the Legio) all members of the squad explode, tearing a huge hole in the enemy's defences. Squads are normally fitted with frag or krak bombs, although recently EMP Squads and Apocalypse Squads, bearing grenades of those two types, have been sanctioned by the Darkest One.

The Obsidian Guard

"The best of the best of the best," the Obsidian Guard has been called on several occasions. The smallest of the Dark Imperium's organisations – they possess no more than fifty warriors and

thrice that number of Sigma Viral serfs – they are looked upon as demigods by the common Pureblood and even the Sons of Marazel possess tremendous respect for these, the Dark Emperor's personal

bodyguard. They never venture beyond five kilometers of Marazel's location unless He bids them so, and their command squad, the formidable Squad Emperor, stays in His presence at all times. Their duties revolve around patrolling the Palatium Vampiris, guarding the Gates to His Majesty, and slaying those He deems undesirable. The other squads – Tyrant, Void, Sepulchre and Doom – are slightly less formidable, but still lethal.

Each Obsidian Guard is a monster, towering a head over even the tallest of

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Obsidian Guard	80	80	240	190	110	85	85	100	85

Equipment: Artificer power armour (AV 12 on all locations); force glaive (counts as force halberd); Mark IV bolter with range-finder and infrascop; various reloads; powersword; 30% chance of *Krieger*; 20% chance of randomly determined psychic power.

Special Abilities: *Ambidextrous*; *Pureblood Vampire*; *Nerves of Steel*; *Rock Steady Aim*; *Spit Acid*.

The Order of the Bloodied Maw

When Gavaria fell at the height of the Night Arising military campaign, not all of its fallen defenders were killed. By the time it fell, some of its former protectors were not even human. Touched by the darkness of corrupted foes, almost a thousand sisters of the Order of the White Wolf were transformed. Their previously unshakable faith in mans all holy "God-Emperor" was destroyed as their bodies altered beyond their control. Faced with their perverted need for blood, and knowing they were abominations in his name, many committed the ultimate sacrifice. Those that lacked the faith had no desire to die and fled on the Rogue Trader vessel *Argo* to regroup.

It did not take long for them to rediscover the shrine world Kelet Arri, abandoned centuries before during a schism of faith in the sector. Here the bloodied survivors took on a new name – no longer would they associate themselves with their former sisterhood – from then onwards they would be the Order of the Bloodied Maw.

the Sons and bedecked in black armour with gold trim. They wield force glaives in their bear-like fists and their helmets are ornate, grinning gargoyle faces. Only the best of Clans Krieger, Van Staal and Faust are allowed to enter this awesome brotherhood of warrior-guardians and serve under Chief Custodian Constantin Krieger.

Having been left for an era untouched, great numbers of wild beasts had multiplied unopposed and it was from these the sisters gained their nourishment. Resanctifying the ancient shrine and dedicating it to their leader the then Sister Superior Stephanie Bouffante gave the Order a convent to operate from, and the wild beasts butchered correctly were more than enough to last for several lifetimes. It seemed certain that with food and shelter, some Power had smiled on the sisters bidding them to thrive away from the threatening forces of Imperial and Dark Imperial alike.

Unfortunately for them it was a fickle power if any. Admiral Herbert Sene of the Ultramar Naval Force had designated Kalet Arri as base for his impending crusade against the vampire empire - an inspirational planet from which to command his forces in the name of the greatest martyr of them all.

Trapped between certain death as mutants by the Imperial forces, or a life of slavery to the rulers of the Dark

Imperium the newly ordained Canoness Perceptor, Stephanie Bouffante, was tasked with a difficult choice. Even though each and every one of the remaining battle sisters was uninjured because of their vampiric regeneration, they did not have enough equipment to fight for their survival. In the end Canoness Bouffante chose life – whatever the cost. She contacted the Lord-Custodian Septimus Osis of Dark Earth and offered valuable information in return for sanctuary as part of the Dark Imperium.

The offer was accepted. Stretched thin from its first major campaign, the Battlefleet Vampiris had not noticed the danger posed by the closing warfleet. Sealed with a pint of blood from each leader, the deal was finalised in true

The Pureblood Legion

The only military organisation to consist exclusively of unaltered Purebloods, the Legion consists of shock troops born and bred as warriors. Each warzone in which the Dark Imperium is involved has at least five Valkyrie-mounted squads of Pureblood Legionnaires stationed at all times, ready to plunge into battle and seize vital objectives.

Comparable to Imperial Stormtroopers, Legionnaires are clad in heavy carapace armour and carry power knives and hellguns. Their Valkyries and Vulture gunships are crewed by the finest pilots the Pureblood Military Academies can

Pureblood fashion by imbibing the blood in front of witnesses from the noble classes. The information proved invaluable in defending Gavaria from the Imperium's first retaliatory wave – in return Kalet Arri was made an official province of the Dark Imperium under the control of the Canoness Perceptor of the Viragoinis Immortalis. Along with this position as a protected planet, a small garrison of Departamento Protectorum were stationed there along with ten thousand imported humans providing protection and a workforce – and a food source. After a second agreement the first Order of the Viragoinis Immortalis were reequipped in return for acting as a training force for new Vampiric armies, most notably the Pureblood Legion.

produce, all bedecked in the black and red livery of the Dark Imperium. Its commanders bow only to those chosen to be Marazel's Sons, and look upon the unfortunates stationed with the Armies Viral and the Dark Guard with contempt and sadness. They know that, whatever happens, they are amongst the Dark Emperor's finest, even though they feel a certain loathing – mixed with respect, of course – for His Sons and the Obsidian Guard.

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Legionnaire	75	80	105	100	90	75	75	80	75
Officer	80	85	110	100	90	80	80	80	80

Equipment: Legionnaire: Hellgun (count as Triplex Phall Lasgun) with bayonet, range-finder and infrascopes; power knife; two frag grenades; one krak grenade; carapace armour on all locations; rope. Officer: Power sword; hellpistol (counts as laspistol which may change power setting to 2D6+3 damage at a cost of two shots per shot fired); two frag grenades; one krak grenade; carapace armour on all locations; rope.

Special Abilities: Legionnaire: *Commando Drop*; *Nerves of Steel*; *Pureblood Vampire*; *Rock Steady Aim*. Officer: *Commando Drop*; *Leader*; *Nerves of Steel*; *Pureblood Vampire*; *Rock Steady Aim*.

The Seven Sects

Possibly the single most dreaded institution the Dark Imperium has produced – even more so than the feared Departamento Protectorum – the Seven Sects are officially non-existent, and though most Purebloods know or believe that it is real, the Sects are surrounded by dark legends. Controlled by Mistress Vaith Osis, the Seven Sects are the primary secret police force, assassins and intelligence officers of the Dark Imperium. Often sent abroad to oversee Machiavelli Cults, it was the first of the organisations founded after the Night of Ascension in Blood.

At first the Seven Sects remained in the shadows to conceal themselves for their fell missions, but after a Callidus Operative of the Officio Assassinorum attempted to destroy Mistress Vaith – unfortunately choosing a moment in which the Darkest One was present – Clan Nurglos liberated samples of polymorphine. Coupled with syn-skin, the Sects have become ten times the infiltrators they ever were.

All Sisters of the Sects are beautiful females, mostly drawn from Clans Delacroix, Osis and Nachthausen. Each one is a deadly killer and lethal femme



fatale, her skills as a courtesan almost matching her skills as a warrior-women. In fact, who knows how many of the mistresses of Lords and Patriarchs throughout the Dark Imperium are actually Sisters answering only to Mistress Osis and her Dark Emperor?

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Bloodstalker	90	80	115	100	95	80	80	95	65

Equipment: Two force stilettos (count as power knives); needle pistol; various toxic and viral agents; polymorphine injectors; syn-skin; blackrobe.

Special Abilities: *Ambidextrous;* *Blademaster* (functions as normal with the force stilettos); *Catfall;* *Dodge;* *Lightning Reflexes;* *Pureblood Vampire.*

The Sons of Marazel

Commanded by Master Vanning Faust, the Sons of Marazel Chapter was produced during the Dark Emperor's Project Progeny. Their geneseed a mix from Renegade and Imperial Chapters suitably mutated by Clan Nurglos, their warriors drawn from Clans Faust and Van Staal and their allegiance sworn to the Dark Emperor and none other, the Sons of Marazel form a brotherhood of about three thousand men-at-arms at all times

dedicated to His Will. Some whisper that the Sons are actually possessed by Daemons of the Warp, but surely this is a lie – to make Halfbloods out of the Pure would be naught but lunacy!

The armour of each Son is bedecked in blood that never dries and yet sticks to the adamantium plates like glue, presenting a bloodied form that stands like an incarnation of eternal battle. They

are the ultimate in the regular hierarchy of Vampire force, only surpassed by the Obsidian Guard. But to most Sons, this matters not; they are the Dark

Emperor's Finest, infused with His dark energies, and the galaxy will be theirs!

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Son of M.	80	75	230	180	100	75	75	95	80

Equipment: Space Marine power armour; Mark IV bolter with range-finder and infrascopes; various reloads; chainsword/powersword; 20% chance of *Krieger*; 10% chance of randomly determined psychic power.

Special Abilities: *Ambidextrous*; *Pureblood Vampire*; *Nerves of Steel*; *Rock Steady Aim*; *Spit Acid*.



"I am of His Sons. The Dark Emperor Protects!"

- Brother-Sergeant Absalom Faust, Sons of Marazel

Every breath was saturated with the foetid stench of sweat, blood and excrement. Judge Ludwig Van Staal lapped it up. It was the scent of terror; rich and overpowering. He half wished he'd been in the compound when the cattle had been slaughtered.

'What a waste,' someone muttered.

Ludwig agreed. He rolled one of the bodies over with his boot. A female. Throat ripped open. He sighed. Half her life-blood had been allowed to soak into the dirt. She hadn't been drained properly, just left to bleed out all over the floor. It was disappointing that one human would be wasted in such a way, but it was a travesty that three dozen had suffered the same fate.

'Dark Emperor-damned virals!' he spat.

They were animals, the virals. Mindless slabs of gristle. He even preferred the cattle to the virals, they at least knew their place – food. Virals were scum. Not even worthy of the title "vampire."

They'd broken into the cattle compound sometime during the half-day and slaughtered their way through the trapped and screaming herd. He'd come on shift as night had fallen and had been one of the last to arrive, but found himself in charge of the investigation. A multiple murder was nothing unusual to an experienced agent of the Divisio Arbitorium like he, but with millions of un-interviewable virals under suspicion, there would be no satisfactory end to the case. The owners would demand closure, so the blame would have to be apportioned somewhere.

