

Maelstrom

Inurn Information

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 can be used at events and in downtime.

At an event, if you know the true name of a character who has died 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 phys-rep urn is not important; it is not a lammied item. Traditionally it is a clay urn that has been baked in the sun. There is no minimum length of time required to conduct this ceremony.

The completion of the ceremony must be reported to GOD before time out that evening. Once a character has been inurned, you will receive a soul stone lammy the following morning.

In downtime you can use the inurn skill to inter an inurned soul (or a soul stone). If you inter a soul at a burial ground this adds to any souls already interred there. If you inter a soul at a different location, the action creates a sacred burial ground. All burial grounds are faith specific and it is only possible to inter souls in a burial ground of your faith. So a basilisk priest can only inter souls in a basilisk burial ground, etc.

Each inurned soul takes a length of time to inter. The more powerful the soul, the longer it takes.

A single character can study at 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.

