

# THE DARK ARTS

A SUPPLEMENT FOR

Advent: Magicka Rising

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## Introduction.

This supplement to Advent will introduce new rules and expand on the ones already found in the core rule book. None of these rules should be used without the approval of your Storyteller before you begin playing with them.

This supplement is aimed for games which will involve PCs or NPCs using unsavoury means to their goals or training Dark Odic monsters. You will not find anything useful for character's of pure heart, unless you wish to know your enemy.

## Playing a Vampire.

For all intents and purposes a vampire is a new race for the Advent game and may be taken at character creation. To take the vampire race as a starting character assign priorities as normal. A vampire race, however, requires that you must put the priority for the race you wish to play as one higher than it is. For example a character wishing to play a Vampire Elf will have to put their race as priority A. Yes, this means that you cannot play a Troll/Dracoth vampire to begin with, such characters would be too strong.

Vampires are considerably more powerful creatures than the other races available, but have certain crippling weaknesses that curb this power and disable characters from becoming overpowered. There are two types of vampire to choose from and they are described as separate races below. Vampires may not make any more of their kind without the Progenitor speciality resource.

**Annundia:** The Annundia are muscle bound brutes. The blood they thrive upon promotes the growth of muscle but also clouds their mind. All Annundia are noticeable by their veins. They draw closer to the surface and become larger, resembling varicose veins. These pulse to the beat of nearby hearts and can be incredibly disconcerting as they ripple across the body with ever increasing frequency as the vampire becomes more and more hungry.

**Racial Bonuses:** Bite, Muscle Surge, Regeneration.

**Racial Negatives:** Bloodlust, charisma -1, Fire aversion, Nocturnal.

**Descriptions.**

**Bite:** Your character has retractable fangs. To make a bite attack make a normal brawl attack at 5 energy and with a -4 to hit, this attack causes attrition. If you succeed in this attack you may draw 1 unit of blood (see feeding later) and make an automatic grapple roll. If you succeed the grapple you may pin your opponent and feed another unit each turn, if you fail your opposition pushes you away from them but in doing so causes an extra wound to themselves as they rip their own flesh by pulling your fangs out of them.

**Muscle Surge:** You may spend one unit of blood to gain +1 strength until the start of your next turn. You may spend up to five blood points in this way on one turn.

**Regeneration:** You may utilize the blood in your body to heal wounds quickly and effectively. You may heal one wound for a single blood point, stop attrition for 4 blood points or remove 2 fatigue for 1 blood point. You may use four blood points a turn in this manner.

**Nocturnal:** Vampires are entirely uncomfortable in the day light. They must make a resolve check every hour to stay awake in the daylight hours the difficulty being D20 +1 for every hour they have been awake for (including the previous night.) Even if they succeed this roll they have a -2 penalty to all of their actions and have -3 energy. For a vampire to even attempt to not go asleep at dawn's first light they must spend 2 blood points.

**Bloodlust:** A vampire who sees blood must make a resolve roll against  $D20 + 10$  – the number of blood points they have. If the vampire fails this roll they must make instant attempts to absolve the hunger, either from the person currently bleeding or another. If the player fails to do so the Storyteller will assume full control of their character. Characters gain +1 strength and +1 stamina when under the influence of bloodlust. They will not stop feeding until they are full.

**Fire aversion:** Vampires may not take fire as their element. Further more any damage a vampire takes from fire, or a fire element attack, is doubled. Vampires cannot tame fire element monsters of cast fire element spells.

**Melkier:** The Melkier are beings of great beauty. Unlike the Annundia they hunt within the social circles of the cities. They focusing on the mind makes them less able combatants than their brothers but allows them to function more easily in normal society. All Melkier has ashen faces, or as pale as their racial heritage allows, and many find an eerie beauty to this. A Melkier can be identified by the two red marks upon their necks from when they were made. These marks never heal and will scar the Melkier to the end of their days.

**Racial Bonuses:** Beguiling Presence, Delightful Repose, Regeneration.

**Racial Negatives:** Flesh of Ice, Nocturnal, Fire aversion, Stamina -1.

**Descriptions.**

**Beguiling Presence:** The vampire may utilize their own pallidness, pushing blood into the skin so that it highlights some areas and flushing the blood away from others to create recesses. The end effect is to bring out the best of the vampire's features. For every blood point spent the vampire gains +1 charisma until the end of their next turn. They may spend a maximum of five blood points in this manner.