The first virals to cross his path would die.

CHAPTER V: THE PUREBLOOD CLANS

The Pureblood Clans actually predate the Purebloods themselves, originally being the noble houses of the human colonists who first discovered Neo Terra early in the 25th Millennium. Every Pureblood (with the notable exception of the Dark Emperor) belongs to a Clan, and though membership of one of the Dark Imperium's many organisations has come to decide much of a Pureblood's social status, one's Clan is still a very important factor in Dark Imperial society.

Today, only nine clans are officially recognised by the Dark Imperium – the vanquished Di Oblo live on only as spirits

Clan Osis

The Osis have long been the driving force behind the council's plans. Since the clan's inception at the birth of the Vampire Civilisation, the Osis have attempted to push the race forward and unite it under one banner. It was the Osis who established the council, it was the Osis who pushed the progress in travel and conquest, and, it is the Osis in particular who have been instrumental in recent years in the creation of the New, and later the Dark Imperium.

The Osis, in the early days of the Vampire Nation, would settle trade disputes and provide armed services to various different clans, allowing for them to grow rich. However, unlike the other clans, the Osis were the only ones to not grow lazy and decadent, and quickly it became obvious they were significantly more powerful than the rest of the clans. However what was to come was certainly not expected.

Lead by Benjamin Osis, the Osis organised a coup the likes had never been seen before, elevating Drazh Marazel to his position of power. They are now the undisputed ruling clan of the Dark Imperium and act as such.

The cruel mistress of the Osis, Vaith Osis, has organised the ethnic cleansing

trapped within a blade, and the cursed "House" Orianis has been hunted to near extinction for its pro-human heresy, though it still presents a threat to the integrity of the Dark Imperium with its acts of terrorism.

Each clan has a specific set of stat changes/abilities that must be applied to all characters. In the case of these special rules, the GM should see to it that the character is in tune with his or her Clan (so no Space Marine-killing Nurglos, for example, or Alpha Psyker Krieger).

of the Clan Orianis, their one time sister clan. In the early days, the Osis and Orianis formed a formidable team, the Osis' political savvy and resources plus the exceptional thinking power and scientific genius of the Orianis meaning together they would push the Vampire race forwards in leaps and bounds, with the Orianis being responsible for some of the largest technical revolutions in the Vampire Nation.

The two clans had always had a common difference though – Humans. The Orianis had always taken a slack view with humans, and their lack of action with their slaves caused several revolutions within the Orianis fortress and grounds.

The next slight was an insult to all vampire-kin, the Clan Orianis renaming itself House Orianis, as it was much more palatable to the humans, allowing them to quickly increase contact and trade between themselves and humanity, and then allowing their human slaves several rights never allowed before.

The Osis were primarily insulted by this, as their tyrannical view on the keeping of humans meant they felt the Orianis were letting down the Vampire Nation and Clans. They felt their sister clan had

betrayed the Vampire ideals and the laws laid down by the Clans years before.

To attempt to heal the rift, the Osis offered Vaith Osis as the bride of the first son of the house to once again unite the houses. The plan was perfect, with the two Clans gearing up for a wedding of some proportions. However Vaith, infuriated by the Orianis' refusal to just use the humans as cattle and slaves, murdered the first son of the Orianis, impaling him on a spear and displaying him publicly outside the fortress of the Osis. This caused a massive split in the

Clan Osis Special Rules:

+10 WS. *Force of Will; Pureblood Vampire.* Fairly generic Vampires, Osis are nonetheless skilled with close combat weapons, and relatively strong-willed.

Vaith Osis

Vaith Osis is perhaps the second most important Vampire in the Dark Imperium, being personally responsible for introducing Drazh Marazel to the Vampire Nation and having a hand in his ascension to power. Born the first daughter of Lord Benjamin Osis around 300.M40, Vaith was a beautiful yet chronically insane woman who nonetheless mastered politics and killing at an early age. She first entered the spotlight in full when she was engaged to, and later killed, the firstborn son of the Orianis. After this explosive event, her father engineered her fade from (in)famy.

Her return to the spotlight was even more explosive than her first appearance. In league with an outcast named Drazh Marazel, she aided him in slaughtering every member of the Pureblood Council and their immediate families and allies, taking the title Matriarch (even though her father was still alive and had in fact engineered the entire coup). When Marazel proclaimed himself Dark Emperor, the heads of the Councillors at his feet, she was rocketed into the position of advisor and head of the first organisation Marazel formed – the Seven Sects, his assassins and

Council, and only narrowly was a civil war averted.

Now few Orianis remain, as they are hunted relentlessly by the Seven Sects and Vaith, who are killing all who remain.

The Osis rule the vampires with an iron fist, organising, plotting training and pushing the vampire nation towards its destiny, to paint the stars red, and forge a new empire, one of blood, headed by Drazh Marazel.



intelligence officers. She played a prominent role in the unification of the shattered Nation into the New Imperium, as well as its first military action on Gaspadevj.

Today, Vaith dwells at her Dark Emperor's right hand, taking a less active role in the Vampiric military actions. With the formation of the Dark

Imperium, she has found a position of near-ultimate power as his trusted advisor and confidant.

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Vaith	118	114	124	108	141	133	73	132	80

Equipment: *Insanity*; two force stilettos (count as power knives); mesh armour on all locations except head; shadowcloak; one psyk-out grenade.

Special Abilities: *Acrobatic*; *Ambidextrous*; *Blademaster*; *Catfall*; *First Strike*; *Leader*; *Nerves of Steel*; *Quickload*; *Osis*.

Insanity: Di Oblo Blade. Wp 78; *Mind Stealer*. Counts as hexagrammic wards; makes Vaith immune to all hostile telepathic powers.

Benjamin Osis

At first the mastermind behind the Night of Ascension in Blood, ex-Patriarch Benjamin Osis – officially declared dead, his title now belonging to his daughter Vaith – now finds himself more of an advisor to a creature he at first woefully underestimated. However, Benjamin is content; Vampirism has spread like a dark and united plague amongst the stars, and that was all he desired back when he was still Patriarch.

Only the Dark Emperor, Vaith, and Spymaster Je-Lan Machiavelli know of Benjamin's current status. He has become a close friend (if not an ally) of the Spymaster, whose intellect appeals to him. Satisfied with his plan, and content to remain in the shadows behind the Dark Throne, Benjamin continues to be one of the Darkest One's closest associates.

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Benjamin	76	74	104	93	92	74	124	84	72

Equipment: Simple blackrobes.

Special Abilities: *Diplomat*; *Leader*; *Nerves of Steel*; *Osis*.

Septimus Osis

Vaith's cousin and Benjamin's nephew, Septimus was the only other member of the Osis inner circle to escape the Night of Ascension in Blood alive (officially). Once the captain of the Clan's private army and ruthless keeper of whatever he perceived as the law, Septimus was appointed Lord-Custodian of the Stronghold on Vampiris Prime, and later the Palatium Vampiris on Dark Earth. Also the Judge-Marshal of the Departmento Arbitorium, Septimus makes sure that Clan Osis remains the most powerful of the Clans.

Septimus has a fondness for death sentences, and as only the most sensitive of cases are brought before him personally (namely those involving a Pureblood's treason against the Darkest One) he has brought a whole new level of obedience to the nobles of the Clans. A heavy and brutally built Pureblood with a face like a rough-hewn stone, Septimus' presence is both intimidating and scaring.

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Septimus	89	82	119	106	109	84	69	87	63

Equipment: Hammer; bolt pistol; copy of the Dark Imperial Law; Judge-Marshall's blackrobed uniform.

Special Abilities: Osis; True Grit.

House Orianis

The Orianis are a dying clan, being hunted to extinction due to the vendetta of Vaith Osis. They are spread and scattered, lead by a mysterious and shadowy leader who avoids capture up until now.

The Orianis were the first clan to truly embrace technology, the arts and philosophy. All of the more important vampire literature ever produced was authored by Orianis scribes, although now it is all outlawed. Very little of the Orianis legacy remains; although their technology is still used, it is now credited to other clans who bought the rights from the Osis after the Rise of Drazh Marazel.

Physically, the Orianis pale in comparison to their brethren in the other clans. However in terms of sheer intellect, cunning and intelligence the Orianis are second to none. It is because of this they are currently able to run a

successful terrorist campaign within the Dark Imperium. The Orianis who are captured and interrogated are also showing a grit and determination never associated with the Orianis before. The technological expertise also means they are never ill equipped for their actions, and several new weapons have been developed to combat their vampiric brothers. It is hoped that the Orianis will not make contact with any Order Vampiris operatives; if they were able to do this it could possibly turn the coming war.

Their insider knowledge of how the empire currently is run, the rivalries, personalities, geography of the empire and the physiology of Vampires could easily be offered in return for shelter within the Imperium of Man. It is apparent to all within the Dark Imperium this rogue House is in the campaign for a time to come.

House Orianis Special Rules:

+20 Wp; +10 Sg and Ld; -15 S; - 20 T. *Force of Will; Pureblood Vampire.* Though physically inferior to other Vampires, recent events have given these scholarly Vampires a previously unseen stubborn streak.

The Leviathan

Next to nothing is known about the shadowy leader of the Vampire Revivalists, whose goal is to see Orianis restored as the head of Vampiredom and the usurper Marazel ground into the dust. He possesses a vast amount of identities, including a ducal title in the Imperium, and never stays in one place

for too long. His insignia is a field that is white on one half and black on the other.

As the Leviathan's current whereabouts and even his physical disposition is unknown, his statistics are not included.

Clan Faust

Clan Faust is a very unique clan. They are sociopaths, a clan of warrior vampires whose bloodlust is unquenchable and terrible to behold.

They have many unique abilities which have made them more valuable to the Dark Imperium than ever before.

Due to their physical prowess, the Faust was the first clan to really dominate in the early stages of the Vampire Nation. They raised themselves to a prominent position, and were only knocked down by a union of several Clans, and forced to join the Council.



Clan Faust suffers from an interesting mutation. They have the ability to call daemons from the warp into themselves, turning them into automatons of wanton destruction. It is rumoured this was a

Special Rules

+10 S; -10 Wp. *Furious Assault*; may gain *Daemonic – Invulnerable* at will. Not too strong-willed, Faust are reknowned for their strength.

