# AMORVRUS

BY VAIDENON OF HUSTAN, WARDEN OF THE INKHORN FELLOWSHIP

*the Blood-Drinker, Myrvria's Kissed*

> "I was asked once, by a frightened bailiff, whether the dead drink blood. I told him the truth: most do not, and he need only fear the ones who keep good manners and never come to dinner."
>
> — Vaidenon of Hustan, Warden of the Inkhorn Fellowship, Tashal, Morgat 720 TR

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The amorvrin, the "Gray Undead", are those who embraced the Shadow of Bukrai at death and serve Morgath with their souls forfeit (Morvrin 1, 3). Columbia Games' *Morvrin* tells how they are made and slain and how their Shadow wars on the souls of the living, and I will not repeat what it tells so well. It does not say how they live among men for centuries, or why tales of corpses that drink blood are told in every Hârnic land. That is what I have tried to learn. This account concerns the amorvrus who feeds on the living, whom Hârnic folk call the blood-drinker and Morgathians call Myrvria's Kissed.

### THE WARDEN'S NOTE

*I have kept this account short where Columbia's Morvrin is long, for the good reason that the Morvrin article is the better book. What I add is what the tales say of the living who meet the dead, and of the dead who prefer to be met. The Lady of Eastwater's manor stands empty now; I have seen it from the causeway and did not cross.*

## THE THIRST FOR AURA

Every amorvrus must give Klyss his monthly tithe of Bukrai Points, gained by sacrificing souls, or suffer the change to gulmorvrus (Morvrin 4). Most rely on their temple's ritual Sacrifice, which needs a priest, an altar and a victim. Some learn, or were taught by Myrvria herself, to draw Aura through the blood of the living: a slower, quieter harvest that leaves no body unless they choose. These are the blood-drinkers. *(Inkhorn)* The church does not discourage the tales; it prefers outsiders confused (Morvrin 1), and in this, at least, it has succeeded with me.

## CREATION

A blood-drinker is made as any amorvrus: by accepting the Shadow at death, after Mental Conflict with the Shadow or by the ritual Myrvria's Kiss (Morvrin 3). Those who learn the thirst do so in their first half-life, from another blood-drinker or from Myrvria. The name "Kissed" comes from the ritual.

## SPAWN

A victim drained to death by a blood-drinker dies in the Shadow. Myrvria appears and offers the grim choice: accept the Shadow and rise as an amorvrus, or refuse and become a gulmorvrus (Morvrin 3). Most refuse; the blood-drinker gains a mindless servant. A few accept, and the blood-drinker has made kin. They owe it their first year's Bukrai Points. Blood-drinkers who make too many spawn draw the attention of Laranian inquisitors and of the Torkena-Matan, who destroy renegades (Morvrin 4).

## APPEARANCE

An amorvrus looks as it did in life, but it does not age, and it is cold to the touch. Its Shadow, held in by the Bukrai Shield (Morvrin 2), shows only as a chill, a faint dimness about it, and a smell of the crypt. A well-fed blood-drinker is ruddy and handsome; a hungry one is grey, gaunt and dry-lipped. The bite leaves two small torn wounds, usually at the neck or wrist, that heal slowly. *(Inkhorn)*

## HABITS

Blood-drinkers live as what they were, often for centuries: a lord in a remote castle, a merchant who travels by night, an abbess, a physician who visits the sick at dusk. They take blood from sleepers, from those they have seduced or enthralled, and from captives kept for the purpose. They return to their consecrated resting place when they must, and fear any other god's consecration above all things. *(Inkhorn)* I have met two men I suspected. Both were excellent company.


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## WEAKNESSES

Columbia's *Morvrin* sets out how an amorvrus is barred by other gods' consecration, why its wounds from consecrated weapons do not heal, and how it reforms after death, and when it cannot (Morvrin 2, 4). The Fellowship adds only this: sunlight thins the Shadow, so that in direct daylight Shadow Conflict is halved. *(Inkhorn)* Blood-drinkers keep to the dark for that reason, not because the sun destroys them. Garlic, mirrors and running water are peasant fancies.

## SPECIAL RULES

### *THE BLOOD-DRAUGHT (INKHORN)*

The amorvrus must bite a held, sleeping, or helpless victim (Bite, then a grapple maintained). Each minute of drinking costs the victim one Fatigue Level and gives the amorvrus 1 BP, to a maximum of the victim's AUR in a day. A victim reduced to unconsciousness who is drained further dies at the end of the next minute, in the Shadow (see Spawn). Drinking a victim to death gives his full AUR in BPs, exactly as a Sacrifice (Morvrin 4).

### *AFTER THE BITE*

A survivor is chilled and weak for 1d6 days (Universal Penalty +1) and recovers Fatigue at half rate. Each further bite before recovery adds a day. A victim bitten on three nights running must test WIL × 3 or come willingly to the fourth (Inkhorn).

### *SHADOW, MENTAL, AND SHADOW CONFLICT*

The amorvrus's Shadow Conflict, its Mental Conflict, its immunity to fatigue and shock, and its Shadow Strength by half-life are all given in Columbia Games' *Morvrin* (Bestiary: Morvrin 2, 4), which every game master who means to run an amorvrus should have to hand.

