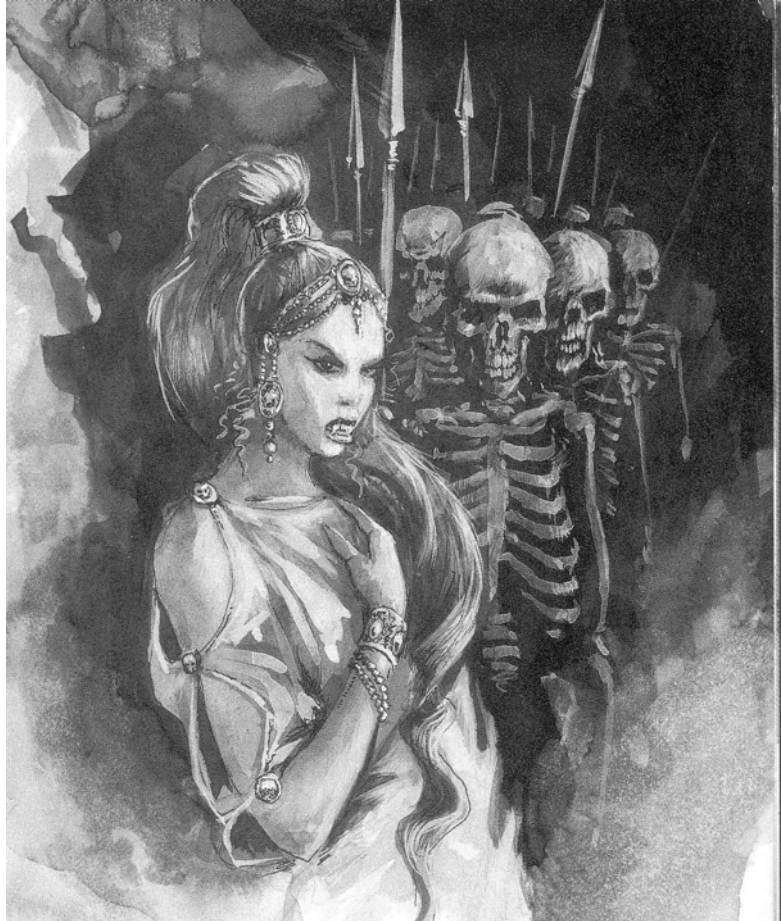


Neferata, the Vampire Queen

Legends tell of an ancient Vampire Queen who resides in the Silver Pinnacle high in the World's Edge Mountains. She is known as Neferata, which means "she who is beautiful in death" in the ancient tongue of Nehekhara, the Land of the Dead.

Her quarters are situated at the heart of the maze of the Silver Pinnacle. Her opulent chambers are an echo of the splendor of the royal palace in Lahmia, Forgotten treasures of old, golden masks and rare gemstones glitter in the dark, illuminated only by the dim light of the silver-coated skulls, which serve as her lamps. Here Neferata lies on a divan, drinking blood of handsome youths from golden cups and listening as her Undead courtiers play harps, pipes and lutes to amuse her.

Vampires of the Lahmian sisterhood are her eyes and ears in the outside world and using the information from their reports she plots and weaves a web of intrigue. For the Queen dreams of enslaving all the Vampires of the known world and returning to ancient Lahmia at the head of an Undead army to reclaim her throne and rebuild the great Temple of Blood.



Profile	M	WS	BS	S	T	W	I	A	Ld
Neferata	6	6	5	5	5	3	9	4	10

Neferata can be taken as a Lord choice, but will take up a Hero slot as well. She must be fielded exactly as presented here and no extra equipment or magic items can be bought for her.

Points: 535

Weapons: Neferata wields the Dagger of Jet.

Armour: Neferata wears no armour.

Magic: Neferata is a Level 3 Wizard and knows spells from the Lore of the Vampires.

VAMPIRIC POWERS & SPECIAL RULES

Beguile: At the beginning of the Close Combat phase, after Challenges, select one model in contact with the Vampire. The Vampire may re-roll to Wound against the chosen model unless the target passes a Leadership test with a –3 modifier.

Quick Blood: Neferata has a Ward Save of 5+.

Innocence Lost: Neferata is subject to the Always Strikes First rule. If an enemy has the same power because of a magic item or spell, hits are resolved in order of Initiative. If both have the same Initiative, roll a dice.

Other-Worldly: Enemy models in base contact with Neferata suffer –2 to their Leadership.

Blood Kiss: Once per game, if Neferata kills a character in close combat she can grant the Blood Kiss to this lucky individual. This immediately turns the slain character into a Vampire (Vampire Counts book p. 91) who is now under the control of the Undead player. He retains any magic items and any steed he is riding turns into a Nightmare. The character immediately joins Neferata or the unit she is leading. If the character is riding a monster, the two are separated and the monster behaves exactly as if the character were slain.

Shadow Blood: In addition to her 3 spells taken from the Lore of the Vampires, Neferata has the Shadow Blood spell:

Casting Value: 7+

This flaming attack is a magic missile spell with a range of 24" causing d6 Strength 5 hits to the target unit. Before casting, Neferata may declare she is drawing blood as she runs her dagger across her wrists, inflicting one or more wounds to the Vampire (no saves of any kind are allowed). The owning player may decide how many wounds she is going to inflict on herself. For each wound Neferata inflicts on herself, an additional d6 hits are caused by this spell. Any unit suffering a wound from this spell must immediately take a Panic test.

Familiar: The slender black cat Bastet is Neferata's beloved familiar that was entombed with her. At the beginning of each of her turns Neferata can send Bastet to any enemy unit on the table, regardless of distance. The model representing Bastet cannot be affected by the enemy in any way and does not impair movement. While Bastet is present the unit she is accompanying must re-roll any successful Armor Save.



MAGIC ITEMS

Dagger of Jet:

This dagger took countless lives on the altars of Lahmia when Neferata was the High Priestess of death. It was used to cut the throats of those who were condemned to feed the Vampire aristocracy of that cursed city. It confers +1 Strength to the wielder and its attacks are poisonous.

Ruby of Lahmia:

The mark of her dominion over the City of Vampires, Neferata's diadem is a golden snake resting over her beautiful face, which carries a huge ruby in its jaws. This jewel pulses with the power of eternal life and feeds Neferata with an almost unlimited energy.

At the end of each turn of the game the Ruby of Lahmia automatically regenerates one wound that she suffered in that turn (regardless of whether it was self-inflicted or caused by an enemy). The jewel stops working if Neferata is killed and will only regenerate a wound caused in that turn.

Miniature image taken from Coolminiornot.com.

Rationalization:

Vampire Lord –1 WS, +2 Initiative. Level 3 Wizard. Beguile from 7th Edition Vampire Counts book. Quick Blood & Innocence Lost taken from Lahmian line in the 6th Edition Vampire Counts book. All else taken verbatim for +200 points.