Vanning Faust

The Patriarch of Clan Faust, Vanning slew his predecessor together with Drazh Marazel and was one of the Dark Emperor's earliest non-Osis supporters. When the Dark Emperor initiated Project Progeny and formed the Sons of Marazel, he asked Vanning to function as its administrative and military chief officer. Vanning gleefully agreed and was the first Pureblood to undergo Astartes modification. Aside from being an

gift from the Chaos God, Khorne, due to the nature of the Fausts' early history during the formation of the Clan.

The early Faust were bloodthirsty, and fought each other savagely in huge wars of attrition. The casualties were staggering. It is said in the last conflict before the creation of the Faust as a clan, even the sky turned truly blood red, such was the amount of blood shed that day. It is thought this is the time Khorne turned his attention to the Faust.

The mutation is not abundant throughout the Faust, although Vampire Daemonologists from Clan Nurglos are currently researching a way to ensure all Faustians born have the mutation.

The Faust are the primary resource for the toughest combat specialists within the Dark Imperium. The strongest of the Fausts are inducted into the Sons of Marazel, the Dark Imperium's own mockery of an Adeptus Astartes Chapter. Clan Faust also supplies recruits into the Pureblood Legion, who serve as specialist assault and shock troops.

excellent swordsman he also proved an exceptional marksman, but refused to carry the Belcher's Organ, which he cut out in disgust.

Vanning wields a daemonblade, in which is trapped a screaming Bloodletter of Khorne. He commands Squad Vanning, known as the deadliest warriors in a Chapter of deadly, blood-crazed warriors.

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Vanning	78	76	273	254	97	84	81	82	73

Equipment: Daemon sword; Space Marine power armour on all locations; Mk IV Bolter with range-finder and infrascopes; two frag grenades; two Krak grenades; full helm.

Special Abilities: Ambidextrous; Deadeye Shot; Faust; Heroic; Leader; Nerves of Steel; Pureblood Vampire; Rock Steady Aim; Swordmaster.

Daemon sword: Wp 74; Deathlust; Lashing; Screaming.

Drazhon I

The fanatical Drazhon I is the leader of the Church of the Dark Emperor's Divinity, most often known as the Divinists. Unlike the Emperor of Mankind, who all those years ago discouraged his charges seeing him as a god, the Dark Emperor neither denies or confirms the Divinist Creed. In any case, Drazhon commands a growing clergy of Purebloods from every clan and quite a number of viral and daemonic vampires. To this hellish clergy the Dark Emperor is God and they will swarm to heed his speeches, as well as heed his commands when He orders them to exterminate His foes – often the heretics within the Dark

Imperium itself, most notably the scum that calls themselves the Revivalists. These heathens refuse even to heed His absolute mastery of the Pureblood race, and as such are the worst type of heretic imaginable. They must be purged with silver and sorcery so that He may rule unopposed.

Drazhon I is a spidery, hunch-backed arch-psyker with blood-red robes and a bodyguard of hefty brutes from Clans Faustos and Krieger. While most other members of the Dark Court view him as a madman, they cannot deny that his claims might just be true.

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Drazhon	49	32	70	64	52	85	82	75	94
Deacons	75	45	90	90	75	75	75	75	75

Drazhon I is right-handed; the Deacons may be right- or left-handed as decided by the GM.

Equipment: Blood-red clerical blackrobes, Dark Imperial insignia and wards. Drazhon I has a force staff, a conversion field and a needle pistol with Bloodfire toxin, while the Deacons carry eviscerators and stub pistols with three reloads each.

Special Abilities: Pureblood Vampires; Word of the Dark Emperor; Force of Will. Drazhon I has the psychic powers *Blood Boil, Choke, Enfeeble, Warp Strength* and *Telepathy* and is a *Faust*.

Clan Van Staal

Clan Van Staal is a clan of refined warriors. Employed in many roles, the vigorous training they receive throughout their life prepares them for many roles. A strict rank system has been in place in this clan for as long as any can remember, with each vampire within knowing its place and role.

strong and brave enough to rise all the way through the ranks. It also promoted honour, nobility and of course meant all Van Staal had to be skilled with their chosen weapon.

This stemmed from the Clans past. The first vampire rulers came from the Van Staal clan, kings who ruled over vast kingdoms. Under these operated feudal systems, where the only way to advance upwards was through duelling with your superior, and besting him in a duel to the death. This system allowed any

Another tradition of note within the clan Van Staal is that of "Bloodrite". Clan Van Staal has an epic book, filled with stories of great deeds performed by members of its clan. Getting noted in this book is difficult; major deeds of combat prowess must be performed to gain entry, which are then presented to the Bloodrite council, ten vampires who have gained their Bloodrite. Many have died, or worse, attempting to gain entry into the

book. However the prize is more than worth the risk. Vampires who gain Bloodrite have their rank secured within the clan for three generations after them – a significant length of time when one is immortal.

Van Staal vampires fulfil many roles within the Dark Imperium. They are quite often officers in the Pureblood

Legion; some have even been accepted into the Sons of Marazel. Many of the highest ranking Van Staal vampires make up the court of the Dark Emperor,

Joachin Van Staal

Joachin Van Staal reached his position as a favourite of the Dark Emperor only after He, reluctantly, placed the decadent Hieronymous Van Staal upon the Patriarch's throne because the vily Van Staal skillfully made sure all his potential rivals were slain even as Marazel wrought havoc upon the Van Staal palace. However, Joachin was soon discovered by the Dark Emperor, who came to appreciate the young warrior's wit and naval brilliance. When the Battlefleet Vampiris was formed, Joachin was appointed its Admiral.

In the aftermath of the War of Reunification, Joachin received the Dark Emperor's blessings and challenged his jaded Patriarch to a duel for the leadership of the Clan. All of those who

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Joachin	86	73	104	96	95	79	82	83	79

Equipment: Power rapier; naval pistol; Admiral's dress armour (counts as flak armour and blackrobe).

Special Abilities: *Diplomat; Force of Will; Heroic; Leader; Van Staal.*

Lestat van Staal

One of the Dark Emperor's earliest supporters from Clan van Staal, Lestat thought his old Patriarch a decadent idiot and schemed to become the Clan's new head. His plan backfired when Joachin was appointed instead, and he was

their nobility recognised by the Darkest One. They are also active diplomats, merchants and advisors throughout the Dark Imperium.

Clan van Staal Special Rules:

+10 WS. Must *always* accept a martial challenge from an worthy opponent (GM's discretion), gaining a further +10 WS in the challenge; *Pureblood Vampire; Swordmaster.* The Van Staal differ from other Clans only in their sword training, and their rigorous codes of honour.

observed the duel wore the colours of Hieronymous, and the Patriarch decided the day was his no matter what the Dark Emperor thought. But at the height of the battle, as Joachin's martial prowess showed itself and the Patriarch thought to call upon the support of his servants, they threw off their insignias and replaced them with the colours of Joachin. It was a bitter and broken Pureblood who allowed himself to be slain by Joachin, who thereby became the most powerful Van Staal in living memory.

Joachin Van Staal commonly dwells in his palace, in the Palatium Vampiris or on his flagship, the *Dark Emperor's Might*. Sometimes he accompanies his Lord upon the *Night Incarnate*.

recruited as something the Darkest One called "Project Executioner".

At the project's conclusion, Lestat had become a lean, mean killing machine, armed with an uncanny loyalty to the Dark Emperor, intimate knowledge of all



the goings-on within Vampire society, and the Di Oblo blade *Paranoia*. The Dark Emperor's own secret operative, he was granted the title Executioner.

It is truly ironic that the ancient Koldoan within his blade has caused the Darkest One's personal operative to doubt His rule. Attempting to undermine Lestat's resolve and once again possess material flesh, the Koldoan constantly whispers into the van Staal's mind – but only in combat does it truly manage to let its words be heard. The Dark Emperor seems to know nothing, although one cannot presume what the Darkest One is aware of. Perhaps it is a test, perhaps a potentially fatal mistake. Lestat knows not, but he does know that, for good or evil, he will one day find out.

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Lestat	92	38	102	95	106	75	79	85	76

Lestat is right-handed.

Equipment: *Paranoia*, sword, knife, shadowcloak.

Special Abilities: *Acrobatic; Blademaster; Feint; Lightning Reflexes; Van Staal.*

Paranoia: Di Oblo Blade. Wp 72; *Enfeeble; Soul Poison* (if a Character takes damage from this weapon, he must take a Nerve test. If the test is passed, the soul poison's effects wear off, but if it is failed, the character immediately loses 1D10 Nv, and he must take the same test again next turn).

Clan Nurglos

The Nurglos are a strange clan. They distance themselves from most things, both social and political. They are extremely selfish, self-sufficient, introverted and mercenary. They have often suffered cruelly at the hands of other Clans due to their severe physical mutations, which hamper them in physical combat. Their overuse of the Krieger in several experiments and as altered bodyguards has resulted in a feud between the two clans, that even now under the wise rule of Dark Emperor Marazel is not likely to ever be resolved diplomatically.

Getting the Nurglos to join the original Pureblood Council was not easy, as tracking down one with the authority

over all others was a legendary task in itself. The introverted and insane nature of the Nurglos meant that unifying the clan was an extreme task, as the Clan members were spread far and wide, each conducting its own research.

Psychically, however, the Nurglos are extremely talented and have many potent psykers. However, due to their nature, Nurglos psykers are often difficult and arrogant, and suffer from severe bouts of psychosis and insanity. This has also caused several accidents due to the psyker being unable to maintain his discipline and letting loose its locked potential power.

The Nurglos excel at Daemonology. They have mastered various ways to harness daemons of all kinds and bend them to their will. Such uses have included Navigators on board Vampiris battlefleet vessels, daemonhosts for combat, and now the Nurglos can boast daemonically augmented foot troops for the Dark Guard. The Nurglos also help to run the Legio Disposia, as they both farm the humans and offer the Academy psykers – of both kinds - who operate the devices. They also supply various daemon weapons to high ranking officials within each clan.

The Nurglos were responsible for the creation of certain strains of Viral Vampirism in its various forms and guises, for the necessity of self defence to help fend off the attentions of other Clans on their territory and secrets.

The Nurglos are also working on various “black projects” for Drazh, working on several different horrific doomsday devices, ridding daemoniac vampires of certain weaknesses and creating new, more potent and dangerous forms of Viral Vampirism.