**Delightful Repose:** The vampire can gently force a person into sleep that cannot be interrupted whilst the vampire is in their presence. To do this the vampire must spend 4 blood points and kiss his prey on the lips (brawl attack at -4 if they resist.) If the kiss is successful the prey must make an opposed resolve roll against the vampire (the vampire uses charisma rather than stamina.) If the prey fails they fall asleep instantly and will not wake whilst the vampire is in the area.

**Regeneration:** You may utilize the blood in your body to heal wounds quickly and effectively. You may heal one wound for a single blood point, stop attrition for 4 blood points or remove 2 fatigue for 1 blood point. You may use four blood points a turn in this manner.

**Nocturnal:** Vampires are entirely uncomfortable in the day light. They must make a resolve check every hour to stay awake in the daylight hours the difficulty being  $D20 + 1$  for every hour they have been awake for (including the previous night.) Even if they succeed this roll they have a -2 penalty to all of their actions and have -3 energy. For a vampire to even attempt to not go asleep at dawn's first light they must spend 2 blood points.

**Flesh of Ice:** Melkier do not have the passion of the Annundai and without it, their flesh is left cold and unnerving. It is a curse to the Melkier, who rely so much on their social graces to hunt their prey to stand out as different as they do. Flesh of Ice gives Melkier a -4 penalty to all social rolls (except intimidation) unless they have over half of their total blood pool.

**Fire aversion:** Vampires may not take fire as their element. Further more any damage a vampire takes from fire, or a fire element attack, is doubled. Vampires cannot tame fire element monsters of cast fire element spells.

## Feeding and Blood points.

Blood points have been mentioned several times over in the previous part of the chapter and can now be explained. Blood points represent the imbibed blood of others that both of the vampire races must feed on to survive. Besides from sustenance, blood points also fuel the various abilities that the Annundai and Melkier have.

Vampire character's can have a number of blood points in their system equal to double their stamina score. An updated version of the character sheet (back of this supplement) has room for recording Blood points.

Vampire character's can spend their Blood Points as per their ability descriptions. Besides from this it is important to note that vampires lose one blood point when they wake up in the evenings and one when they go to sleep during the day. These blood points are actual sustenance for vampires and a vampire going with out them takes 30% of the health in damage for every hour they are without and awake (fatigue.)

To regain Blood points, a vampire must feed on the blood of others. To do this the victim must either be pinned or unconscious. A vampire must then find a wound dealing attrition (Annundai can do this themselves with their fangs) and place their lips around it. A vampire may draw one point of blood a turn and must spend a full turn feeding. A vampire may feed more points than they contain but these are wasted. Below is a table for the amount of blood points different sized beasts have. The safe feeding column says how much can be taken before the character dies. Total refers to how many can be drawn out of a target. Should a vampire feed of a dead victim they suffer D4 fatigue damage for every point of blood they drink.

CREATURE SIZE	SAFE FEEDING	TOTAL
Tiny	1	3
Small	4	8
Medium	6	10
Large	10	14
Huge	14	20
Gigantic	20	28
Gargantuan	28	38

### Other effects of feeding.

Feeding from a poisoned, drugged or diseased victim also means that the vampire must make checks against the appropriate toxin or illness or suffer from it themselves.

A vampire may apply a point of their own blood to seal a small wound. Useful for Annundai who wish to cover up bite holes. All that is left of the wound is a red mark, as if the area had been scratched.

A character who has been fed upon and who has had the wound healed may be convinced with a bluff roll that no such thing just happened. The victim gets +5 to resist this roll.

## Poisons.

Until now there were not real rules for using herbology for anything useful, apart from maybe identifying some plant or other. Well now there is. You can now utilize your knowledge of the plant world to mix up various plants into deadly concoctions with which to poison your enemies, coat your weapons or just play tricks on your friends. Below are a list of different plants with poisonous properties. Unless made into a poison these properties only come out when the plant is ingested.

