

## Burial Grounds

Version 2.0

An Onontakhan character who purchases "Lay to rest" at character creation does not receive this skill. Instead he receives Inurn (it means to put in an urn in a religious fashion). This skill has a downtime and an uptime element.

At events, if you have the true name of a character you can inurn them. This is a ceremony like lay to rest, but instead of laying their soul to rest you put their soul in an urn. The actual phys-rep is not important; it is not a lammied item that you put them in. It's traditionally just a clay urn that has been baked in the sun. There is no requirement on the length of IC time required to conduct this ceremony, but it takes overnight for it to take effect and hence must be reported to GOD before time out that evening.

Once inurned you get a soul stone lammy the next morning. Metaphysically you have a soul that is identical to that which is created when an eidolon soul stones a dead soul. It MAY appear physically different (appearance to be set).

In downtime you can use the Inurn skill to inter an inurned soul (or a soul stone). If you do this at a burial ground it adds to the souls already interred there. If you do it "anywhere" it creates a sacred burial ground. A burial ground has a "faith" and you can only inter souls in a burial ground of "your" faith. So a Basilisk priest can inter souls in a basilisk burial ground, etc.

Each inurned soul takes a length of time to inter. The precise time will be an equation based on the total learning time of the communicable skills contained in the soul. The more powerful the soul, the longer it takes. Metaphysics for this can wait, play balance pretty much demands it works like this.

A single character can study in a sacred burial ground to learn a skill. They must be a devotee of the same faith as the "burial ground". They can learn any skills interred there that they have the prerequisites for at half the "teach rate" for that skill.

If the souls in a sacred burial ground are dug up the entire burial ground is desecrated and all souls are "lost". *We are probably not applying this rule to the burial ground used at event 7 (Initiation) as we believe the players roleplayed getting the souls back and didn't know the IC consequences at the time as we hand't written the rules!*

A player who starts with a "Level 1" burial ground gets a burial ground which already contains Endurance, Bow Double, Wear Light Armour and Shield. A "Level 2" burial ground gets the above plus Bow Through, Axe Double and Great Weapon Double. These are of the faith of the character who created the burial ground.