Clan Nurglos Special Rules

+25 Wp and Sg; - 25 S and T. *Medic; Pureblood Vampire; Terrifying.* Physically weak but strong-willed (or should that be insane) and learned, Nurglos are your basic mad scientists. They also frequently have psychic powers.

Victor Nurglos

Victor Nurglos is the very epitome of a mad genius. He is a brilliant scientist, an unparalleled genetist, and completely insane. However, he is blindly loyal to the Dark Emperor and loves Him for allowing him more “pets” for his Clan to experiment on. He is also totally in charge of Clan Nurglos activities at all times, and somehow manages to be a great leader and a total lunatic at the same time.

Victor rose to ascendancy even before the Night of Ascension in Blood and was a rival to the then-Patriarch of the Clan, who saw him as an insane chatterbox whose administrative qualities were useless. The Dark Emperor did not agree, and with his head torn off the former Patriarch was in no position to



argue. After his ascension to Patriarch Victor spends most of his time in his palace, overseeing the experiments of his fellow Nurglos.

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Victor	64	67	96	111	83	96	98	73	60

Victor is left-handed.

Equipment: Various scientific/torture instruments (count as improvised weapon), needler with Bloodfire toxin, blackrobe.

Special Abilities: *Force of Will; Nurglos; Leader; True Grit.*

Clan Krieger

Clan Krieger have often been used and exploited by the majority of the rest of the clan's simply because of their physical assets. All Krieger are huge. They are enormously tall, often reaching the height of 8 – 9 feet. They are also massively muscular and strong, and extremely tough.

The problem Clan Krieger has always suffered is that they suffer from a generally stupid level of intellect. They are very dim witted and slow, and this has resulted in them often being used by many other clans. They resent the Nurglos especially, for they are most guilty of exploitation of the Krieger, and it is rumoured they even used the Krieger in some heinous experiments. It is because of this the Krieger hate them so passionately. The Krieger have long had strong ties and links with the Faust clan, helping them during the formation of the Vampire Nation. These links still carry strong to this day, the oaths of previous generations still holding true.

Clan Krieger Special Rules

+40 S and T; - 40 Wp and Sg. *Furious Assault; Massive; Pureblood Vampire; Terrifying.* Being big – very big – and dumb – very dumb – Krieger have a habit of being exceedingly good in a bash.

Vladimir Krieger

As most Krieger, Patriarch Vladimir is big, strong and as dumb as a doorpost. Though surgical alterations to his brain has transformed the lumbering ox into something approaching a leader, it is no secret that his appointment came from his good relations to Clan Faust, who championed him for the position.

Vladimir is a short-tempered brute whose duties consist primarily of keeping

The Krieger serve many roles within Dark New Imperium. Uniquely amongst Purebloods they are often employed within the DIG, serving as heavy support and as bombers, carrying masses of melta bombs to their target before throwing them into the enemy. Others are deployed as bodyguards to key members of the court on Vampiris Prime, the most notable being the Dark Emperor's chief custodian! Although this appointment came with quite a shock throughout the Dark Imperium, it is widely known that Constantin Krieger is a warrior almost without equal within the whole Imperium, save the Dark Emperor, and is more than up to the task of guarding the Darkest One. It is also whispered in the darkest corners of the court that Constantin Krieger was inducted and trained by the Seven Sects, and therefore the first ever Krieger to be trained in such a way. However this has never been confirmed by the Seven Sects or its Mistress.

his Clan off the others' backs, and holding them on non-hostile terms with Clan Nurglos. However, in recent months Clan Faust's goodwill has been slowly but steadily diminishing, and it cannot be long before another – most suspect Vladimir's brother Constantin – is appointed Patriarch. The sad thing is that Vladimir, staunchly and arrogantly continuing his work, doesn't even realise.

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Vladimir	72	71	156	142	88	59	52	78	61

Vladimir is right-handed.

Equipment: Stun baton; ornate bolt pistol; ornate carapace armour with blackrobe.

Special Abilities: Force of Will; Leader; Krieger.

Constantin Krieger

Constantin is everything his brother Vladimir isn't – actually born with some measure of intelligence, the Krieger is a relatively gentle and honourable warrior whose appointment to Chief Custodian of the Obsidian Guard has caused collective eyebrows to rise all across Vampire space. However, the Dark Imperium's largest fighter is no joke, and he sometimes shows an evil intelligence that mostly involves potentially lethal

practical jokes – mostly against the snivelling Nurglos.

Constantin also leads Squad Imperator, who are the Dark Emperor's personal bodyguard and ever-present around his person. His black armour is bedecked in ornamental gold, and he is a majestic and lethal fighter whose love for Him is beyond doubt.

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Constantin	79	73	336	269	95	59	59	81	63

Equipment: Force-glaive; Space Marine power armour on all locations; Mk IV Bolter with range-finder and infrascopes; three frag grenades; two Krak grenades; full helm with Horns.

Special Abilities: Ambidextrous; Heroic; Krieger; Leader; Nerves of Steel; Spit Acid; True Grit.

Clan Delacroix

Clan Delacroix is the very definition of decadence. It is a widely known truth they have three times more slaves than any other clan. They consume more blood and more cattle than any other clan.

Before the ascension of the glorious Dark Emperor Clan Delacroix had to do very little. They were supported by the rest of the clans simply because it was the way it had always been. The daughters of the Delacroix were bartered and married off for services and biased trade agreements because of their beauty. The Delacroix women are generally considered to be the most enthralling and beautiful in the Dark Imperium.

Since the Night of Ascension it has been the Delacroix who have suffered the most. No longer can they live the decadent lifestyle they once lead. No longer can they rely on the handouts and bargains of past years. Now they must work towards the betterment of the Dark Imperium.

Some have adapted admirably, excelling as merchants. The natural beauty of the Delacroix coupled with their sharp minds and wit has meant those who have chosen the path of the merchant have been highly successful. Others have become diplomats, again their natural talents aiding them no end.

Those within the Delacroix who refused to adapt and change have had suspicion placed upon them in recent months. During the Vaith crisis within the Pureblood Council it was the Delacroix who lobbied and supported the Orianis the most vehemently. It is also suspected it is disgruntled elements within the Delacroix, who long for the days of yesterday to return, support the actions made by the Orianis terrorists.

Through these rumours Clan Delacroix has come under more scrutiny than any other clan still part of the Dark Imperium. The Divisio Protectorum has begun primary investigations into the allegations, and the Temple of the Seven Sects have long had their eye upon the Delacroix.

Clan Delacroix Special Rules

+10 BS and Wp; - 10 S and T. *Diplomat; Force of Will; Pureblood Vampire*. Delacroix are not as physically tough as other clans, but strong-willed, seductive and accurate.

Velicia Delacroix

Velicia is often described as Vaith Osis's total opposite. Only in stunning beauty are the two alike. Other than that, Velicia's long blonde hair, cool, calm rational sense of organisation and general disregard of politics makes her the Mistress's oft-hated but never understood rival. She dresses in black, gold and white and is always surrounded by a legion of oiled male humans – her "blood donators", as she calls them.

It is well known that the Dark Emperor named Velicia Matriarch because of the

fact that she hates politics – which is also why she is Lady-Magister in the Triumvirate of the Departamento Vampiris. Her predecessor, Martin Delacroix, proved traitorous and conveniently disappeared a few days before the final Battle for Gavaria. But Velicia is grateful for her appointment and has taken it upon herself to exterminate any would-be Revivalists within Clan Delacroix – and is therefore the optimal leader of the Clan.

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Velicia	72	71	106	92	88	79	72	78	61
Blood Donator	60	50	120	60	60	30	30	60	30

Velicia is left-handed. The Blood Donators may be left- or right-handed as decided by the GM.

Equipment: Velicia: Knife; semi-transparent blackrobe. Blood Donators: Bionic arms!

Special Abilities: Velicia: Delacroix; First Strike; Force of Will; Persuade; Leader. Blood Donators: Furious Assault; Nerves of Steel.

Clan Nachthausen

The Nachthausen are a proud, arrogant people, owing loyalty only unto those they deem worthy of their respect. These people are few and far between, even amongst their own clan.

There is more than a little tension between the Nachthausen and those that would consort with daemonic and viral nosferatu. These creatures are pitiful and pathetic aspirants to the vampiric birth-right, and worthy of great contempt. The purity of the Purebloods is of great concern to this clan, and it was with great relish that they persecuted the Orianis, even before their expulsion, and still do.

The Nachthausen consider themselves the archetypal vampire, displaying traits

that they think are much sought after by the other clans. They are headstrong, physically capable (being strong, yet not so much as the Faust or the Krieger), and intellectually gifted (but still some way behind the Nurglos). They are, quite possibly, the most 'balanced' of the clans.

Tradition is a strong part of Nachthausen culture, and this is expressed in their views on other races, political thinking, and dress styles. There are strong ties to the Osis, whom the Nachthausen respect as upholding proper vampiric attitudes to humans. Just as they respect the Osis, they detest the Delacroix, who are viewed (rightly so) as lazy and indulgent, even sympathising with the foul Orianis. Many a hot-headed Nachthausen has slandered the Delacroix, only to resolve

differences in a fierce argument, or, less frequently, a duel which rarely both participants walk away from.

Clan Nachthausen troops are all, quite predictably, Purebloods, and trained to the highest standards. Many Nachthausen nobles command elite units in the Legions, their ability to think on their feet and rationalise being qualities that are desired in commanding officers.

Many of the more militant members of the clan have become members of the Divisio Protectorum, which itself is commanded by a Nachthausen. *The Clan Nachthausen Special Rules*

Nerves of Steel; Pureblood Vampire; Tyrant. Nachthausen are very courageous, but also notorious for their tyrannic mindsets.

Xavier Nachthausen

Xavier Nachthausen is one of the more traditionally minded of the Patriarchs, his views regarded as somewhat backwards by other Clans. His hatred of Virals and Halfbloods is greatly approved of by many of the elders of the Clan, as well as his loathing for Clan Delacroix. It has been rumoured that he has contracted more than one assassin to silence Velicia, though nothing has come of this thus far other than the unexplained discoveries of mysteriously slain Nachthausen personnel, often totally ripped apart.

The DP is an institution that Xavier both approves of, and maintains close ties to, yet also bears a slight enmity towards. His faith in them was greatly shaken when the then Commander Khaliel

Xavier is right-handed.

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Xavier	81	75	103	99	89	79	80	75	79

Equipment: Duelling pistol with reload and laser sight, powered sword-cane, heavy robes on all locations except head (AV 2).