The vital statistics for each of the plants are Strength, Identifiability and Dosage. Strength is a numerical number that states the difficulty roll the victim of the poison must roll their Resistance skill against per dose to be affected. Identifiability states how easy it is to a) know what this plant is and b) to find it. Finally Dosage is the number of plants needed to be ingested for one dose of poison.

### Tarsus Root.

Description: The tarsus plant grows in abundance in Karsill as it is one of the main crop plants that feeds the Empire. tarsus grow in small clumps and their stalks can be boiled and eaten for a slight a taste that could be described as a slightly spicy version of asparagus. The root, however, is mildly poisonous and the tarsus plants that you find in the markets will already have the root removed. It is not difficult, however, to find a tarsus plantation and dig up the roots of a tarsus plant.

Effect: This poison acts as a mild sedative, slowing the reaction speeds of those who ingest it. One dose of this poison makes a person feel lethargic and lowers their energy score by 1 for six hours.

Strength: D20 + 4 Identifiability: D20 +1 Dosage: 2

### Furcap Mushrooms.

Description: These mushrooms grow mainly around the riverbeds of the southern marshes and resemble small tufts of fur caught in the roughage. After brushing of the furry exterior a herbalist would uncover a small grey mushroom that resembles any other.

Effect: The furcap mushroom excretes a toxin that causes extreme vomiting. A character who ingests one dose of the mushroom will feel queasy and throw up within ten minutes. Vomiting causes D4 fatigue damage for every dose taken and probably extreme social negatives.

Strength: D20 +6 Identifiability: D20 +8 Dosage: 4

### Lokin seeds

Description: The Lokin plant has a long stalk that grows several metres in height, so that it may reach as much sunlight as it can in the thickness of the Great Forest. At its top grow four leaves and a single spout. Within this spout are the stoma of the lokin flower. When pollinated small sands like seeds grow and can be collected.

Effect: Lokin seeds cloud the mind, making the ingester feel as though they cannot think in straight lines. Many take Lokin seeds on purpose, however, as it often leads to obscure trains of thought. Each dosage causes -2 intelligence and +1 wisdom for six hours.

Strength: D20 +5 Identifiability: D20 +3 Dosage: 10

### Carnilly.

Description: The carnilly is a relative to the water lily but is far smaller and rarer. The carnilly comes on a pad much like other lilies but flowers a bright red. The petals of these flowers contain a powerful poison that forces the blood paths open, causing better circulation but also extreme bruising.

Effect: The carnilly petals do not contain a deadly poison and indeed its side effect of causing a person to circulate blood better is on being looked into by doctors. Each dose gives +1 stamina but deals D10 fatigue damage. The stamina bonus lasts for one hour.

Strength: D20 +8 Identifiability: D20 +7 Dosage: 2

### Clysethorn

Description: A Clysethorn bush has vines of deep red and sultry greens. It twists and turns and can often be found growing among the wind swept hills of the west. They are often difficult to make out as they grow within other bushes such as hawthorns. Upon these bushes a dark purple fruit grows called a clysberry and are considered a delicacy among the gnomish people. Others, however, find the berry to be poisonous, much to the amusement of many gnomish assassins.

Effect: The clysberry causes the throat to contract tightly for a few moments, leaving the victim out of breath, or worse to be suffocated. Each dosage ingested causes the character to be affected by the rules of strangling for one turn. Gnomes are immune to this effect.

Strength: D20 +10 Identifiability: D20 +8 Dosage: 3

### Mesphis

Description: Mesphis is nicknamed the Fire Flower and for two good reasons. Firstly is it's colour and shape, the petals reach upwards haphazardly, outgrowing each other, with tints of orange and red. The second reason is the effects that ingesting its roots have.

Effects: The roots of the Mesphis plant cause a person to feel as if their bowels are burning. What is, in fact, happening is the highly acidic nature of the root is creating holes in the stomach lining. Each dose causes one point of attrition. The attrition stops after 10 hours.

Strength: D20+5 Identifiability: D20 +6 Dosage: 1

### Argia.

Description: Argia is a mould that grows only in the north. Unlike other moulds it grows regardless of the freezing temperatures and it can be identified by its fluffy texture and blue colouring. It grows in patches in damp areas.

