

EIDOLON BIOLOGY

Description

An eidolon forms a body from the essence of the Maelstrom when it enters the mortal realm. An eidolon can choose the crude shape and form of the body that they create. Although you cannot perfectly impersonate other characters, when you leave the Maelstrom you can adopt almost any shape that you are capable of phys-repping. You can only change your shape when you manifest a new body either by entering or exiting the Maelstrom. The eidolon's biology is unchanged regardless of the body formed; an eidolon may have wings but they cannot fly; at their largest extreme, they can take the form of a dragon but they cannot breathe fire.

The soul of a mortal being is intimately bound up with the flesh that it inhabits and it cannot endure alone when the flesh dies. In stark contrast, the body of an eidolon is little more than an appendage, a shell, and the loss of the body is little more than a temporary inconvenience to many eidolons.

Physical relationships between eidolons and other eidolons, and between eidolons and mortals, are uncommon. These unions are never fertile; tales of immaculate conception and the offspring of the Gods owe more to the need of mortals to preserve their reputation than to the actions of any eidolon.

Despite their magical nature, eidolons when in the mortal realm still require sleep and still feel pain and tiredness in the same manner as other sentient races.

Choices

The essence of playing an eidolon is about choice. You choose if your character has fallen or remained loyal. There are only two known ways for an eidolon to fall: by attempting to leave the Maelstrom with an enshrined soul, or by being damned by a favoured priest. You may decide the circumstances of your character's fall or the nature of the service if you choose to play a loyal eidolon. In broad game terms you must choose one of three options at the start of the game.

Playing a loyal eidolon of the Known World is an exceptionally difficult route; you gain no skills or abilities other than the innate abilities of an eidolon that you begin with, unless you can win the favour of your God. You can choose to start play with a character who has already been favoured by one of the Gods for their dedicated service, which may gain you the influence and support of their followers, or else your character will enter play in service to all the Gods.

Playing a fallen eidolon of the Known World is even more difficult than playing a loyal eidolon. Although you can gain skills and abilities from stealing or trading for mortal souls you begin the game with almost nothing. Many fallen eidolons have nothing better to offer a mortal than their own immortal service as bodyguards, warriors, and familiars. Many loyal eidolons will attempt to slay you on the spot and you risk being trapped in the Maelstrom forever if slain.

An eidolon of the New World has all the disadvantages of a loyal Known World eidolon with the additional problems that its pool of potential allies is far smaller.

All eidolons, loyal and fallen, possess certain abilities and powers in common. These powers are described in the sections on magic and soul pacts.

Racial rules

- You should not pass these rules on to other players

Please note that the following rules have not been released to the general player base and are only given to those players playing, or intending to play, eidolon characters. The Maelstrom campaign is enhanced if players are able to discover information about the game through purely IC sources so we ask players not to pass these sheets to other players. We believe that some of the advantages available to you will be lost if these rules become widely known.

YOUR BODY

Legendary body

- You can choose any shape when you leave the Maelstrom
- You follow the normal rules for combat

The body of an eidolon is formed by their conscious will. Your appearance can be anything that you can provide a phys-rep for at the point where you enter or leave the Maelstrom. You must follow the rules for disguises in chapter two of the Event Rules. As you are using magical means to change your shape you can assume any form. Your ability to impersonate another character is limited by the standard rules for disguises.

Other than the soul symbol, you are free to make yourself look like whatever you want, provided it is in keeping with the high fantasy setting; from any of the other races described in the rule book, to the stereotypes of angels or demons, to the oni demons of oriental myth, or just to the depths of your own imagination. For example you can decide to have up to four working arms. You can only choose to form a body that you are capable of phys-repping at an event.

You form a new physical body whenever you leave the Maelstrom. When you form a new body you have three body hits regardless of any damage taken previously. You follow all the normal rules for combat described in chapter four of the Event Rules with the exception of the rules described in this sheet.