Special Abilities: *Force of Will; First Strike; Leader; Nachthausen.*

fanatical Pureblood extremists that are drawn to this organisation are exactly what it seeks to employ in its war to ensure the superiority and security of the Pureblood Vampire race.

There is no great love lost between the Dark Emperor and the Nachthausen, the more senior members of the clan recognising his authority and submitting to his rule, but they barely suppress their feelings towards the daemon and viral vampires he authorises the use of.

Nachthausen had Paolo, Xavier's eldest son, charged with high-treason. Paolo was found guilty, and 'executed' by Khaliel himself before the Dark Emperor. A brief period of unrest ensued in the Nachthausen ranks, which is still being resolved in some places, yet Xavier maintains order, for now...

Xavier holds the position of Lord Thesaurus Niger (Lord of the Black Treasury) in the Departamento Vampiris, regulating the flow of coin and soul to the various Departmentae. One of the Triumvirate, Xavier is a Pureblood of great political influence – and his undecided allegiance towards the DP makes the organisation look at him with careful respect.

Khaliel FitzVanner Nachthausen (Deceased)

Khaliel Nachthausen was the Vampire behind the institution that came to be known as the Departmento Protectorum, a fanatic completely obsessed with the superiority of the Pureblood race over all others. Initially disgusted by what was then the New Imperium, a chance encounter with Vaith Osis on the world Gaspadevj during its purging saw him see the light. Travelling to the New Imperium with an Osis medallion, Khaliel was able to secure an audience with the Dark Emperor – who granted him leave to build an organisation that was part secret police, part instrument of supreme power.

Tragically, the machinations of the shadowy Orianis known as the Leviathan saw Khaliel slain in action during the War for Gavaria. The Commander-in-Chief was leading a DP taskforce after the Leviathan (whom he considered the ultimate heretic) but walked straight into a devious trap that bizarrely saw Hive Navarre, greatest of the Imperium's bastions, crumble to a ruin wrecked by a nuclear explosive planted in the midst of the city. Official Dark Imperial propaganda painted Khaliel as the mastermind behind the Hive's demise, the common Pureblood getting all the more reason to celebrate his martyrdom.

Recently, there have whisperings that a canonisation is in the works. Already



some Divinists are preaching from the founding papers of the Departmento Protectorum, specifically the chapters by the Nachthausen himself, as the "Words of Saint Khaliel, the Martyr of Dark Earth's Birth". Clan Nachthausen, of course, does not complain; one of their number made Saint is a tremendous political victory.

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Khaliel	83	78	103	100	94	87	82	91	76

Khaliel is/was right-handed

Equipment: Bolt pistol with laser sight and 3 silver shell reload clips, carapace armour on chest, storm coat/flak and blackrobe on all other locations except head, power sword, DP peaked cap.

Skills/Abilities: *First Strike; Quick draw; Nerves of Steel; Pureblood Vampire; Tyrant*

Clan Caligula

In the darkest times after the Di Oblo were cast out, Clan Caligula found its niche. Vampiris Primes human population was falling fast. The Nurglos had farming projects going on, but these were few and far between, were on a small scale and were being used selfishly.

Clan Caligula and Machiavelli were the only ones with ships of some form or description still able to achieve light speed travel. Clan Caligula soon made for space, searching for humans. They found several colonies within a few light years, and began making raids with co-operation from the Machiavelli. Seeing a prime opportunity to make massive political gains on Vampiris Prime, they soon began trading humans for protection and resources. Soon they became almost the exclusive providers of humans to Vampiris Prime. Such a position was not destined to last, however when the Osis/Orianis pact was signed. The two launched a huge attack on the Caligulans, capturing their leaders

Clan Caligula Special Rules

+10 BS; -10 S. *Pureblood Vampire*. Not as strong as other Vampires, Caligula are, like their cousins the Delacroix, quite accurate. They generally have some pistol skills, varying at the GM's discretion, or even *Swordmaster* for highly placed Vampires.

Julius Caligula

Julius is often described by other Patriarchs (most notably Vaith Osis) as "little more than a glorified pirate prince", and it is true that his face lies behind the aliases of such renowned buccaneers and freebooters as Willem Dragonbeard and Restotin the Black. Julian's control over the Caligulan Pirate Network is complete, and his friendship with Je-Lan Machiavelli continues to provide ample opportunities for both Clans to profit. The Caligula pirate ships, many of which are actually crewed by unsuspecting humans, provide a large

and destroying their trade supremacy, a pivotal moment in the formation of the Pureblood council.

The Caligula made other agreements, however. They made contact with Dark Eldar, at first in vicious conflicts, before setting up trade agreements with them in slaves, services and technology. The raiding of an Eldar Maiden world close to Vampiris Prime set the deal in steel. They also set up agreements with numerous Chaos Space Marine Legions, most notably the Slaaneshi Emperor's Children, who wanted the slaves for their nefarious decadence.

Now the Caligulans are still raiders, bringing fresh blood back to Vampiris Prime. They also serve as go betweens between the Dark Eldar and a section of the Emperors Children, ensuring the Dark Imperium can call on these fell denizens of the Galaxy when the time for war comes.

part of the Machiavellian spy network's interstellar arm.

One of the richest Patriarchs in Vampiredom, Julius openly flaunts his wealth and provides a wild contrast to his friend the Spymaster. He is not as close to the Dark Emperor as many others, but with Je-Lan to speak for him to the Darkest One, Julius doesn't care much. He pays his tithes and does his part to uphold the prosperity of the Dark Imperium, and that's enough for him.

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Julius	76	84	94	97	92	74	81	79	72

Julius is right-handed.

Equipment: Cutlass; naval pistol; vast personal wealth.

Special Abilities: *Caligula; Force of Will; Furious Assault; Leader; Nerves of Steel.*

Clan Machiavelli

Clan Machiavelli are the premier infiltrators in the Dark Imperium, and provide quite a number of trainees for the Seven Sects. Their physical frame; tall, lithe, agile and slight gives them numerous advantages when performing stealthy infiltrations into an area.

The Caligula and Machiavelli were the only two clans with space worthy vessels when the crisis of famine hit Vampiris Prime. They both raced into space, making an agreement to aid each other in the hunt for humans. The Machiavelli found it easy to mislead and confuse humans, working their way into their midst, and rising into positions of power within a few generations on the planet. Soon they were able to control whole populations under their sway, eliminating opposition with their natural talent for stealthy and quiet killing. Within a few hundred years several once human systems around Vampiris Prime were now under the control of the Machiavelli, and were providing a steady stream of humans back home.

However, the Machiavelli had never been politically ambitious, wanting only to focus on their art. They made snap deals with the Osis and Orianis, another key agreement in the formation of the Pureblood council. The advent of the council meant a new role for the Machiavelli, the setting up and

proliferation of vampiric cults throughout the Imperium of Man. The Machiavelli, with their expertise and knowledge of man, readily agreed and began to sow the seeds of the vampires within human society, setting up innumerable cults throughout the Imperium, as well as spying and gathering information.

The Machiavelli still enjoy this role they have been given. The daughters of the clan are generally inducted into the Seven Sects, the males leaving for systems within the Imperium of Man to begin their own cults. The number of Machiavelli on Dark Earth is never significant, those returning generally only doing so to get a mate and child, before setting back out into the Imperium of man and back to their cult. The Clan leader, Je-Lan Machiavelli, is the only person within the entire Dark Imperium who knows the precise number and area of operation of every single Machiavelli operative, both within the Dark Imperium, and throughout the Imperium of Man. He uses this information wisely and sparingly, trusting few people. He does have good relations with Drazh Marazel however, and as often as he can will speak with the Dark Emperor, keeping him apprised of the situation of the most promising cults within the Imperium, as well as any interesting information he comes across.

Clan Machiavelli Special Rules

+20 BS and I; -15 T. *Acrobatic; Catfall; Pureblood Vampire.* Machiavelli, being premier assassins and spies, are very good with ranged weaponry and have excellent reflexes, though their stamina is limited.

Je-Lan Machiavelli

The vily and cunning Patriarch of Clan Machiavelli, who murdered three of his own brethren while the future Dark Emperor strangled his father, Je-Lan has

emerged one of the brightest and savviest political animals in the Dark Imperium. Officially Procurator Primaris of the Departamento Vampiris, his true

rank is Spymaster. Thanks to a memochip in his brain he possesses a near-photographic memory and knows exactly on which worlds there are Vampire cults, and their dispositions. During his reign, Clan Machiavelli has put its fingers into every major cult, crime organisation and borderline heretical religious sect east of the Maelstrom.

A robed and slight individual, Je-Lan is one of the few with whom the Dark

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Je-Lan	76	74	104	93	92	74	124	84	72

Equipment: Two knives; memo-chip (responsible for high Sg); simple robes.

Special Abilities: *Ambidextrous; Blademaster; Diplomat; Force of Will; Leader; Machiavelli; Nerves of Steel.*

"Inquisitor" Dumayme

"The ultimate abomination, a daemon in the guise of an Inquisitor."

- Inquisitor Seychs, on Dumayme

One of the Dark Emperor's most dangerous facilitators hails from the Clan of Machiavelli and answers only to the Spymaster and to Marazel himself. A brooding lunatic whose origins are shrouded in shadow, the Pureblood known as Dumayme is dressed in a Hereticus-style trenchcoat and hat, all black – and is a total psychopath seeing the entire universe as one big pit of humans in need of purging. The only thing capable of breaking this demented illusion is the Dark Emperor and Dumayme's loyalty to the Dark Imperium – but as his mission is to spread chaos in the Imperium, even that matters little.

Dumayme is active in the Ultima Segmentum. He initiates blinding purges in which entire communities turned to Sigma Virals run amok, killing those

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Dumayme	78	67	112	98	97	79	79	81	63
Acolyte	55	45	70	60	65	45	45	75	50

The Acolyte may be right- or left-handed as decided by the GM.

Emperor usually associates without his usual imposing form, instead donning a mirror image of his Spymaster to wear whenever the two meet. Je-Lan is in love with politics for the sheer pleasure of it, and the Dark Emperor is happy to please him as long as his plotting doesn't get *too* insidious. But the Spymaster has proven a worthy ally, and his network of cults played a serious part in the recent invasion.