## RELIGIOUS VIEWS

- Morgath: blood-drinkers are a known, if minor, discipline of the Order of the Lord of Chaos; they are tolerated while they pay their thirteen (Inkhorn).
- Larani: the Laranian Church hunts amorvrin as the gravest of foes; inquisitors look for cold hands and slow-healing neck wounds (Inkhorn).
- Peoni: a Peonian physician who finds paired wounds will send for a Laranian (Inkhorn).
- Naveh: Navehans call blood-drinkers clumsy (Inkhorn).
- Every church but Morgath's can consecrate a resting place against an amorvrus (Morvrin 4).

## FOLK TALES

### *The Lady of Eastwater*

A widowed lady of a fen manor never aged, never ate at her own table, and was always kind to her maids, who were always tired. When a Laranian knight married her daughter and found the crypt, it held a coffin full of grave-earth and no lady. The daughter has not aged since either.

### *The Night Physician*

In a Rethemi town, a physician came only at dusk and only to those who were already dying. His patients died peacefully, and none of them came back as ghosts. The townsfolk thought him a saint until one of them did come back.

## ADVENTURE HOOKS

- Villagers on a remote manor are pale and tired, and the lord holds feasts but never eats.
- The PCs are hired to escort a merchant who travels only by night and pays in very old coin.
- A Laranian inquisitor needs help consecrating a resting place before the amorvrus can be slain for good.

## ENCOUNTERS

**Underworld (the Fellowship's extended; see Giant Vermin), Undead result.** The Fellowship proposes that a result of "Undead" be resolved on this table:

| D100 | RESULT |
|---|---|
| 01–65 | Other undead (see the Undead sub-table) |
| 66–75 | Amorvrus at or near its resting place (night: awake; day: in its coffin, Shadow at half) |
| 76–00 | Gulmorvrin spawn (1d3) guarding the resting place |

Urban and Rural at night (Campaign 12–13, Subtable 1 "people"): 1 in 200 a person met at night in a Morgathian region is an amorvrus.

## RUMOURS

| RUMOUR | TRUTH | WHERE |
|---|---|---|
| Someone on the manor is being bled at night: two small wounds on the neck. | open | anywhere; Rethem and Golotha most |
| Running water stops the walking dead. | false | anywhere |
| The Laranians burned a coffin full of earth at the old castle. | partly | Kaldor, Kanday, Chybisa |

## ECONOMIC DATA

| ITEM | PRICE | SOURCE |
|---|---|---|
| Bukrai Blade | priceless, deadly to the holder (Morvrin 4) | Columbia |
| Consecration of a crypt by a non-Morgathian priest | ritual cost (Religion) | Columbia |


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## THE FELLOWSHIP'S ADDITIONS

- The blood-drinking discipline of the amorvrin: the Blood-Draught, its after-effects, and spawn through Myrvria's bargain
- Daylight halving the Shadow, and the folk-cures that do not work
- The example stat block, tales, and encounter additions

*Everything else follows HârnMaster 3 and the Columbia Games articles cited, which the Fellowship commends to every reader.*

## CREDITS

Writer: Vaidenon of Hustan. Set down by Lesli of Bifel and his homunculus, Claudin.

Sources cited: Bestiary (Morvrin 1–6: Shadow of Bukrai, Amorvrin, Gulmorvrin, Dalkeshi Gulmora; Ghosts), Religion (Morgath), Hârndex (Gulmorvrin), Lycanthropes, HârnMaster 3 (Skills: Mental Conflict).


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# STAT BLOCKS

### AMORVRUS, BLOOD-DRINKER (EXAMPLE)

**Habitat:** Anywhere; a resting place
**Height:** 5′ 10″
**Weight:** 170 lb
**Diet:** Aura (blood)
**Lifespan:** Indefinite (13 half-lives)
**Group:** Solitary (with spawn)
**Size:** Medium/d6

#### ATTRIBUTES

| | | | |
|---|---|---|---|
| 14 Str | 12 Eye | 14 Int | 15 End |
| 14 Sta | 12 Hrg | 14 Sha | 13 Mov |
| 13 Dex | 11 Sml | 16 Wil | |
| 13 Agl | 13 Voi | 14 Cml | |

#### SKILLS

| | |
|---|---|
| 70 Initiative | 65 Dodge |
| 60 Awareness | 65 Stealth |
| 70 Intrigue | 65 Rhetoric |
| 50 Mental Conflict[1] | 30 Shadow Conflict[1] |

Aura sense
**75 Broadsword 5e** *(or weapon as in life)*
**50 Bite 2p** *(Blood-Draught)*
**55 Unarmed 3b** *(grapple)*
*[1] Mental Conflict: ⅔ of life; Shadow Conflict: SS 3; +1d6 with a Bukrai Blade*

#### ARMOUR

None natural; as worn

#### STRIKE LOCATIONS

Use standard strike location tables (Combat; as Lycanthropes and the Ivashu with humanoid tables).

- Example: a knight in his 4th half-life, SS 3 (Morvrin 4). Build others "as per original species" with SHA for AUR.
- No fatigue, no shock; slain when injury levels exceed END; reforms at its resting place (Morvrin 2, 4).
- Wears armour as in life (none shown).


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