Effect: Each dose of argia ingested cause a character's body to begin to deteriorate from the extremities in. A character poisoned with argia will suffer -1 strength and -1 stamina per day that the poison is not treated. For every two days they will also lose 1 agility. Characters who are treated (herbology roll to identify poison, medicine to treat) regain their stats at a rate of 1 stat per week,

Strength: D20 +10 Identifiability: D20 +15 Dosage: 1

Often times a poisonous plant is not enough for the job, your victim might have a food taster for example. On these occasions the poison must be extracted from the plant so that it may be used to coat weapons or be dissolved in liquids. The rule is really quite simple.

For every poison effect that you wish your poison to have, you must have at least the correct amount of the plant for at least one dosage. You must then grind the plant down and then boil the pulp in water that only just covers it's surface. Then the solution must be passed through a filter to remove the debris and you are left with the poison.

The process of creating a poison is all summed up in one herbology roll. The difficulty for the roll is equal to D20 + the strengths of all the plants used. I.e a poison containing clysethorn berries and furcap mushrooms has a difficulty of D20 +16.

For a weapon to deliver the poison it must first be covered in at least one dose of the poison. A blow must then be struck against your foe. The storyteller may decide that you need to make an attrition causing attack to deliver the poison, but this rule should stay the same throughout the game.

## New Monsters.

Below are a list of new monsters for character's to face, capture and train. These monsters are laid out in alphabetical order and any new special abilities are detailed at the end of the list.

### Crun

Element: Dark Odic

Type: Faen

Attributes

Strength: 3 Stamina: 2 Agility: 5 Power: 2 Instinct: 3 Charisma: 2

Health: 8 Energy: 7 Mana: 7 Melee Damage: D2+1

Skills: Alertness 3, Dodge 4, Intimidate 3, Natural Weapon 4, Fly 6, Stealth 4.

Abilities: Small, flying,

Rebelliousness: 10

Description: Many mistake Crun for normal crows, as they do indeed resemble their forbearers greatly. The Crun nest on the high reaches of the Tower of the Six Lords, much to the annoyance of those who visit there. Here they feed of the negative energies that the magics of Ornil have produced and they grow larger and more numerous everyday. The Crun have the looks of a normal crow from afar but close up you can see that their feathers are matted, growths pushing up under the muscles of the birds and wide red eyes. Despite their lack of exceptional abilities, they make skilled hunters and it could be said that Tyrin would be full of vermin if it weren't for them.

### Paradon

Element: Dark Odic

Type: Elemental

Attributes

Strength: 0 Stamina: 5 Agility: 6 Power: 8 Instinct: 1 Charisma: 3

Health: 20 Energy: 11 Mana: 12 Melee Damage: -

Skills: Alertness 3, Arcane 8, Dodge 6, Intimidate 1, Lore 8.

Abilities: Arcane Learning, Incorporeal, Large, Manaburst, Spirit Forge.

Rebelliousness: 35

Description: The Paradon is a being of pure dark Odic energy. Stronger than most other elementals, Paradons are able to exist in this world without taking physical form. They manifest as a patch of darkness, deeper than the night, covered in pin pricks of light as if they were covered by a thousand small stars. In between these 'stars' veins of deep purple flow, feeding the elemental's form with mana. These veins flare up whenever the Paradon uses a ability or magic. What makes the Paradon incredibly dangerous is their ability to learn spells in the same manner as mages do.

### Screamer

Element: Dark Odic

Type: Oni

Attributes

Strength: 2 Stamina: 3 Agility: 8 Power: 2 Instinct: 3 Charisma: 1

Health: 12 Energy: 11 Mana: 6 Melee Damage: D2+1

Skills: Alertness 1, Dodge 5, Fly 6, Natural Weapon 2, Resolve 4.

Abilities: Dream Eater, Poisonous (1), Wail.

Rebelliousness: 10

Description: Screamers resemble small human children with sallow eyes. Besides from the leathery 5 foot wings that protrude from their shoulder blades Screamers are very similar in appearance to the children. Admittedly all are bald and their limbs are long and gangly, these are merely cosmetic. The Screamer's jaw is an interesting development in that it may be dislocated, allowing the screamer to swallow items as large as a goblin's head whole.