Death

- You die if you are executed or you reach your maximum death count
- Your soul departs and you must call RETURNING
- You must go to the Maelstrom before re-entering play

If you are executed, or you reach your maximum death count, then your body dies. Your soul immediately leaves your body and returns to the Maelstrom. You must call RETURNING and then put on your OOC armband. Any ability used by another character that requires your soul to be present in your body will automatically fail, but any ability that works on an eidolon that is RETURNING will succeed. You should not hand over your body or soul card unless a show-me lammy specifically states it affects eidolons.

You must go OOC as soon as your body is slain, leaving behind all IC items except any manifested items, enshrined souls, and soul stones in your possession. You must go to the Maelstrom tent before you re-enter play following the rules described later in this briefing sheet. The computer in the Maelstrom tent will tell you if you are able to return and where you should enter play from. Any rituals that were cast on your previous body are destroyed when the body is lost.

Creature of magic

- You are affected by calls that target an EIDOLON
- You cannot have your wounds staunched or treated
- You are not affected by calls that target LIVING beings or any abilities that only work on LIVING beings

You exist due to the theurgic energies that fill your soul; you DETECT as an EIDOLON and are affected by calls that target an EIDOLON such as PARALYSE EIDOLON. You do not DETECT as LIVING and are not affected by calls that target LIVING beings.

Your body was created using the power of the Maelstrom and you cannot benefit from the staunch wounds or treat wounds skill. Eidolons are sustained by the power of the Maelstrom and lost body hits cannot be restored by magic intended to heal a LIVING character.

Unyielding countenance

- You do not need to roleplay being terrified if you are affected by the FEAR call
- You are still affected by all the rules as normal for this call

If you are targeted by the FEAR call then you do not have to roleplay being terrified if it is not appropriate to your character. Eidolons are immortal characters and many of them are not easily intimidated. The FEAR effect includes a magical component that assails your soul and debilitates you if you do not move directly away from the source of the effect. For this reason you are still affected by all the normal rules for the FEAR effect as described in chapter five of the Event Rules except that you need not roleplay being afraid.

Soul Symbol

- You must include a soul symbol as part of your phys-rep

You must have a soul symbol on your forehead following the rules described in chapter six of the Event Rules. If you are soul pacted to another eidolon or a theurgist, the soul symbol you use must be the soul symbol of the character you are soul pacted to. You cannot change your soul symbol unless you are directed to by a referee.

Your soul symbol always appears on the surface of any body you form. You can cover your soul symbol with garments that you are wearing. It must be clearly different from any surrounding markings including other symbols.

Dedication

- You may never become a devotee
- You may gain the favour of one or more deities

An eidolon cannot be devoted to a deity, but they can choose to dedicate themselves to promoting the interests of a single deity. This may result in you becoming favoured by a deity, which increases your chances of being blessed by that deity and may give you access to divine imperatives that are not available to other eidolons.

You can choose to begin play as an eidolon dedicated to the service of a single deity as described in step three of Character Creation. The only way to gain the favour of a deity in play is to win the approval of that deity, usually by completing difficult missions or by being praised in prayers by the faithful.

Claws

- You may have claws when you leave the Maelstrom

You may decide to create a form that has claws when you leave the Maelstrom. If you have suitable, weapon safe, phys-reps for claws may use them to call SINGLE in combat. The rules for using claws are described in chapter four of the Event Rules.

Free will

- You have free will

Although you were created as an immortal servant of the Gods this does not affect your personality or free will. You have the same free will that a mortal character possesses.

No digestion

- You should ignore any rip-open lammy that does not have an 'A' substance code written it

Eidolons do not need to breathe and although they can eat they have no need to do so. A standard poison or drug will not affect you. Substances are coded on their lammy interior with a letter/number combination. Only substances beginning with an 'A' code can potentially affect you; all other substances will have no effect, and you should ignore any instructions on these lammies. While eidolons are technically unaffected by alcohol, caffeine, and so on, we recognize that this may be difficult to phys-rep and suggest that you may roleplay these as having a psychosomatic effect.

One character only

- You may only play one eidolon character

Because of the immortal nature of eidolon characters, a player in the Maelstrom campaign may only ever play one eidolon character. You may not play a second eidolon character without express permission from Profound Decisions.

