



any folk are aware of a fate worse than death. Anyone, whether noble or common, free or serf, strong or weak, good or wicked, can lose their soul to Bukrai. The servants of Bukrai are the soul-predators known to most folk as amorvrin (singular: *amorvrus*) and their undead slaves the gulmorvrin (singular: *gulmorvrus*). Undeath is made possible by the *Shadow of Bukrai*.

THE SHADOW OF BUKRAI

The Shadow of Bukrai, also known as the Breath of Klyss, is a horrific ethereal phenomenon which surrounds some artifacts sacred to Morgath and his undead minions. Most Morgathians believe the malign energy of the Shadow emanates from Bukrai itself.

The Shadow is the basis of existence for the amorvrin and gulmorvrin. The church of Morgath manipulates the Shadow through a number of rituals recorded in the *Song of the Shadow of Death*, a volume of poetry by the early prophet Argoudh Vynkha from Meokolis.

The Shadow of Bukrai is the deadliest of foes to mortals. Even the cleric who creates one is affected. There are many dangers and foul creatures to destroy the flesh, but nothing else in all Kelestia has the power to destroy immortal souls.

The Shadow is distinctly darker and cooler than its surroundings. It breeds inexplicable fear, and a faint odor of the crypt. Those who voluntarily embrace the Shadow become amorvrin. Those who resist the Shadow and fail become gulmorvrin. To most folk the distinction between amorvrin and gulmorvrin is unknown. The church deliberately confuses the issue to outsiders.

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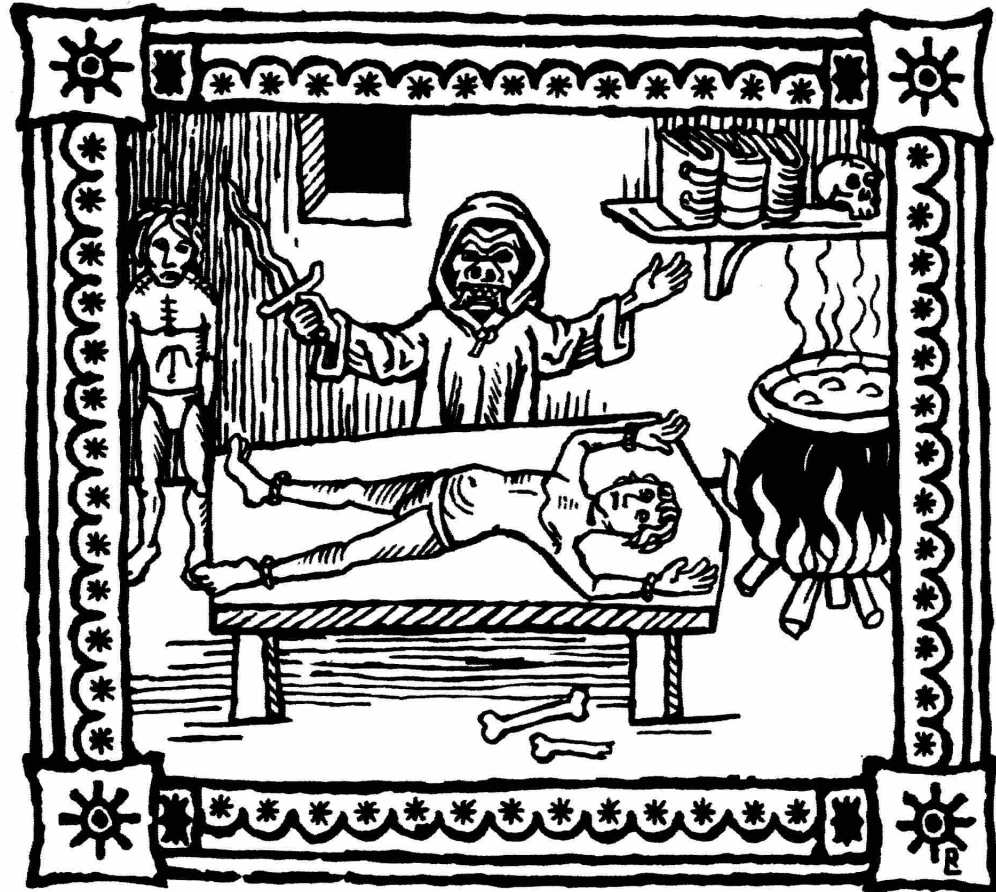
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MORVRIN 2

THE ARMY OF CHAOS

The creators of morvrin are the Morgathian *Order of the Lord of Chaos*. Through years of research and grisly practice, these feared priests have perfected rituals to create and control amorvrin and gulmorvrin.

The order's primary goal is to create a force of undead greater than any other to crush all opposition. They believe this Army of Chaos will swell with every victory until all of Lythia is under the control of the Vynkhadur. The church believes that if enough souls are sacrificed, Bukrai will be released onto Kethira, Ilvir will be destroyed, and the Concordat will end. Chaos will rule.

