

### ANIMAL FORM

**Vampire / 10 / Self Only**

The caster transforms itself into either a giant bat, gaining the flying trait; or a large wolf, increasing its Move to 8. All the caster's other stats remain unaffected. While in animal form the caster may not pick up or carry treasure, and any treasure being carried is dropped. The caster may not use any items. In combat the caster suffers no penalty for being unarmed and its attacks are still magical. The caster can cast spells while in animal form. The caster may end this spell and return to its normal form as a free action during their activation. The caster can switch to another animal form by casting the spell again.

### CALL BLOOD-DRINKER BAT

**Vampire / 10 / Area Effect**

The vampire may immediately place a blood-drinker bat (see Bestiary, page 73) adjacent to the table edge, anywhere within their warbands' deployment zone for that game. This bat always activates in the soldier phase. It receives only one action the turn it arrives but receives the normal two afterwards. The bat counts as being under a Control Animal spell as cast by the vampire. A spellcaster may only have one controlled bat on the table at any time.

### GHOUL CALL

**Vampire / 12 / Area Effect**

The vampire summons a ghoul to temporarily join his warband. This ghoul may be placed on the table anywhere the vampire's warband was allowed to deploy for the scenario, as long as it is no closer than 3" to an enemy figure. The caster may not cast this spell again until the ghoul either leaves the table or ceases to be part of his warband. The ghoul may pick up and carry treasure but can never have or use items.

### HYPNOTIC GAZE

**Vampire / 14 / Line of Sight**

This spell may be cast while the caster is in combat, otherwise it has a maximum range of 2". Select a target figure; that figure must make a Will Roll to resist. If the Will Roll fails, the target suffers the effects of a Mind Control spell. However, the spell is immediately cancelled if the target is ever out of line of sight, or more than 12" away from the caster. The target must attempt a new Will Roll versus the Casting Roll at the end of each of its activations to cancel the spell.

### LIFEDRAIN

**Vampire / 10 / Self Only**

This spell may be cast while the vampire is in combat. For the rest of this turn and the next, the vampire gains the Energy Drain trait. The vampire takes 1 point of damage when this spell is cast; however, if it damages a creature during the turn, that is not immune to Energy Drain, this point of damage is regained.

### MIST FORM

**Vampire / 10 / Self Only**

The caster turns into a cloud of mist and gains the flying trait. While in mist form, the caster may move through any space, no matter how small. While in mist form the caster may not pick up or carry treasure, and any treasure being carried is dropped. The caster may not cast spells or use any items, nor may it attack or make a shooting attack. The caster is immune to all forms of non-magic damage. Other figures can move into combat with the caster and attack; however, no figure may force combat against the caster. If in combat, the caster may move out of combat freely. The caster may end this spell as a free action either at the end of a turn or at any point during its activation.

### PSYCHIC LEECH

**Vampire / 10 / Line of Sight**

This spell may only be cast on an undead creature with a Will Stat of +2 or less that is not under the control of another Spellcaster. If this creature is controlled by another caster, this spell is cancelled. Whenever the target of this spell causes damage to another creature, that is not undead, construct, or demon, the caster of this spell regains 1 point of Health. This may not take the caster above its starting Health. A caster may have a maximum of 2 castings of this spell active at any time. The caster may cancel a casting of this spell at any time as a free action.

### THRALLDOM

**Vampire / 8 / Out of Game (A)**

The vampire can add one soldier of any type to his warband as a permanent member without paying its cost. The soldier suffers a permanent -1 Will penalty. If this soldier is reduced to 0 Health during a game roll a die, on 1-10 the soldier has either died or escaped the vampire's control. On 11+ it recovers and continues as part of the warband.