## Talfiel

Element: Dark Odic

Type: Batu

Attributes

Strength: 6 Stamina: 5 Agility: 4 Power: 3 Instinct: 3 Charisma: 4

Health: 20 Energy: 9 Mana: 10 Melee Damage: D4+3

Skills: Alertness 4, Dodge 5, intimidate 4, Natural Weapon 5, Resolve 7.

Abilities: Large, Maelstrom, Bound.

Rebelliousness: 15

Description: Talfiel are large monstrous beasts that resemble a ragged wolf. Their fur is a matted black and grey, patches of which fall out to reveal broken flesh and scars. These are the price that the Talfiel pay to come through the wall from the ether and into our world. Once great creatures they travel to our world to use their own Dark Odic powers to stop the abusing of it by others. For some reason the process of forcing their way through the boundary snaps their bones and scrapes of their flesh. When they arrive they begin to heal, bones protruding, into misshapen creatures and where once their was a glimmer of nobility, now there is only madness.

## Urnox

Element: Dark Odic

Type: Dragon

Attributes

Strength: 9 Stamina: 8 Agility: 6 Power: 5 Instinct: 4 Charisma: 6

Health: 32 Energy: 14 Mana: 15 Melee Damage: D8+4

Skills: Alertness 10, Dodge 8, Intimidate 6, Fly 5, Natural Weapon 9, Resolve 12.

Abilities: Armoured Spikes, Huge, Flying, Reaver.

Rebelliousness: 25

Description: From the depths of madness a Urnox can be spawned. They are huge dragons which even the most active imagination has trouble devising. Their four legs are long and as thick as a horse. These legs whip round to an elongated body covered in large spikes that move slightly towards any object that the dragon happens to pass by. On the end of the body is an equally serpent like neck, which melds seamless into the beasts head. The entirety of the dragons body is a shimmering copper, apart from its head which is as red as rust.

## Wraith

Element: Dark Odic

Type: Faen

Attributes

Strength: 0 Stamina: 5 Agility: 8 Power: 8 Instinct: 1 Charisma: 2

Health: 20 Energy: 13 Mana: 11 Melee Damage: -

Skills: Alertness 7. Sneak 10.

Abilities: Catharsis, Incorporeal, Repose.

Rebelliousness: 17

Description: At the point of death a person normally only has the choice to fade back into the Founder's plan, becoming one with the earth. There are, however, instances when an overwhelming force of Dark Odic energy can sustain some of their essence, latching onto what is left of the person sentience and being before their life is snuffed out entirely. These people lose their minds and bodies and become wraiths. Shadowy forms of what they once were, wraiths exist between life and death and because of this they despise both. They kill all living beasts who enter their domain but deny them the final rest as they were denied, by infusing them with dark odic essence before they fall.

## Special Abilities.

### Arcane Learning

This monster has the capabilities of a warlock character. This means that they may learn new spells and cast them as a spellcaster (not auto use as a monster.) They may not, however, use countermagic or enchanting.

Mana Cost: Innate.

Spellcaster

Unlearnable

### Armoured Spikes

This monster's body is covered with armoured spikes. This gives the +2 natural armour as well as a chance of dealing damage to enemies attacking them unarmed. When attacked with brawl (or natural weapons) the monster may roll a D6. On a even roll they do D6 damage to the attackers limb (arm for punches, leg for kicks.) This damage ignores armour defence.

Mana Cost: Innate

Spellcaster

Unlearnable

### Catharsis

This ability allows the monster to conduct a sort of emotional healing. That is to say they drain their targets wisdom score and gain health. A successful use deals one point of wisdom damage to its target and heals the user by D6 Health. Any wisdom lost is regained if the monster is slain (at the rate of 1 point per day.)

Mana Cost: 5

Spellcaster

Full Spell

Casting Cost: 5

Difficulty 10

Arcane Level: 6

Duration: Instant

### Dreameater

This ability must be used on a unconscious victim. The monster can then feed of the dreams of another. On a successful casting the caster restores any lost fatigue as well as knowing the content of their victims dream. The victim suffers fatigue as if they hadn't slept at all that night.