YOUR ABILITIES

Soul speak

- You can grant any soul the ability to communicate

An eidolon has the ability to allow any being to speak in the language of the soul. This is the language that everyone in both the Known World and the New World speaks. It makes no difference to an eidolon if a soul is living or dead. If you use this ability on any character whose soul is still present, then they can communicate freely for as long as you maintain contact. Even a character who has been muted, is under the influence of drugs, had their tongue cut out, or was born mute, is able to talk as they choose for the duration. This ability cannot be used on yourself.

You will receive a show-me lammy to allow you to use this ability at an event. You must touch a character whose soul is still present in their body and show them the show-me lammy for your ability so they know what rules to follow.

The target is able to hear normally and speak freely as long as you maintain contact. They are under no compunction to tell the truth or to answer your questions. The target may speak as quietly or as loudly as they wish; their words are audible to anyone who can hear them.

Gathering mortal souls

- You can claim the soul of a dead character whose true name you know

If you have the true name of a soul then you can take that soul with or without their permission. To use this ability, you must be touching a dead mortal character or an unresisting undead character whose soul is still present in their body. To claim their soul, you must perform a few seconds of appropriate roleplaying, that includes saying their true name in a voice audible to the target.

You will receive a show-me lammy to allow you to use this ability at an event. You must touch a character whose soul is still present in their body and show them the show-me lammy for your ability so they know what rules to follow.

The target must give you their soul card if the ability has been used successfully. You have turned their soul into a soul stone and you should attach the soul card to a phys-rep for a small stone or small object. This lammy is temporary, you have thirty minutes to show it to a referee who will exchange it for a permanent one, otherwise the soul dissipates and is lost.

Permanent soul stones can be sold, bought, or stolen like any other IC item. You may take a soul stone to its final resting place with the deities or use it in other ways described below.

Transfer mortal wounds

- You can transfer a mortal wound to or from any unresisting character whose true name you know
- You must perform thirty seconds of appropriate roleplaying that includes their true name
- You cannot use this ability if you and the other character are both mortally wounded
- The character who receives the mortal wound begins their death count from the donor's current death count

You may transfer a mortal wound from a character whose true name you know to yourself. You can also use this ability to transfer a mortal wound to any unresisting target whose true name you know.

You will receive a show-me lammy to allow you to use this ability at an event. You must present the show-me lammy for your ability to the target character so they know what rules to follow. You must touch the target for thirty seconds and perform appropriate roleplaying and concentration that includes saying their true name in a voice audible to the target. You must begin again if you lose concentration as described in chapter five of the Event Rules.

You cannot transfer a mortal wound to any character that is already mortally wounded or whom is currently incapable of taking a mortal wound. A character that is wounded should continue their death count while the wound is being transferred. If they are still alive after thirty seconds, the mortal wound is transferred.

The character who receives the mortal wound begins their death count from whatever the count had reached as the wound was transferred. This ability has no effect on either character's body hits. All of the other effects of a mortal wound, including cleaved limbs, are transferred.

Creating a soul pact

- A soul pact is a magical bond that links a target character to your soul
- You can soul pact a character to you with thirty seconds of appropriate roleplaying that includes their true name
- If a mortal who is soul pacted to you dies then they will return as a disembodied soul and seek you out

A soul pact is a magical bond that changes the soul of another character to link it to yours. The character pledging themselves to the pact becomes soul pacted. All eidolons possess the ability to create a soul pact, allowing another character, to pledge their soul to you. Although you might be able to coerce another character into a soul pact, it is not possible to create one without them realizing or agreeing to be party to it.

You will receive a show-me lammy to allow you to use this ability at an event. You must present the show-me lammy for your ability to the target character so they know what rules to follow. To create a soul pact, you must perform thirty seconds of appropriate roleplaying and concentration, that includes saying their true name in a voice audible to the target. You must begin again if you lose concentration as described in chapter five of the Event Rules. A referee will need to confirm that the soul pact is in place. The character is not considered to be pacted until this has taken place. You cannot soul pact a character who is already soul pacted.