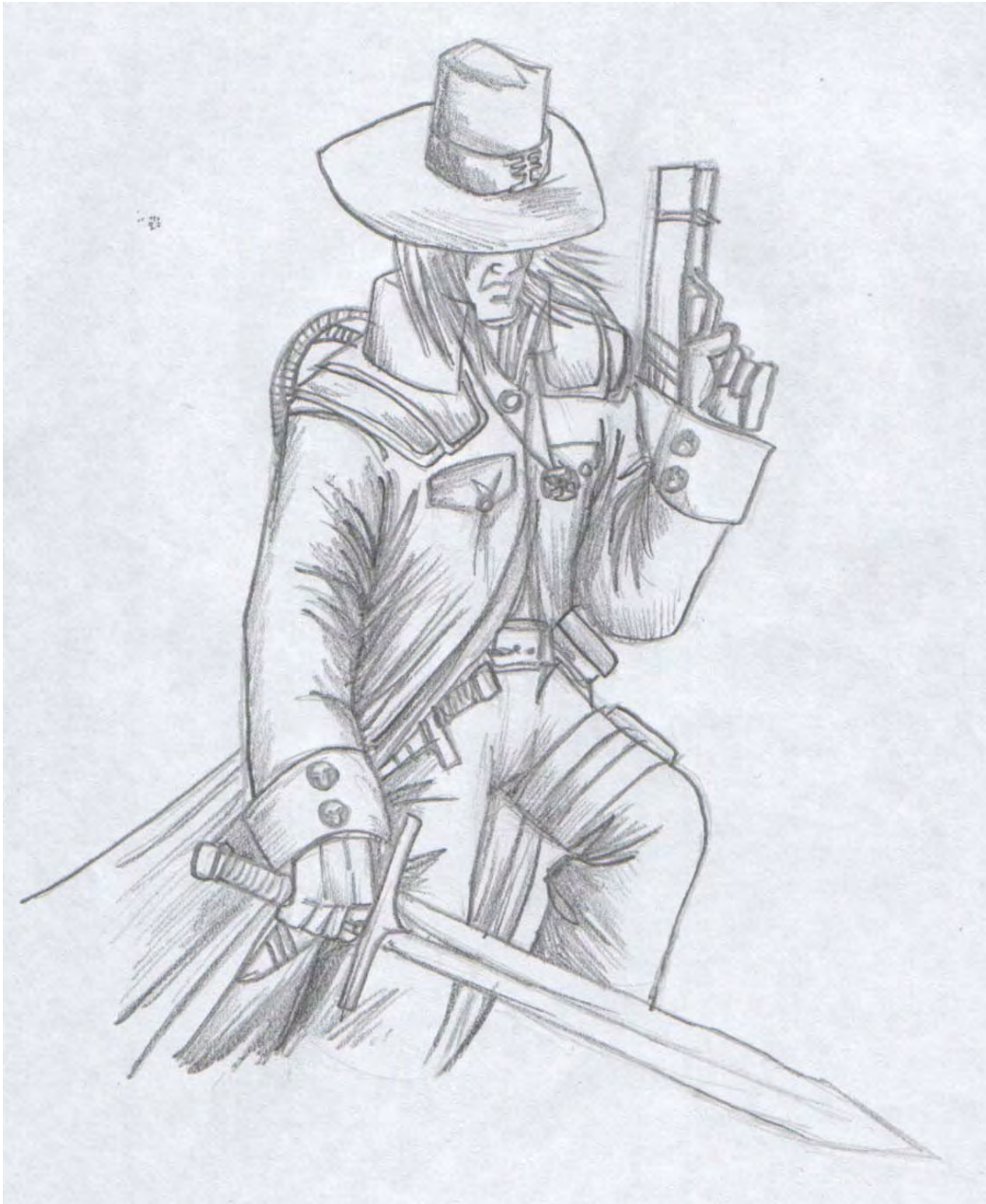
unfortunate enough to still be human with blade and torch. The exact opposite of an Inquisitorial Witch-Finder, Dumayme sports all the trappings of a Hereticus Inquisitor – the characteristic hat made popular by Witch-Finder Abraham Salem, the long trenchcoat and even a crossbow-bolter combi-weapon. He travels aboard a Dark Imperial corvette named the *Claw of Midnight*, together with a retinue of Pureblood legionnaires, Nurglos scientists and Sigma Viral acolytes.

Dumayme is a terror weapon, able to create unrest across whole systems at a time. When the Inquisition shows up to apprehend him, they find him long gone; instead a system in the flames of purging exist.

On occasion, Dumayme has been known to ally with Word Bearers, bringing Daemons along in his black plans.

Equipment: The Dark Emperor's Tarot, flaming faith. The Laugher has a crossbow-bolter (may fire once per turn as one or the other), a sword, a forged Inquisitorial rosette and a bolt pistol, while the Acolytes have their claws and fangs as well as appropriate pistols or rifles as determined by the GM.

Special Abilities: Dumayme: *Ambidextrous; Dodge; Force of Will; Leader; Machiavelli.*
The Acolytes: *Furious Assault; Viral Vampires (Sigma Strain).*



*"Your faith in your False Emperor is a crime unto the Dark Emperor of Blood.
You shall not be forgiven!"*

- Dumayme

CHAPTER VI: ALLIES & ENEMIES

As the Dark Imperium performs all manner of genetic and cloning heresies it is not surprising that it has frequent dealings with xenogens, heretic cults and even Daemonic entities. A number of non-Vampiric forces are either allied to or present in force within the Dark Imperium, such as Chaos Space Marines, Orks, Dark Eldar, Etrigians, Chupacabra or Kroot to name but a few. These range from small-scale mercenary bands (in

the case of the Kroot and Traitor Marines) to incidents where an entire race willingly or unwillingly obey the dread orders of the Dark Emperor (such as the Etrigians). A joint Ordo Xenos/Order Vampiris conclave has recently retrieved intelligence on the major xenos players present within the Dark Imperium.

The Chupacabra



The race known as the Chupacabra are nearly as alien as the Tyranids, and only their feeding habits – sucking blood – has brought them to the Dark Emperor's attention. Found in small numbers across the galaxy, Chupacabra are tall, vaguely insectoid monstrosities soaring aloft on leathery wings much like the Xochandi, but possessing none of that culture's

sophistication. Indeed, it can be debated whether the Chupacabra are actually sentient.

Whatever the truth, Chupacabra are inherently telepathic and migrate in ones and twos to differing worlds through the Warp much like the Crotalid, preferring semi-tropical, oxygen- and nitrogen-rich habitats (Chupacabra remains, dating from the distant past, have even been discovered in the equatorial regions of Terra). Recently they have almost flocked to the Dark Imperium and dwell in special installations where they are fed living prey to drain (both livestock and prisoners). Though Chupacabra normally are reluctant to attack prey capable of defending itself, something has recently made them extremely aggressive towards humans, and Chupacabra flocks, acting as terror weapons, have been launched against Imperial worlds with more than satisfactory results.

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Chupacabra	67	63	85	79	88	79	79	81	63

Equipment: Claws, fangs and little else. Chupacabra are incapable of even comprehending the word "equipment".

Special Abilities: *Wings; Vampirism; Racial Telepathy* (see below).

Racial Telepathy: When multiple Chupacabra, or one Chupacabra and another psyker are present, they can communicate telepathically without any need for rolling psychic tests – just roll as you would for normal talking actions, except that only psykers can hear.

Remember that Chupacabra are only semi-sentient and alien and that all telepathic signals would appear... alien to non-Chupacabra.

The Dark Eldar

In the aftermath of the recent Thirteenth Black Crusade, it is known that the Dark Eldar suffered a slight setback in their quest for dominance over the Eldar Webway. Ordo Xenos scholars theorise that by unknown means the Dark Imperium infiltrated Commoragh (possibly via slaves) and spread dissent amongst the Dark Eldar. In any case, several minor Kabals allied themselves with the Dark Emperor shortly before the

War for Gaspadevj began, and aided Vampire forces in both that conflict and during the Night Arising. The Kabal of the Taloned Pinion, the Kabal of the Ravaged Soul and the Kabal of the Dissected Carcass are all known to have joined the Dark Imperium, either directly (by aiding its warriors) or indirectly (by pillaging worlds about to be attacked or already under attack).

The Eldar

To the Eldar, the scourge of Vampirism represents a dread rejuvenation of foes thought extinct millions of years ago. The Koldéad, the Warp-parasites who once brought the Eldar Empire to its knees, have returned – but this time they have chosen Humanity as hosts, and the Eldar, brought low by the Fall, can only do that much as the Imperium of Man – and the galaxy – is assaulted by the spawn of *Bheidhomash* (the Eldar name for Dark Earth, translating as “World of Eternal Night”).

But fight they will. Craftworld Iyanden has pledged support to an alliance that includes the Outcasts from across the galaxy, bands of Harlequins, and a number of corsair fleets such as the Celestial Serpents and the Void Reavers. Should a leader be decided for this eldritch alliance it would be Alundirel

Seall’athil, Swordmaster of Iyanden, whose wife went missing on Gaspadevj while combating Vampire forces, and whose son was corrupted by Vaith Osis and turned to something approaching a Sigma Viral. This near-invincible warrior, one of the few to have survived one-on-one combat with the Dark Emperor himself, has sworn to see the Koldéad cast down once more, no matter the cost.

For Eldar rules and statlines, please use the following links:

<http://www.games-workshop.es/especialista/inquisitor/bestario/eldar.html>

http://www.games-workshop.es/especialista/inquisitor/files/eldar_armoury.html

The Fists Errant

Ludvos Haerlad Arkhan is without a doubt one of the most battle-hardened Space Marines in the galaxy, and the psychological battering he has taken has seen no end. Despite Daemonic possession, a visit to the lost homeworld of the Eldar deep inside the Eye of Terror, a trial before the Chapter Master of the Imperial Fists in which he was exiled and sent on a crusade of penance, torture in Commoragh and spending time amongst the escaped human slaves on the outskirts of that Dark City, and

untold battles against Chaos, Tau, and Vampires, Arkhan still destroys the enemies of Humanity – but not necessarily the foes of the Imperium.

Having been forced into the service of the Inquisition (which he loathes) on several occasions, the Brother-Captain has seen much – perhaps *too* much – and during a visit to the Black Library of the Eldar after they decreed him Illuminatus, he discovered a tome discussing the true actions of the

+++**Incoming Transmission**+++
+++**BY HIS DARK MAJESTY'S WILL**+++
+++**Message format:** Unknown+++
+++**Author:** Lord Thesaurus Niger, Xavier Nachthausen+++
+++**Subject:** Tolerance measures+++
+++**Recipient:** Kabal of the Taloned Pinion+++
+++**Thought for the Day:** Even the darkness knows Fear+++

Most esteemed Corsairs,

It has been seen fit by the Will of the most diabolically Imperial and Dark Majesty that your force dispositions be supplemented unto his own, upon the agreement of terms and conditions as outlined below;

+ No succour is to be granted unto any enemies of our Lord, the Dark Emperor, nor are they to be parleyed with for matters of commercial benefit.