Mana Cost: 6

Spellcaster

Full Spell

Casting Cost: 6

Arcane Level: 6

Duration: 1 night.

### Incorporeal

This monster has no physical form. This means that they can only attack and be attacked by magic or enchanted weapons. An incorporeal character may use an item that was created by the Soulforge (see the supplement Artificer) and may be attacked by these weapons

Mana Cost: Innate

Spellcaster

Unlearnable

### Maelstrom

This ability summons up a large magical storm within their line of sight that rages on this world and in the ether (or only the ether if cast in the ether.) The storm moves 10 spaces a turn in a random direction (roll a D10 1-2 left, 3-4 right, 5-6 forward, 7-8 backwards, caster's choice, 10 stops.) Any character that the storm passes over takes D12 points of damage. The storm covers a 5X5 square. If a monster is several squares big, they take the damage for every square of their body that is passed over.

Mana Cost: 6

Spellcaster

Full Spell

Casting Cost: 6

Difficulty: 15

Arcane Level: 8

Duration: Until a 10 is rolled on the storm's movement or the caster is knocked unconscious.

### Manaburst

The caster puts a surge of mana into their target, causing that person's innate mana to be disrupted and volatile. On a successful casting, the target of the spell rolls a D4. For every point rolled the target loses a point of mana and also takes D6 wounds.

Mana cost: 4

Spellcaster

Full Spell.

Casting Cost: 4

Arcane level: 4

Duration: Instant

A spellcaster may spend extra mana before casting to add a +1 bonus on the D4 roll.

### Poisonous

This monster has a poisonous bite/sting. Depending on the level the poison has different stats. A level 1 poison has a Strength of D20 +5 and deals a point of fatigue damage every turn. A level 2 poison has a Strength of D20 +10 and deals a point of fatigue and wound damage every turn. A level 3 poison has a Strength of D20 +15 and deals two points of fatigue and two wounds every turn.

Mana cost: Innate

Spellcaster

Unlearnable

### Reaver

This spell separates a part of a person's essence from their body. A successful strike from this spell deals D4 fatigue damage and reduces the target's mana by D4.

Mana cost: 4

Spellcaster

Full spell.

Casting cost: 4

Arcane Level: 3

Duration: Instant.

### Repose

This ability allows a Wraith to create another of its ilk. If a character or monster dies, a wraith may use this ability within one turn to turn that character/monster into a wraith. The character resists this (naturally) with a Wisdom + Resolve roll against D20+15.

Mana cost: 10

Spellcaster.

Full Spell.

Casting Cost: 10

Arcane level: 10

Duration: Instant.

The wraith made by this spell is in no way benevolent to the caster and will attack instantly.

### Spirit Forge

This ability allows the creation of a sprite of the caster's element. The sprite is created instantly, popping into existence. It will attack whoever the caster considers their enemy for the combat but holds no allegiance after that. Sprites take their turn directly after that of those who summoned them.

Mana cost: 6

Spellcaster.

Full Spell.

Casting Cost: 6

Arcane level: 8

Duration: Instant.

A caster may attempt a taming roll instantly after summoning (must be their next round action) and gains a +2 bonus to this roll.

### Wail

This ability allows the user to make ear piercing shrieks. A shriek may be made at 4 energy and has the following affect. All character's within the vicinity (except deaf characters) automatically hear the shriek and must make a resolve check. If the check fails that character instantly covers their ears and drops to the ground. They also take a point of fatigue damage. Character's with the Wail ability are immune to its effect.

Mana cost: Innate.

Spellcaster

Unlearnable.

# The New Spell.

## Sepulchre

Sepulchre is a new spell that can only be learned through extreme research in the Imperial Library, being taught by another mage or by communion with the great dragon Marskis. Currently only two beings know how to cast the spell and that is Marskis and the Emperor himself.

Because of its extremely powerful nature it is incredibly difficult to cast and the ritual takes a week of non stop chanting to sustain, with a single caster. Because of this the ritual also requires several back up mages who have to heal the fatigue of the main caster, and supply them with mana.