Amorvrin must be created from a living body; gulmorvrin can also be created from a recently dead corpse. The Shadow dramatically slows aging or decomposition and morvrin can "live" for hundreds of years. Gulmorvrin are stored in secure places until called forth for battle.

Since gulmorvrin have no intelligence or will, clerics must invoke the ritual *KLYSS' COMMAND* to control them. Limited by *Range* and *Duration*, the ritual commands only one gulmorvrin per invocation. It is difficult for a single priest to *directly* control more than five gulmorvrin.

Slaying Morvrin

Amorvrin and gulmorvrin cannot enter an area consecrated to any god but Morgath. Many people wear symbols of their deity in the hope of repelling these spiritual predators. These must be consecrated to be effective.

Morvrin do not suffer injuries the same way as mortal creatures. They are immune to shock rolls caused by physical trauma, and do not accrue Fatigue. They accumulate Injury Levels and are killed when these levels exceed END.

Slain gulmorvrin crumble into dust, gone irretrievably. Slain amorvrin also crumble into dust, but reform in their resting place (unless slain by a non-Morgathian consecrated object/weapon).

AUR and SHA

Every sentient creature has a soul delineated in game terms by INT and WIL. The soul is bound to the body by a force, AUR, that permeates the body.

The Shadow of Bukrai (SHA) is a malign force that replaces AUR in those defiled by Bukrai. The Shadow extends from an amorvrin up to six feet, and possibly double that when a Bukrai Blade is wielded. The Shadow is noticeably cooler than the surrounding air, and gets more so with each half-life.

Amorvrin use the ritual invocation *BUKRAI SHIELD* to confine their Shadow within their bodies.

BUKRAI SHIELD

VI

Ritual: Chant

Time: 25-RSI seconds

Range: Self/Touch

Duration: RSI hours

Confines the Shadow within a body or artifact. The ritual allows amorvrin to interact with the living without exposing them to the Shadow. It also allows the invoker to handle Bukrai artifacts safely for *Duration*.



A MORVRIN *The Gray Undead*

The lieutenant of Klyss, *Myrvria the Temptress*, recruits souls to the ranks of the undead. She bargains with mortals, offering "eternal life" or "the heart's desire" to those who will speak the Unholy Oath:

"To own myne form, when breath hath fled, shall I gift myne soul."

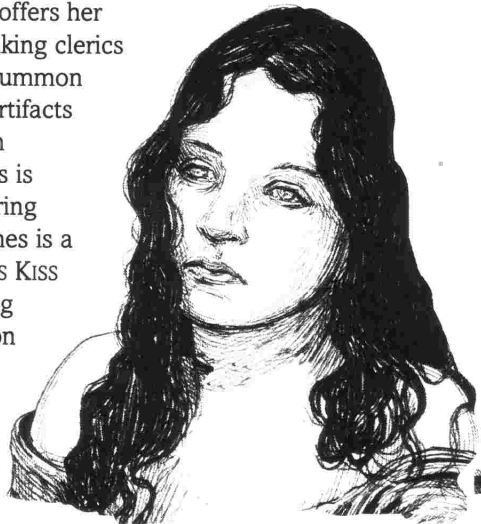
Uttering the Unholy Oath thirteen times signals the subject's willingness to seal a pact with Morgath.

Encounters with the Shadow

There are two ways to become an amorvrus. The most common is an unwilling encounter with the Shadow. This results in a Mental Conflict with three possible results:

- [1] Mortal is victorious and safe within the Shadow for WIL minutes.
- [2] Mortal and Shadow have equal success (a draw). Another conflict is initiated. The Shadow does not accumulate Fatigue.
- [3] Shadow is victorious and gains possession of the mortal body. Myrvria the Temptress appears and offers a grim choice:
 - **Accept the Shadow** – the character's soul is sent to Bukrai. AUR is replaced by an equal amount of SHA and the character joins the undead as an amorvrus.
 - **Refuse the Shadow** – become a gulmorvrus. Characters may appeal to their deity for mercy by calling for Divine Intervention.

A subject may also voluntarily seek to become an amorvrus. Morgathian clerics often seek this option as they age, although the timing can be an interesting choice. This negates the need for a Mental Conflict, but still requires a visitation from Myrvria the Temptress who offers her bargain. Since most high-ranking clerics know a ritual invocation to summon Myrvria, or have access to artifacts that emanate the Shadow, an encounter with the temptress is not difficult to arrange. Uttering the Unholy Oath thirteen times is a signal for the ritual MYRVRIA'S KISS to be invoked by an attending cleric. A successful invocation seals the pact with Morgath; failure makes the subject a gulmorvrus. The ceremony is taught only to the most senior members of the temple hierarchy.