+ The realms of the most glorious Dark Imperium are immune to any forms of piracy by your kindred, and any acts of hostility against a citizen of the Dark Imperium of Blood shall result in a state of hostility, effective as of that point.

In return, your most sinister Kabal will be granted with the following;

+ A tolerance pact with the Dark Imperium of Blood, extending to priority slave preferences in notable actions involving Taloned Pinion forces.

+ Clan Nurglos liaison-pacts, to be arranged at your own discretion with your Haemonculi household and Patriarch-Genetist Viktor of Clan Nurglos.

+ No more than thirteen thousand human slaves, souls or any combination thereof.

I feel these terms are more than generous. May you choose wisely, Archon Mel'Raiic.

Xavier Nachthausen

Patriarch Xavier Nachthausen, Lord Thesaurus Niger

+++**Transmission Terminated**+++

Imperium. Seeing the High Lords as traitors and – to their horror – the Adeptus Astartes itself as their unwitting pawns, Arkhan and his Marines left Imperial service and set down on what they saw as the true path. In time that will no doubt include the destruction of

one of his most persistent foes, the Dark Emperor, whose blade destroyed much of his company and whose evil has, to some extent, caused his current demise. Currently Arkhan is hunting Amon Dull; another link to the Dark Imperium he loathes.

The Followers of Amon Dull

Amon Dull. The product of an ancient prophecy, this Daemon Prince who was at once nine and one sought to attain Godhood. The tale known as the Amon Dull Saga can be found elsewhere, but suffice to say the Daemon was thwarted in its ultimate plan and its legions sent fleeing. Amongst them was its heir and legacy, a psyker-child called Devin, and its ultimate servants – the Chaos Space Marines of the Golden Guard. Fortunately, they were few. Unfortunately, they allied themselves to the New Imperium immediately prior to the Night Arising.

Crusade, it sought out its strongest enclave of still-loyal followers and found it in the Dark Imperium. With the world of Aranis under its rule, the Daemon set about its plans.

By far the strongest of the Dark Imperium's allies (quite possibly stronger than the Dark Imperium itself) Amon Dull presents a super-villainous enemy in its own right, twisting Inquisitors to its will and spreading dissent wherever it walks. However, as this Codex focusses on the Dark Imperium, only a cursory glance will be taken at Amon Dull and his servants.

When Amon Dull was resummoned a few months after the end of the 13th Black

Mandred Greeneye

The Commander of the Golden Guard, Mandred Greeneye, is the right hand of Devin. A former Imperial Fist and veteran of a thousand battles even before his seduction to Chaos and oath of servitude to Amon Dull, Mandred was one of the original Commander, Demeus's, closest officers. When Demeus was slain on Aithol (along with most of the Golden Guard and a significant portion of Amon Dull) Mandred seized command of the remains along with Devin and managed to flee the system, leaving the victorious Eldar pursuers behind.

opposing forces directed at each other. During the final Battle for Gavaria, the Golden Guard was amongst the last to enter a bloodbath along with several other armies of Chaos Marines. Mandred ended up in personal battle with Brother-Captain Ludvos Haerlad Arkhan, ironically another Fist who had fallen from grace, although Arkhan and his companions, the so-called Fists Errant, remained loyal to the Imperium. But Mandred was denied the pleasure of finishing the loyalist off, although he did manage to capture his second-in-command, Luko Deblehev. Now, armed with the Fist greatsword *Deus Vult* and swelled by Hatred, Mandred presents a grave danger to those who would oppose his master.

During the Night Arising, Mandred and his warriors fought on Gavaria, excelling in the slaughter and feeding off the intense amounts of hatred that the two

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Mandred	81(91)	72	289	232	79	108	103	95	84

Equipment: Chaos Space Marine power armour on all locations with average sight and hearing auto-senses (cannot be affected by *Machine Empathy*); full helm; Mk IV Bolter with range-finder sight and nine reloads; *Deus Vult* (counts as Frostblade); antlers (count as horns with Reach 2); razor sharp claws; various other mutations.

Special Abilities: *Ambidextrous*; *Daemonic* (one randomly generated attribute from Page 62 in the Inquisitor Rulebook – a 6 results in two attributes); *First Strike*; *Feint*; *Force of Will*; *Furious Assault*; *Massive*; *Nerves of Steel*; *Nightsight*; *Soul-Linked* (see below); *Swordmaster*; *Terrifying*; *True Grit*; *Wyrd-Regenerate* (GM note: Should be limited); *Wyrd-Warp Stength* (GM note: Should be limited); 9% chance of randomly determined psychic power.

Soul-Linked: When one or more Golden Guards besides Mandred are present, they can communicate telepathically with him and each other without any need for rolling psychic tests – just roll as you would for normal talking actions, except that only Mandred and his Golden Guard can hear. In addition, Mandred and the Golden Guard is aware of what the other Golden Guards are aware of, just as if the others were familiars.

Golden Guard

After Amon Dull's defeat a large portion of the Golden Guard Chapter, under the command of the child-champion named Devin, found refuge in the New Imperium and fought side-by-side with the Vampires during the Night Arising. Now, as the Dark Imperium consolidates its power and Amon Dull has returned, the Golden Guard stand ready to serve once more...

The Golden Guard are all hulking Possessed Marines, amongst the staunchest fighters Chaos and the Dark Imperium can call upon. Though their numbers were sorely depleted during the Battle of Aithol, they still remain an insanely potent force, with the raw forces of Chaos coursing through their Daemon-inhabited forms.

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
G.Guard	75	75	230	180	85	90	90	90	75

Equipment: Chaos Space Marine power armour with average sight and hearing auto-senses (cannot be affected by *Machine Empathy*); Mark IV bolter with various sights; chainsword/powersword.

Special Abilities: *Ambidextrous*; *Daemonic* (one randomly generated attribute from Page 62 in the Inquisitor Rulebook – a 6 results in two attributes); *Force of Will*; *Nerves of Steel*; *Nightsight*; *Spit Acid*; *Soul-Linked* (see below); *Terrifying*; *True Grit*; *Wyrd-Regenerate* (GM note: Should be limited); *Wyrd-Warp Stength* (GM note: Should be limited); 9% chance of randomly determined psychic power; D10+2 randomly determined mutations/alien abilities.

The Changed: Any Golden Guard with 9 or more mutations/alien abilities is described as Changed. He suffers –2D6 to all mental characteristics and gains *Furious Charge*.

Soul-Linked: When multiple Golden Guards are present, they can communicate telepathically without any need for rolling psychic tests – just roll as you would for normal talking actions, except that only Golden Guard can hear. In addition, each Golden Guard is aware of what the other Golden Guards are aware of, just as if the others were familiars.

The Orks

A number of Ork warbands have decided to "ku-uparayte" with the Vampz in return for neat new gunz and opponents to fight (normally hordes of Alpha-Virals). Under the nominal command of Warboss Skarfang da 'Uge, a titanic boss of the Goff clan, Boyz from all over the Eastern Fringe have gathered on the moons of the emerald gas giant Ythylzor in the Ulyssian sub-sector (pet-named "Da Eye" by the Orks) and rest there, safe in the knowledge that they have merely to ask and another shipment of humies or Vampz will come their way.

Though some malcontents have spoken out against the Vampz, calling them "kreepy", Skarfang is insistent that they

The Xochandi

The Xochandi homeworld lies in the Halo zone about twenty light years to the south of the Dark Imperium, and they are sometimes encountered acting as mercenaries to alien-accepting forces throughout the south-eastern Ultima Segmentum. The Xochandi resemble nothing as much as a bizarre hybrid of a Terran bat and a human, possessing leathery wings, daemoniac faces and strong arms and legs that have caused many to name them Gargoyles or Bat-Men. Like the Terran species they resemble the Xochandi drink the blood of other creatures, and as such they fit perfectly into the Dark Imperium. The Xochandi culture revolve around a strict code of honour that decrees that no kills can be made other than to feed, but despite this – or perhaps because of it –

all stay in preparation for the next big war. Very soon, he claims, the Dark Emperor is going to send them off on raids, and the Boyz have joyously begun making preparations. Orks from all the Klanz are present at Ythylzor, mostly from the Goff and Blood Axe Klanz (although the latter are kept firmly away from the others), and with such a diverse horde of greenskins at his command the Dark Emperor has an unpredictable, if lethal, ace up his sleeve.

they have accepted the ideals of the Dark Imperium.

Their leader, the Shogun, is a robed individual whose mastery of the traditional doomclaws is absolute. He speaks for his race to the Dark Emperor and, peculiarly, is one of Marazel's closest confidants.

"They're Xenos, and they fight with the Vampires. Thus, we burn them."

- Inquisitor Darius Xandhof, Ordo Xenos

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Xochandi	67	63	85	79	88	79	79	81	63

Equipment: Doomclaws (count as two knives)

Special Abilities: *Doomclaw Mastery* (count as Blademaster in conjunction with doomclaws); *Wings*; *Vampirism*.

CHAPTER VII: THE DARK IMPERIUM – SCENARIO CONCEPTS

The Dark Imperium fits perfectly as an adventurescape, but is likely to be a very different one from what players may normally be used to. Here, Inquisitors don't wield the power to command the entire population, nor are they capable of gunning down civilians – quite the opposite! Here, they must conceal themselves lest they become prey, and the average bloke on the street is more than capable of tearing a grown man's arm off! Diplomacy, trickery and subtle deceit is the goal to successfully infiltrating the Dark Imperium in pursuit of your goals. With the aid of the rules and background presented earlier in this document, the GM can design a campaign set in the Dark Imperium.

