IMMORTAL
REALMS
VAMPIRE WARS

THE CONTROLS

THE MAIN CHARACTERS

Vlad Dracul

Vlad is a strong, unforgiving, and fierce lord. He is also a noble, hard, but fair leader. Together with his wife Cecilia, he rules Warmont in an immortal monarchy.

Even though he is several centuries old, Vlad is relatively young and has not heard the tales of the Nosfernus. He is aware of the Moroia, but does not share their core values, and as such has little interaction with them.

Vlad hates when someone takes what is "rightfully his", may it be humans, his land or anything else. He is quick to anger and would gladly start a war if provoked.

He can also be broody, often preferring to be left alone by the world outside his borders.

To build his armies, he offers the humans of his land immortal life in exchange for their loyalty and service as soldiers in battle.

The members of the Dracul clan are the direct descendants of the first vampire, Sachmis. They have fought many wars in the long history of their clan, but Vlad - together with his wife Cecilia - managed to unite the clan and find a way to live in peace with the humans inside Warmont's borders. At the end of the war, Warmont's borders were closed, and it now exists as a self-sustained country ruled by Vlad. Meanwhile, the elder soldiers have entered a deep slumber within the many tombs scattered across Warmont, while the younger vampire soldiers and thinbloods are still being recruited from humans who have proven themselves worthy.

Cecilia Dracul

Cecilia is a Vampire Lord who lives for the thrill of battle. She is Vlad's most capable general and right hand. This extended period of peace has bored her, and she longs for some action. When the opportunity arises to chase a few aggressors out of their country, she asks Vlad to let her lead the mission for her amusement.

Cecilia was once a human who had proven herself worthy in battle. Due to her competence, Vlad turned her into a vampire lord to help him as a general. Eventually, they fell in love and married. Vlad and Cecilia fought through many wars together, until they finally united Warmont and made it into the peaceful country it is today.

Wigbrand

The human general Wigbrand is cocky and self-assured and laughs in the face of danger. He cannot admit his mistakes or that he has lost until the very end. He is very religious, and his faith forms the pillar upon which he has built his beliefs. He considers humans to be superior, loathes vampires and aims to cleanse the land from darkness. Driven by his fanatical zeal, he enjoys killing monsters and believes that all non-humans should die.

Wigbrand serves as a general of the human empire and is a righteous fanatic who believes in the superiority of humanity. He gathers his army on the empire's border with Warmont and is charged with expanding the borders of the Imperial province of Kreya.

Urhammu Nosfernus

Urhammu trusts no-one, no matter if they are human, vampire or any other sentient being. Instead, he surrounds himself with the mindless creatures under his control - mainly undead. The few vampires he turns are mindless beasts, corrupted into unrecognizable bat-like forms. The few humans he has in his army are death cultists and necromancers who worship him and his ability to raise and control the dead.

Urhammu is the old mythical king of the dead. Once, he was a great and fearsome vampire king who dominated both the living and the dead in his reign of terror over Mourterra. He fell for Elizabeth's beauty and asked for her hand. She accepted because she felt the allure of eternal life and youth. He turned her into a vampire and hoped to rule the lands with her by his side. But she turned on him soon after their wedding. Having charmed half of his court, she then overthrew him and created her own clan – the Moroia.

Thus, the Moroia-Nosfernus civil war began. It devastated the land and turned Mourterra into the desolate wasteland that it is today.

Fearing more traitors, Urhammu turned the remaining loyal court members into fearsome Upyr beasts and forced them to fulfil his every wish.

In the end, Urhammu lost the war. Elizabeth drained him of his blood and sealed his body away in his tomb in the heart of the ruins of his former kingdom.

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Elizabeth Moroia

Elizabeth rarely does anything which does not benefit her, and she will have no qualms about smiling at you before stabbing you in the back and walking over your corpse. She leads a branch of the Nosfernus bloodline that she created - the Moroia.

Elizabeth is a former witch and uses her vampiric curse to empower her magic. She lives with her vampire court in solitude in Esain where they study magic and invite humans to fabulous soirees, only to eat them.

Elizabeth was once a witch in search of eternal life. She sought out Urhammu and charmed him with her beauty. She tricked him into marrying her and turning her into a vampire, but when she achieved her goal, she turned his own court against him and created her own bloodline - the Moroia.

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When the war ended, Elizabeth managed to drain Urhammu of all blood and seal him away in a tomb in the heart of the ruins of his former empire, leaving him there to rot. As Mourterra had turned into an uninhabitable wasteland, Elizabeth returned to her old homeland of Esain together with her Moroian court. Here, they settled to study the deeper meanings of blood and magic.

THE CLANS

Dracul

The Dracul clan is the first playable clan of the campaign. They are a warrior clan known for their discipline and the capabilities of their armies. They live in symbiosis with the humans in their kingdom. The vampires of the Dracul offer the humans military protection in exchange for blood. The borders of the land are closed, and they do not have much contact with the outside world.

The Dracul create their armies by turning peasants into vampires and subjecting them to gruelling military training. A human recruited into the Dracul army is first offered to drink vampire blood, turning them into thinbloods – creatures that are part-human and part-vampire. Thinbloods who prove themselves worthy are then bitten and turned into true vampires - becoming Dracul warriors.

Nosfernus

The Nosfernus are a clan of corrupted vampires. Their armies consist of mindless monsters, vampires, undead and a few corrupted human death cultists and necromancers.

The Nosfernus are a shattered clan, waiting for the day they can return to power and see their ancient imprisoned leader Urhammu unleashed upon the world once again. The vampires of the clan are lone wolves, surrounding themselves with undead and units who would never be able to betray them.

Moroia

The Moroia are a clan of vampires focusing on the use of magic. They bolster their vampiric forces with magical constructs.

In the wake of the civil war with the Nosfernus, they made their home in the cold northern lands of Esain. There, they have lived in solitude for centuries and have devoted themselves to the study of magic and blood alchemy. They hide their true nature behind a mask of beauty and possess an unmatched level of magical might. Combined with their ambition and cunning, this makes them a force to be reckoned with.

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