If another eidolon uses this ability on you then you become soul pacted to them. If you are soul pacted to another eidolon then you will appear with their soul symbol on your forehead the next time you form a new body. If the character you are soul pacted to is also soul pacted then you will appear with the soul symbol of the character who is at the "top" of the chain of soul pacts.

You cannot become soul pacted to any character who is soul pacted to you either directly or in a chain via other characters and any soul pact that would cause this to happen automatically fails.

When a mortal character who is pacted to you dies, their soul will immediately leave their body. After a short period the soul will reform as a disembodied soul. It will then seek you out. It may take anywhere between a few minutes and a few days but the soul will eventually find its way to you. If you are pledged in soul pact to another eidolon then the soul will instead seek them out. The referees will give the dead character precise instructions on what they should do when playing a disembodied soul.

You can have any number of characters soul pacted to you but you can only ever be soul pacted to one character. A character who is soul pacted will DETECT as SOUL PACTED.

If a character casts the theurgic ritual Shatter the Maelstrom's Fetters on you then you can choose to become soul pacted to them.

You can choose to break a soul pact at any time that you are in the mortal world. You cannot create or break a soul pact while you are debilitated or incapacitated so you cannot do this while you are in the Maelstrom.

Returning

- You can voluntarily return to the Maelstrom at any time
- You can use this ability while you are incapacitated
- This ability requires thirty seconds of appropriate roleplaying or five minutes of uninterrupted concentration
- You may take any manifested items, soul stones and enshrined souls with you when you use this ability

Any eidolon can choose to leave the mortal world and return to the Maelstrom at any time. You can always use this ability even if you are incapacitated. To use this ability you must perform five minutes of uninterrupted concentration after which you should call RETURNING and then put on your OOC armband. You must begin again if you lose concentration as described in chapter five of the Event Rules. You should follow all the rules for death described earlier in this sheet which includes taking any manifested items, enshrined souls, soul stones or disembodied souls that you have gathered with you. You must not talk, fight, run, or use any skill or other ability while using this ability as you must be in deep concentration. If you are not debilitated or incapacitated then instead you may return after just 30 seconds of appropriately roleplayed ceremony.

THE MAELSTROM

Overview

- The Maelstrom is phys-repped by a tent that only eidolon players can enter
- It is possible to lose your character if they become trapped in the Maelstrom
- If you log onto the computer at the back of the tent it will tell you if you can leave the Maelstrom

The Maelstrom is a magical region that surrounds and permeates the mortal realm. Some mortal souls travel to the Maelstrom when they die and all eidolons return here if their body is killed. It is believed that the deities reside within the Maelstrom although this is unproven.

It is possible for an eidolon character who enters the Maelstrom to become trapped there. This is of particular importance for fallen eidolons who cannot easily return to the mortal realm. A fallen eidolon will never be returned to the mortal realm and will remain trapped within the Maelstrom for eternity unless they have their own means of escape, or a theurgist performs a suitable ritual to allow them to escape. If a fallen eidolon has no legitimate way to escape from the Maelstrom, then that character is effectively dead and the player will have to create a new character.

Existence in the Maelstrom

The Maelstrom is a magical dimension, mostly without time or physical space. The veil between the Maelstrom and the mortal realm is blurred in some areas, creating pockets that eidolons can utilize to communicate with each other. These regions appear to be highly limited in size, often no larger than a room in a mortal house. The area seems to share some of the properties of the mortal realm and some of the properties of the true Maelstrom.

You may create any body when you enter a pocket in the Maelstrom but you are affected by all the rules for debilitated characters described in chapter four of the Event Rules. You may not use any skills or abilities unless they specifically state that they are usable within the Maelstrom. You must still follow the normal rules for displaying your soul symbol.