AMORVRIN

Habitat:	Anywhere
Height:	As per Species
Weight:	As per Species
Diet:	None
Lifespan:	Indefinite
Group:	Solitary or Social

ATTRIBUTES & SKILLS

As per original species, except AUR is replaced by SHA, and Piety by Bukrai Points (BPs).

Amorvrin are mostly created from humans, but can be any sentient creature except Khuzdul.

Amorvrin have *Mental Conflict* at two-thirds former value, and add *Shadow Conflict* with ML equal to Shadow Strength x 10. Amorvrin may use *Mental Conflict* instead of *Shadow Conflict*, but this does not involve an encounter with the Shadow.

Embracing the Shadow

Regardless of how an encounter with the Shadow occurs, becoming an amorvrus or gulmorvrus involves the death of the subject. Only by accepting the Shadow at death (or within one or two minutes of death) can the subject become an amorvrus. The ceremony is effectively a ritual suicide, and a risky one. The invocation MYRVRIA'S KISS is a simultaneous exorcism of the subject's soul and possession by the Shadow. The attending cleric may botch the invocation, perhaps on purpose. Failure makes the subject a malformed amorvrus, or more likely a gulmorvrus.

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Amorvrin Attributes

When an amorvrus is created, the departed AUR is replaced by the Shadow of Bukrai (SHA) and Piety Points (for Morgath) are converted to Bukrai Points (BPs). Amorvrin retain all other attributes and whatever knowledge they had in life, including spells.

Amorvrin exude their Shadow of Bukrai. Generate Shadow strength of a new amorvrus by rolling 1d2. See AMORVRIN SHADOW STRENGTH table at right. Shadow strength, which tends to strengthen with each reincarnation, determines radius of the Shadow. The radius can range from 1-12 feet. Those who possess a Bukrai Blade have stronger Shadows.

Bukrai Points (BPs)

Bukrai Points replace Piety Points. When amorvrin sacrifice souls to Morgath, they receive Bukrai Points equal to the AUR of the soul sacrificed. Amorvrin must use the SACRIFICE ritual invocation at least once per month, to provide 13 Bukrai Points to Klyss (subtract 13 BPs each month). More than one sacrifice may be required. Gulmorvrin have no need for Bukrai Points, but can earn them for an amorvrus master. Failure to sacrifice sufficient AUR results in an automatic and irrevocable change to gulmorvrin under control of Klyss.

Resting Places

Amorvrin need a consecrated resting place (crypts are ideal). When an amorvrus is killed it reforms at its resting place in no less than 13 hours and no more than 13 months. Each amorvrus can have only one Resting Place.

The Morgathian doctrine of Thirteen Half-Lives guarantees the safety of a Resting Place for thirteen reincarnations. After the thirteenth reincarnation the resting place is destroyed, or reconsecrated for another amorvrus. If the amorvrus has not created another Resting Place, then it reincarnates as a gulmorvrin. If the amorvrus has created another Resting Place, then that amorvrus can continue to serve Morgath as long as Klyss desires, but the church considers them to be renegades, subject to destruction by the Torkena- Matan.

Amorvrin Combat

Most amorvrin shun combat since, barring violent death, they can live hundreds of years with each half-life. Amorvrin have a Shadow that extends beyond their bodies. The Shadow gets stronger with each half-life. Contact with the Shadow initiates a Mental Conflict (Skills 23/24) with the Shadow, whose Conflict ML equals SS x10, maximum 95.

New amorvrin have weak shadows. They may have to tire or wound their intended victim before initiating Shadow conflict. Amorvrin can fight as they did in life; their physical skills are unaffected by their undead existence.

Amorvrin do not suffer injuries like mortal creatures. They are immune to shock rolls caused by physical trauma, and do not accrue Fatigue. They accumulate Injury Levels and are killed when these levels exceed END. Slain amorvrin crumble into dust, but reform in their resting place. Their wounds are fully healed when they reform, unless caused by consecrated holy weapons. The *only* way to destroy an amorvrus is to kill it while its resting place has been consecrated to another deity, or slay it on its 13th life.

MORVRIN SHADOW STRENGTH

Life	Shadow Strength	Bukrai Blade Chance	SS
1-3	1d2	30%	+1d6
4-7	1d2+1	40%	+1d6
8-10	1d3+1	50%	+1d6
9-12	1d3+2	60%	+1d6
13+	1d3+3	70%	+1d6

To randomly generate an amorvrus, roll 1d12 for its Life.

Gulmorvrin always roll at 13+. Their shadows do **not** extend beyond their bodies.

Bukrai Blades

Bukrai Blades enhance the Shadow of its wielder. They are said to originate in the depths of Durakhar from the hands of Klyss himself. Most Bukrai Blades exude fairly weak Shadows. The intent of these artifacts is to strengthen the wielder's Shadow. The chance of obtaining a Bukrai Blade increases with half-lives.