The Sepulchre spell brings back to life a properly prepared body. Any beast or man or any race or type may be resurrected, regardless of whether or not they have been resurrected before, so long as the body has been prepared properly.

The ritual actually comes in several parts, the last being the actual spell, and the first must happen instantly after the creature's death. This part of the ritual is to prevent the onset of rigor mortis. Before twelve hours after the creature's death it must be fully scorched and then rubbed with salt. Finally the body must be sealed away from the air in a stone or metal coffin. The body may be stored this way for up to six months until the rest of the ritual can never be performed.

The second part of the ritual is the preparation of the magical circle. This must be drawn with blood drawn from the caster and able to fit the body of the dead head to toe in the circle. The blood does not have to be fresh.

Finally the actual spell must be performed with the body entirely uncovered. Once the body is in the circle and the spell started, it will not deteriorate. The spell drains two points of mana from the caster per hour and lasts 170 hours for a total of 340 points of mana. If the ritual is without mana for more than five minutes it collapses and all in the room take D4 damage for every point of mana already invested, this damage is divided equally among all the room. Every day a spell casting roll must be made at Difficulty D20 +20.

Once the spell is finished the dead creature regains one health a minute until they are at full health. At this point they wake up. Over the time at which point the creature would be alive it exists in a nightmarish world. When it gets to full health the creature must make a resolve roll at D20 +15 to wake up instantly. If not they exist in a coma like state for a week, when the roll can be made again. If this roll fails they are in that state for two weeks time. The roll can be made after every time period, but every failure means that the time taken until the next roll can be made is doubled.

Once the dead is finally alive and waking again it owes one favour to the caster. This favour can be demanded at any time and the resurrected cannot do anything to deny this favour, or they will die instantly in the moment they deny this favour. The favour may be asked once and any demand counts as it, requests do not.

## New Items.

There are many different items that can help aid in notorious actions. Detailed below are some brand new items, which can be utilized by those performing evil deeds.

**Choker:** Costs 5 Rhunba.

A choker is a chain that can be placed around the neck of a monster or person, which can be pulled tight easily by a person holding its tether. The choker has a length of 20 feet of chain and a creature trying to pull further away than this length will be strangled. The choker gives a +2 intimidation bonus to the wielder (the chainer not the chained.) The wielder may, also, pull the chain tight, dealing D4 points of fatigue damage, but gaining an extra +2 bonus to the intimidate roll.

**Garotte:** Costs 10 Rhunba per foot.

Garotte wire is spun from incredibly thin iron, making it sharp enough to cut through flesh, bone and even weaker metals. Garotting wire can be used to strangle an opponent from behind, using the normal rules for strangulation, but the wielder gains a +2 bonus to the grapple check and every turn deals an extra D10 wounds damage. Garotte wire can be set up as a trap, as it is incredibly hard to see, any character walking through the wire will be cut as deep as they walk through it. It is up to the storyteller how much damage this will to, but it will certainly deal attrition.

**Slicer:** Costs 100 Rhunba + 5 Rhunba per disc.

The Slicer is a new innovation from the gnomes of the west and is one of their most deadly to date. The Slicer resembles a large ballista which has an adjustable stock height and a second crank at its centre, which is attached to a tight wire. This wire is pulled taught by the crank. When released the wire causes the disc to spin as it is ejected, as a bolt would be from a crossbow, from the stock. The discs are as wide as a man and deal devastating amounts of damage

The stock first of all requires 10 energy to set up. A disc requires another eight energy to load.

The slicer has an effective range of 75 but every target it hits reduces this amount by 10.

The Slicer requires an Invention roll to aim properly. Once aimed, the disc is fired in a straight line. Any character hit by the disc take D20 wounds and 4 attrition. The blade keeps on going until it is out of its range, at which point it falls to the ground.

**Torture Set:** Costs 150 Rhunba.

The torture set is a compilation of glorious tools for acquiring information from the unwilling or just causing excruciating pain. The set contains a stretching rack, an iron maiden and a castration kit (may also be used on fingers or toes.) When threatening to use any of these devices a character gains +3 to their intimidation checks (only if the device can be seen, or has been previously experienced.) This is doubled to +6 if they have suffered one of the devices and +9 if they have had the pleasure of two or three of them.