The Maelstrom pocket is represented by a large tent provided by Profound Decisions and located near GOD. The area around it is marked off with OOC boundary tape as it does not exist in the mortal world and only eidolon characters are allowed to enter it. As well as the IC area with furniture and props, the tent also contains a computer and a small OOC area that you can use to store stuff such as makeup and costume. You are also allowed to bring in and leave whatever IC items, furniture and props that you wish your character to have manifested whilst in the pocket. If you leave the tent then it is your decision whether you wish to remove your possessions or leave them for other eidolon players to use whilst in the tent.

If you log onto your online account at an event then it will show you all the options available to you while you are in the Maelstrom. You can use any of the computers in GOD for this purpose but there is a computer in the Maelstrom tent that has been discretely screened off so that you can use it without leaving the tent.

You must always access the computer alone and are not allowed to show any details to another player. After you have finished on the computer you are of course welcome to discuss IC with other characters the details you have seen, but you are not allowed to view another player's online options while in the Maelstrom.

Items in the Maelstrom

- You cannot take physical items into the Maelstrom
- You can manifest items and take manifested items
- You can take souls and soul stones but only if you are RETURNING

No physical items can be taken into the Maelstrom, although you can take items you have manifested with you. If you are returning to the Maelstrom then you can take soul stones with if you choose to return. While in the Maelstrom, you can deliver a soul to a deity of your choice, by informing a referee. You can do this regardless of whether the soul was disembodied, stoned, or enshrined whilst in the mortal realm. Your downtime inventory is held in the mortal world, so you may not access it while you are within the Maelstrom.

The will of the deities

- If you are a loyal eidolon then you become aware of the will of the deities while you are in the Maelstrom
- You must log onto your online account to see the missions the deities wish you to perform

Any loyal eidolon that enters the Maelstrom gradually becomes aware of the wishes of the deities. There is no communication, and the eidolon is never conscious of the personality or identity that issues a divine imperative. They are simply aware of what is required. Once they leave the Maelstrom, a loyal eidolon is no longer in communion with the deities and is dependent on their own memory and understanding to implement the will of the deities.

If you log on to your online account then you will be able to see all the missions that are available to you and select the one you wish to do. The on-screen missions are a representation of the divine imperative that you have become conscious of. Not all eidolons will receive access to the same set of missions.

A loyal eidolon may choose to accept a single instruction from the deities. Doing so immediately returns them to the mortal realm at a location chosen by the deities. Some divine imperatives contain blessings that the deity intend to be delivered to mortals. Once you have picked a mission, the system will tell you what you have to do next. When you appear in the mortal world, you must follow the rules for APPEARING described in chapter five of the Event Rules.

Fallen eidolons are separated from the divine imperative. They cannot read the instructions left by the deities, they cannot accept missions, and they cannot deliver blessings. They may still view their options while in the Maelstrom by logging on to their online account.

Creating items

- You may manifest any item you have a phys-rep for when you leave the Maelstrom
- These items begin to dissolve if you stop carrying them

When your character leaves the Maelstrom, you can manifest any non-lammied item that you can supply the phys-rep for. These items only exist for a maximum of sixty minutes once you stop carrying them. IC it is clear that the item is visibly losing coherency during this time as it fades away. Such items need to have a special sticker, obtainable from both GOD and the Maelstrom tent, attached to them indicating this.

Enshrining a Soul

- You may enshrine a mortal soul within your body at the moment you leave the Maelstrom
- Your body gains access to most of the skills the mortal had when they were alive
- You will fall if you are a Known World eidolon

When an eidolon leaves the Maelstrom and enters the mortal realm they may choose to place any souls that they have in their possession in the body that they form. This grants the character access to most of the skills that the soul possessed when it was alive. Any Known World eidolon who forms a body in this way automatically becomes fallen.

You can use this ability using the options available to you in your online account. You do not need to enshrine all the souls that you possess; you may choose to keep some as soul stones instead. After you have selected the souls you wish to enshrine you must go to GOD to collect a new body card and a passport listing the skills and abilities you have gained from the souls you have enshrined.

If your body is slain then any souls that are enshrined return to the Maelstrom with you. You cannot voluntarily remove an enshrined soul until you return to the Maelstrom. You cannot enshrine a soul into an existing body. You can only use this ability when you leave the Maelstrom.