But why would anyone be crazy enough to go into a place quite literally swarming with enemies? Well, here's a few reasons (also known as convenient story hooks):

- The rogue psyker/heretic/alien/Chaos magus the Inquisitors are hunting has run off and taken refuge within the Dark Imperium, lending his abilities and skills to the Vampires in return for safe shelter. The Inquisitors must infiltrate the Dark Imperium and track down their opponent – and defeat both his old crew of mutants and heretic troopers as well as his new Vampire bodyguards!
- An ancient artefact has fallen into the hands of a Dark Imperial agent (a prominent and corrupt Rogue Trader), who is currently shipping it to the Dark Imperium. The Inquisitors board his ship, but it escapes into the Warp. With Vampire assassins out for their blood, the Inquisitors must find the artefact, kill the heretic or both!
- Clan Nurglos scientists launches a raid at an Adeptus Mechanicus outpost in search of valuable information. To complicate things, an Inquisitor may or may not appear to battle the Vampire scum... and as if things weren't weird enough already, a team of Seven Sects assassins come to put an end to the unsanctioned raid and seize the Mechanicus lore for the Dark Emperor!
- The Patriarchs of the Vampire Clans, and the Dark Emperor himself, are amongst the most dreadful of foes the Imperium faces. Enter an Operative of the Officio Assassinorum, determined to bring death to one of these top-priority targets...
- Experimenting with new forms of navigating the Warp, the Dark Imperium initiates Project Navis Vampiris, turning Navigators into Viral Vampires. But first they need Navigators to experiment on, and the Seven Sects have been given the assignment... (For Navigator ideas, go to <http://www.games-workshop.es/especialista/inquisitor/bestiario/fleet.html>) If you want to go really unofficial, the Dark Imperium might try to bring the Imperium crashing down by assassinating the Paternova and disrupting the Navigators' abilities...
- The innate Khornate abilities of Clan Faust have come to the attention of a Radical Inquisitor, who is determined to unlock this potentially devastatingly powerful ability. His experiments backfire when his Faust captive, possessed by a daemon, escapes and proceeds to wreak havoc amongst the Inquisitor's staff!
- "Inquisitor" Dumayme has landed upon a hive world in the Ultima Segmentum, and now Vampire uprisings and bloody purges of Imperial clerics has turned the planet into a bloodbath. Real Inquisitors have been called in to apprehend the foe, but the planet's surviving human population isn't too fond of Inquisitors in trench-coats anymore...
- A Radical Inquisitor has turned heretic and joined the Dark Imperium, and a strike team led by a Puritan has infiltrated the Vampire realm to kill him. However, the Radical is in fact still loyal and is undermining Vampire society from within. To confuse things even

more, the Seven Sects have discovered the scam and are coming to take care of the not-so-traitorous traitor... And is the Radical, with his Imperial followers, still privately loyal after all?

- A squad of Space Marines were in the process of boarding a Vampire Bat Gunship when it escaped into the Warp and, after successfully escaping their captors (which (un)fortunately led to the ship being destroyed), find themselves within the heart of a Dark Imperial spaceport with hordes of Vampires being alerted to their presence! The Space Marines must tear their way through all manner of Vampires to reach the closest ship, even as such nasties as Alpha Virals, DP and Enforcers (and eventually Dark Guard and Pureblood Legionnaires!) come their way. For a twist, let the Marines hijack a vehicle and play GTA Dark Imperium-style! This is a just-for-fun, very light-hearted and very basic scenario, and should involve truckloads of dead Vampires.

CHAPTER VIII: THE DARK IMPERIUM IN WARHAMMER 40,000

Presented here are some very simple rules for using the Lost and the Damned army list (found in Codex: Eye of Terror) to represent a Vampire army in games of Warhammer 40,000. This is for simplicity's sake; this book is an Inquisitor supplement, and making an entirely new army list would be a taxing project in its own right.

However, some new units have been added to the list, and may be taken as described if your opponent permits. Use of these has not been playtested, and are there for realism – much as the Inquisitor section of the Codex.

HQ

Pureblood Commander (Arch-Heretic)

Departmento Protectorum Disciplinary Officer (Aspiring Champion)

Divinist Messiah (Apostate Cardinal from Codex: Witch Hunters – Requires Opponent's Permission!)

ELITES

Departmento Protectorum Inquisitor (Ordo Hereticus Inquisitor – Requires Opponent's Permission!)

Either

0-2 Seven Sects Bloodstalkers (Death Cultists – Requires Opponent's Permission!)

or

0-1 Sons of Marazel (Possessed Chaos Space Marines)

0-2 Pureblood Legionnaires (Space Marine Scouts with Storm Trooper equipment, special rules and weapon options – May take Valkyrie Transport - Requires Opponent's Permission!)

Krieger Behemoths (Big Mutants)

TROOPS

2+ Dark Guards (Traitors)

2+ Alpha Virals (Mutants with the Horns mutation)

0-1 Unholy Allies: Either Allied Chaos Space Marines or Dark Eldar Warriors or Ork Slugga Boyz (Dark Eldar and Ork Allies require Opponent's Permission!)

Hunting Bat Swarms (Gibbering Hordes)

FAST ATTACK

Enslaved Daemonic Beasts

Hunting Wolves (Chaos Hounds)

Dark Riders (Rough Riders)

Dark Guard Sentinels and Hellhounds

HEAVY SUPPORT

0-1 Pureblood Legion Vulture (May only be taken if Pureblood Legionnaires take Valkyrie Transport - Requires Opponent's Permission!)

Nurglos Experiments (Chaos Spawn)

Techno-Beast (Defiler)

Leman Russ Battle Tank

Basilisk

What's that? You think I designed the Dark Imperial military to fit the Lost and the Damned list? Nope, just a coincidence.

Really.

CREDITS & THE BORING LEGAL STUFF

(The following are just some of the gentlemen who have been instrumental in the creation of this book, or, more importantly, the rich background it details. I'd actually list the entire Conclave, but that would be over 1,500 people at the time of writing!)

*Hear ye, Hear ye! By the orders of His Darkest and Most Esteemed Majesty,
Dark Emperor Marazel I,
The Following Shall Herewith Be Counted Knights of the Dark Imperium of Blood
For Their Contributions To This Sacred And Most Unholy Tome:*

Espen Gabrielsen (Drazh Marazel): Yours truly (which is why I'm at the top. Sue me :p)

Ben Hulston (SlaaneshBen): The man who created a monster and answerable for more than a little of the Codex

Alan Simmons (Mentirius): Definitely an escaped Dan Abnett Clone. Or Amon Dull. Or both.

Robert Grayston (Shard): The true Commander of the Departmento Protectorum and Lord of Clan Nachthausen.

Steven Thornton (Inquisitor Thortanius): Illuminator Angelis – he's that good.

Joshua Munn (Inquisitor_Sorax): For illuminating the darkness (or more specifically the cover).

Kevin Davies (Jaque Thay): The Sharpest man to ever master genetics

Stefan Green (Charax): First amongst Daemon(ologist)s, and Lord of the Webway

Ruaridh Dall (Van Helser): The Man With The Plan

Isak Ström (LordXaras): For the Bloodrites and mr. Lestat van Staal, and for being the one of the only two Swedes I'll ever like.

Ambjorn Adomeit (Inquisitor Dionzi): Swede No. 2, and an excellent writer he is too

Brother-Captain Ludvos Haerlad Arkhan (FinrodtheWise/The Mental Marine): Imperial Fist Extraordinaire

Nathan Dowdell (No-1 h3r3/eviloverlord): An Eldar with an Internet connection

Bob MacFarlane and Derek Gillespie (the Mods): Who made the whole thing possible

Alexander Delduca (inquisitornexus): Dedicated and thoughtful and very, very evil
And

Tom Parker (Inquisitor Richenstein): The man who started it all

Legal Stuff

Armageddon, Blood Bowl, Chivalry, Citadel, the Citadel logo, Dark Angels, Dark Future, Deathwing, Dungeonquest, 'Eavy Metal, Eldar, Eldar Attack, Epic, the Games Workshop logo, Games Workshop, the GW logo, The GW Flame logo, Genestealer, Slottabase, Space-Fleet, Space Hulk, Space Marine, Talisman, Tyranid, Warhammer and Warmaster. Marauder is a registered trademark of Marauder Miniatures Ltd. Used with permission .

Adepta Sororitas, Adeptus Astartes, Adeptus Mechanicus, Aekold Helbrass, Amon 'Chakai, Arbaal, Archaon, Archon, Aspect Warrior, Avatar, Azazel, Banna Waver, Battlefleet Gothic, Black Library, Blood Angels, Blood Dragon, Bloodletter, Bloodthirster, Cadian, Catachan, Celestian, Champions of Chaos, Codex, Count Mordrek, Culexus, Daemonette, Dark Eldar, Dark Reaper, Death Zone, Dechala, Digga, Digganob, Drachon, Dregmek Blitzkart, Egrimm van Horstmann, Eversor, Exarch, Eye of Terror, Falcon, Farseer, Fire Dragon, Fire Prism, Flesh Hound, Gargant, Gobbo, Golden Demon, Gorkamorka, Gorthor, Great Unclean One, Gretchin, Grey Knight, Grot, Haemonculus, Head Honcho, Hellion, Hunter Slayer, Immolator, Incubi, Inferno, Journal, Keeper of Secrets, Khazrak the One Eye, Khorne, Knights of the White Wolf, Knights Panther, Legion of the Damned, Leman Russ, Lichemaster, Lord of Change, Madboy, Mandrake, Man O' War, Marauder, Mekboy, Melkhior, Mordheim, Mordian, Necromunda, Necrarch, Necron, Nob, Nurgle, Nurgling, Obliterator, Ogryn, Old World, Ork, Painboy, Plaguebearer, Plague Fleet, Predator, Psyker, Raider, Raptor, Ratling, Ravager, Ravenwing, Rebel Grot, Red Gobbo, Scourge, Scyla, Sea of Blood, Sentinel, Servitor, Skaven, Slaanesh, Slann, Snot, Snotling, Space Wolves, Spanner, Squat, Squig, Striking Scorpion, Succubus, Swooping Hawk, Sybarite, Tallarn, Tears of Isha, Terminator, Troll Slayer, Tzeentch, Ultramarines, Valhalla, Valnir the Reaper, Vyper, Walach, Warhammer Quest, Weirdboy, White Dwarf, the White Dwarf figure, World Eaters, Wraithlord, Wych, Yoof and Zoanthrope. The Citadel paint pot is UK registered design No. 2073130. Scatter dice are UK registered design No.

2017484.

The above are trademarks of Games Workshop Limited. Used without permission. No challenge to their status is intended.

It has come to the attention of the writer that some of the material Codex: Dark Imperium is based on is in violation of the Intellectual Property of White Wolf Games, Inc. Therefore, this material has not been included in this document. No challenge to the status or trademarks of White Wolf Games, Inc. is intended.