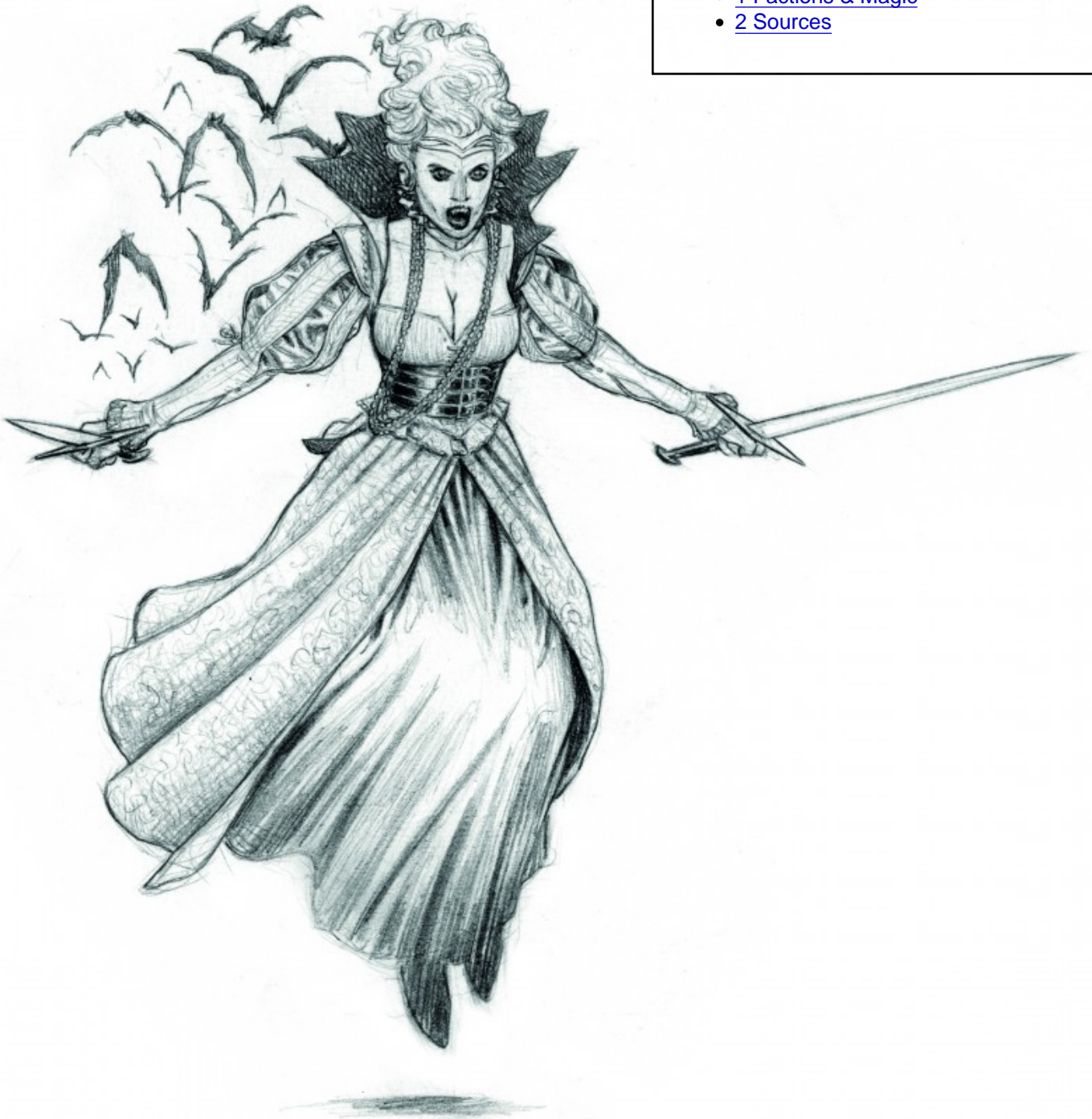


Background: Vampire Covenant

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Factions & Magic

Across the world, beneath the veneer of civilisation, vampires have worked under a cloak of shadow, turning death from an affliction to a weapon. Theirs is not a mere return to past life, instead they linger unchanged while turning the corpses of their foes into weapons of horrifying destruction. Their magic may be an extension of their own undying curse, yet it binds the buried dead to this world, forcing them to answer the vampire's call, or that of the [necromancer](#); mortals who have turned their hand to reach for death and felt its icy grasp.

Sources

Where vampires rule, power and glory belong solely to the [immortals](#), while the living are unwittingly enslaved. Rivalry between these immortal beings is murderous – but kept beneath the veil of humanity they wear. Wars are waged in secret, political pawns manoeuvred and armies of mindless drones are raised from the ground, only to vanish again. Vampires thrive in the ignorance of their human prey, concealing their existence in rumour and myth, pulling the strings of mortal puppets. It seems that as long as humanity has existed, these leeches have worked behind the scenes, orchestrating events for their own gains. Their ambitions are fabled; clashes between great vampires have ripped apart entire nations. Perhaps it was such events that led to the creation of the Covenant. By all reports, it has bound the disparate creatures to obey laws set down to ensure their survival. The edicts and the punishment for transgression are only suspected, but it has allowed them to drift back into the fog of humanity's nightmares.