The stretching rack causes bones to dislocate and muscle to tear, caused D4 wounds and D6 fatigue with every turning of the crank. After a character has taken a quarter of their health in wounds, the arms or the legs are ripped off, causing at least 4 points of attrition.

The Iron Maiden completely incases a person in spikes, perforating all of their flesh to a depth of about a half inch. Being placed in the Iron Maiden does 2D12 wounds and causes 2 points of attrition.

The castration tool deals D4 damage to fingers or toes and 1 attrition. For genitalia the attrition is 2.

## Speciality Resources.

**Dark Circle Member:** The order of the Dark Circle is a creed of assassin who have been operating since the Empires complete take over of the Dracothian lands. The order was set up by a Dracoth merchant named Bakri who noticed the discrimination of trade from the north, by the Empire. Outraged by this unfairness he created the order as a way to 'level the playing field' for northern merchants by sending his assassins to kill prosperous southerner merchants. Eventually he was caught and killed by the Dracothian authorities, but the order continued it's business underground.

Now open to all races the Dark Circle has taken an evil turning. Controlled by corrupt leadership it now seeks to kill the opponents of the prosperous merchants and politicians whom sponsor the order. Characters playing a member of the Dark Circle are expected to fulfil assignments given to them by their Elders. The benefits are the knowledge of and use of safe houses in all the major cities of the Empire, as well as payments for successful assignments.

Cost: 150 Rhunba for Initiate rank.

**Odic Knight:** Unbeknownst to most in the empire, the Emperor keeps a special order of Knights. These knights are titled Odic Knights at their sole purpose is to capture Dark and Light Odic monsters for Ornil's sick experiments. Odic Knights join the order when noticed by a 'scout' during military training. The scout looks for attributes such as ruthlessness and sadism, as well as a command of monsters. Odic Knights are not allowed to reveal their position to any other but the Emperor, and if a Knight makes the claim that he is of a special order, the Emperor will deny all claims and have him killed.

Odic Knights receive no privileges except for access to the Imperial Dungeon in Tyris and bonuses rewarded for particularly rare finds.

Cost: 60 Rhunba.

Property: Brothel.

Owning a Brothel is a great source of income, more so than your average inn. Like an inn, the brothel costs money to run, but the profit margin tends to be much higher. The only negative to owning a brothel over an inn is the need to either keep it secret with the law, or by making 'special arrangements' with the Deputy Marshall of the area.

Costs: Small establishment (four girls) 350 Gold, Monthly income D8 X10, Monthly outgoings 30.  
Moderate Establishment (six girls) 500 Gold, Monthly Income D10 X10, Monthly outgoings 40.

## Advent: Vampire Character Sheet.

Character Name: \_\_\_\_\_ Player Name: \_\_\_\_\_

Race: \_\_\_\_\_ Magic Level: \_\_\_\_\_ Age: \_\_\_\_\_ Gender: \_\_\_\_\_ Experience: \_\_\_\_\_

### Attributes

Strength: \_\_\_\_\_ Experience: \_\_\_\_\_

Stamina: \_\_\_\_\_ Experience: \_\_\_\_\_

Agility: \_\_\_\_\_ Experience: \_\_\_\_\_

Intelligence: \_\_\_\_\_ Experience: \_\_\_\_\_

Wisdom: \_\_\_\_\_ Experience: \_\_\_\_\_

Charisma: \_\_\_\_\_ Experience: \_\_\_\_\_

### Stats.

Health: Total \_\_\_\_\_ Fatigue \_\_\_\_\_ Wounds \_\_\_\_\_ Attrition \_\_\_\_\_

Energy: \_\_\_\_\_ Mana: \_\_\_\_\_ DB: \_\_\_\_\_ BP: \_\_\_\_\_

### Speciality Resources.

\_\_\_\_\_

\_\_\_\_\_

### Skills.

Name	Rank	Appropriate Attribute	Name	Rank	Appropriate Attribute
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

### Combat

Weapon 1

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Weapon 2

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Armour

\_\_\_\_\_

Helmet

\_\_\_\_\_

Ammunition

\_\_\_\_\_

Extras

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### Equipment

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