

Vlad Tepes, The Dark Prince

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" You think you know what evil is? You think just because you have killed many of those who proclaimed or were pronounced agents of Daemons, you understand what raw evil is? I think not. I have seen a man consumed with it. A man guided by it. A man who rules through it. I speak of the Dragon, Vlad Tepes. You have known no evil until you have witnessed the atrocities committed by this "Human" man. I have seen the fields of staked bodies that litter his domain. I have witnessed the blood drinking ritual he practices every night with his dinner meal. I have foreseen the death, the carnage that lies in his wake as he makes his march on the land. Beware fellows, you know not what evil is. I fear even the forces of the Abyss itself hold this man in both terror and high esteem. The Dark Prince is coming, I suggest you get out of his way."

Vlad Tepes is the ruler of a small principality. His reign is shrouded in controversy. He rules with an iron hand, punishing any that step up against him. He is noted for his thirst for violence, his hunger for blood, and his knowledge and skill at torture and execution. Vlad is a sinister man, short, broad, with long mustache and long brown hair.

Who Can Hire: Tepes may only be hired by the Skin Flayers. Unlike most Dramatic Personæ he is not hired for a fee, rather, like the Sigmarite Matron, he will join up with the warband for one battle, providing he is summoned. The chances are as follows (roll 1d6):

Actively sought out: 4+

Opposing warband won last battle: 3+
Skin Flayer leader slain: 2+
Difference in Warband Rating is 50+: 6+
Difference is 100+: 5+
Difference is 150+: 4+
Difference is 200+: 3+

Vlad Tepes may only be attempted to be summoned every other battle.

Rating: The Dark Prince increases the Warbands rating by 100 points for the duration of any battle he is involved in.

	M	Ws	Bs	S	T	W	I	A	Ld
Vlad Tepes	4	6	3	5	6	3	5	3	10
Mount	6	4	0	4	4	2	4	1	8

Weapons/Armour: Vlad Tepes wields a two handed sword and carries a shield and sword .

Skills: *Strike to Injure, Strongman, Step Aside, and Hurl Opponent.*

Special Rules:

Fear: Being a man consumed with the evil fires that burn within and due to the atrocities committed by him and in his name, the Vlad Tepes causes **Fear** and is immune to the effects of **Fear**.

Never Stays: The Dark Templar never stays with a warband and as such does not count towards Income, Exploration or Rare Trade.