Morvrin with a Shadow Strength of 3, wielding a Bukrai Blade of 2, have a cumulative Shadow Strength of 5. Bukrai blades increase both Shadow *Range* and Shadow *Conflict* skill.

Other Shadow-emanating artifacts exist, such as rings, staves, or armour, but they are (mercifully) rare. Living persons who use Bukrai artifacts have to resist the Shadow quite often. Inevitably, such persons succumb to the Shadow.

Amorvrus Reincarnation

Even if a body is completely destroyed by fire, an amorvrus reforms at its resting place. Only wounds caused by consecrated (non-Morgathian) objects do not heal. However, even then, Klyss may intervene and heal such wounds or possibly provide a new body.

GULMORVRIN *Warriors of Klyss*

The gulmorvrin are the best known and most feared of the undead. They have lost their AUR, INT, and WIL, and exist only to serve Klyss, the principal servant of Morgath. Their Shadow does not extend beyond their bodies, but the touch of a gulmorvrus has the same effect as being in the Shadow. A gulmorvrus defeated in battle crumbles, never to be reformed.

Gulmorvrin do not have human senses. Their Shadow senses the aura of living things. Stronger auras are easier to sense. Because this gives them an advantage in the dark and no advantage in the light, gulmorvrin tend to be more active at night and in dark places.

Gulmorvrin Combat

Gulmorvrin attack solely to engage in Shadow Conflict. For them, this requires touch. Typical attacks include grapples and tackles, or simple hand-to-hand combat at close range. Gulmorvrin often abrade their numb fingers against stones to sharpen the bony ends of their fingers into sharp talons capable of piercing heavy cloth and untreated leather. This reduces physical dexterity, for which gulmorvrin have little use. Gulmorvrin virtually never take defensive maneuvers in close combat, closing and counterstriking whenever possible. They usually initiate shadow conflict at the earliest opportunity.

Victory for a gulmorvrus comes only when its victim is defeated in Shadow Conflict [see: MORVRIN 3, Encounters with the Shadow]. Gulmorvrin will attack a stunned or downed foe in preference to any other.

Arms and Armour

The *Order of the Lord of Chaos* has rituals to create and control gulmorvrin. Because they prefer grapple attacks, and bear weapons mostly to intimidate, gulmorvrin are usually equipped with inferior equipment. It is common practice to process gulmorvrin skin into a form of lightweight kurbul armor and some priests prefer to flay their victims alive first. These gulmorvrin are almost always embalmed to improve durability.

GULMORVRIN

Habitat: Crypts & Tombs
Height: As per Species
Weight: As per Species
Diet: None
Lifespan: Indefinite
Group: 1-12

ATTRIBUTES & SKILLS

As per original species, except AUR is replaced by SHA, and INT and WIL are zero. Gulmorvrin do not have human senses and have no need for Bukrai Points.

Gulmorvrin replace Mental Conflict with Shadow Conflict. ML is equal to Shadow Strength x 10. Gulmorvrin Shadow Conflict requires touch.



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DALKESHI GULMORA *The Bukrai Mummy*

Gulmorvrin are made all over Kethira, and their methods of preservation reflect where they are made. The dread gulmora of Dalkesh and Beshakan are embalmed in the local fashion, with aromatic oils and spices and wrapped in fine linen. Camphor, nard, and bdellum are used to preserve the body, keep it supple, and to repel the omnipresent carrion-eating scarab beetles of the region. Dalkeshi gulmora are often detectable by smell from a short distance, especially if the air is still.

Embalming also involves an expensive and time-consuming process of stiffening some sections of the linen wrapping and even sometimes underlying them with bronze armour. When done properly, this protection does not inhibit the mobility of the gulmorvrus.

Dalkeshi gulmora are rare but can be encountered almost anywhere in Lythia. Because of their great durability and the skill required to make them, this embalming process is a favorite in most major Morgathian temples. The largest, most powerful sacrificial victims are often marked for the Dalkeshi treatment, for use as guards around the temple and its holdings. Dalkeshi gulmora encountered on Hârn are invariably strong and well-armoured.

DALKESHI GULMORA

Habitat: Crypts & Tombs
Height: As per Species
Weight: As per Species
Diet: None
Lifespan: Indefinite
Group: 1-3

ATTRIBUTES & SKILLS

As per original species, except AUR is replaced by SHA, and INT and WIL are zero. Gulmorvrin do not have human senses and have no need for Bukrai Points.

Gulmorvrin replace Mental Conflict with Shadow Conflict. ML is equal to Shadow Strength x 10. Gulmorvrin Shadow Conflict requires touch.

Bukrai mummies tend to have high STR and be well-armoured.