Escaping the Maelstrom

- You can destroy a soul to escape the Maelstrom
- You may need to destroy more than one soul
- You can appear anywhere on site if you choose this option

If you are trapped in the Maelstrom you can expend the power of one or more mortal souls that you are carrying to tear a hole in the Maelstrom. The soul is destroyed in the process. If you wish to re-enter the mortal realm by this method then hand the souls you wish to use to a referee.

A single soul will create a temporary hole large enough for a single eidolon with no enshrined souls to pass through. If your character has been banished, or you wish to enshrine mortal souls, then you will need to expend two or more souls when you use this power. Your online account options will inform you how many soul stones must be destroyed to allow you to escape from the Maelstrom in this manner.

If you enter the mortal realm in this way then you can appear at any spot on the site but you must select the spot before you re-enter play. You should inform the GOD staff of your intended location, put on

your yellow armband and go OOC to the spot you have named. You must follow the rules for APPEARING described in chapter five of the Event Rules.

Using a soul pact to escape the Maelstrom

- You may escape the Maelstrom if you are soul pacted
- You can only do this if the character you are pacted to is in the mortal world IC at the event

If you are pledged in soul pact, either to a mortal being or to another eidolon, then you may be able to use the energy of the soul pact to help escape from the Maelstrom. You cannot enshrine souls in your body if you use this method to escape from the Maelstrom.

Your online account will tell you if you have the option to escape the Maelstrom using the power of your soul pact. If there is a ritual site at the event then you will appear here. If there is no ritual site at the event then your online account will tell you where you should appear from. You must follow the rules for APPEARING described in chapter five of the Event Rules.

If the character you are pacted to is not present at the event or is currently inactive, for example they are instead playing a secondary character, then you will not be able to re-enter play at that event by this method. If the character you are pacted to is in the Maelstrom, then you cannot use the soul pact to escape the Maelstrom until the character you are pacted to has entered the mortal realm.

If the character you are pacted to is themselves pacted to another character then you can only escape the Maelstrom if the character at the "top" of the chain is IC in the mortal world at the event.

DOWNTIME

No skills

- You cannot learn new skills during downtime

Your character's soul is different to that of a normal mortal being. No eidolon character can ever learn a skill by study, practice, or tuition. You will not receive the downtime options to perform these actions.

Enlightenment

- You can enlighten a mortal character to teach them skills

A loyal eidolon can choose to serve as a conduit, to carry the wisdom and learning of a deity to a devotee. This process is called enlightenment. You begin play with a limited range of ceremonial skills that you can enlighten a recipient with. If you gain the favour of one or more deities then the range of skills that you can enlighten a mortal with may increase. You must select which skill to enlighten a recipient with when you select this action.

A fallen eidolon can enlighten a mortal character to teach them any skill that they have gained access to by enshrining a mortal soul.

Inspiration

- You can inspire the population of an area to make them consider their faith more deeply

You can appear in an area of the New World in a form that is inspiring to the local population. If you do this then it encourages the people who live in that colony to consider their faith and devotion. A population that is inspired is more likely to express worship and thanks to the Gods become more god-fearing. Any character will find it easier to preach, proselytize, or to seek followers in an area where you are inspiring the inhabitants.

Beatify

- You can beatify a mortal character to make them more effective when they seek to convert minions

You can beatify another mortal character using your unique eidolon heritage to demonstrate that they are amongst the blessed. By revealing yourself as an eidolon you indicate that the character you are accompanying enjoys the support of higher powers. If you beatify a mortal character then any attempt by them to preach or proselytize will be enhanced while you assist them.

Seek followers

- You may seek to soul pact mortal followers from among the general populace of the New World

By searching amongst the mortal population for suitable followers, you can find those mortals who are willing to soul pact to you. A mortal will only soul pact to you once he has been convinced to follow your orders implicitly. Attempts to seek followers are much more effective when performed from a suitable religious building. The more time you spend seeking followers the more followers you will find.