

# MARMARIS CORPUS

These rules are intended to supplement those found on the Undead Biology sheet. If you have any concerns or questions, you should consult a referee who will be able to explain how these changes work.

## Physical Changes

Your body has a cold, smooth, hard feel to it and has the colour and texture of marble, exactly like the the marble stone of which your tomb is fashioned. If anyone specifically checks your skin and asks you about it, then you should tell them that it feels like stone rather than flesh.

Words of magic are inked into the stone flesh of your body. The more spells that your character learns, the more writing appears on your flesh. Identical writing appears in larger form on the walls of your tomb. The writing need not be on your face, it does not have to be visible, but you should phys-rep at least some black characters on your body and anyone who searches you should be told that your body is covered in such.

Your character has no blood remaining in his body and will not bleed if stabbed or cut.

## Mental Changes

Your new body influences your mind. The suggestions and guidelines given here reflect that influence, but you should interpret them as appropriate to your characterization.

You are the master of necromantic magic, the zenith of what can be accomplished. All other beings, mortal and immortal are your inferiors. This isn't an opinion, it's just a cold hard fact. You are aware that other people are annoyed by the reality of their inferiority so you may need to hide this.

Necromancy, is not the embrace of death, it is an existence that transcends death. Living things die - those who have moved beyond such things through the use of necromancy do not. You feel a powerful urge to bring this gift to all mortals, to free them from their fear of death and the squalid and wretched existence that most mortals call life.

You are the true master of death. It is a mistake to think of yourself as dead or even as undead. Such phrases are absolutely meaningless. Your character exists, like the lakes and the mountains and the skies exist, but unlike mortals you are just as difficult to destroy.

You find questions about your existence and your abilities deeply concerning and feel an urge to avoid answering them. Your only weakness is your tomb. Everyone will seek to discover the location of your tomb, to control it or to destroy it. The only way you can ever be truly safe is to destroy everyone who knows of it's existence. You feel a justified concern when anyone asks you questions, no matter how innocent they seem the truth that they are trying to find is the location of your tomb. The less they know about you, the less chance they have of discovering the location of your Achilles Heel.

You are removed from petty mortal concerns and are no longer capable of experiencing affection, friendship, gratitude, love or sexual attraction. You find any displays of these tedious petty emotions to be intensely irritating, a sensation akin to finger nails on a blackboard but many times more intense. It is difficult not to become angry with mortals who insist on succumbing to their inane emotions.

You have enormous power and a strong sense in which that power makes you different, marks you out from lesser people. You feel a drive to achieve great things and to seize the opportunities that your power gives you.

Your only peers are others who have progressed as you have. Such beings represent a grave threat and you do not trust them. If they can seize your tomb then they have the power to steal your magic or end your existence. While you are the master of your ambitions they will not be, and their petty schemes will get in the way of your own grand vision. Do not let them know what you plan, for they will try to thwart it, merely because they fear you, for they know that you are their only serious rival. Destroy them wherever possible, otherwise avoid them.

## Additional Rules

### Minimum Phys-rep

- Marble-effect make-up on all visible skin
- Black writing on body
- Soul symbol on forehead

Your body resembles a marble statue. The minimum phys-rep is a marble effect (usually white with streaks of colour) on all visible skin. Your knowledge of magic appears on your body, you must include black writing like marks somewhere on your body although they do not have to be visible.

Your flesh is cold and feels like smooth hard stone to the touch. You must inform any character who specifically asks. You must inform anyone who spends thirty seconds searching your body that they find black writing all over your body.

This is in addition to the normal undead minimum phys-rep of a soul symbol.

### Master of Necromancy

- You can learn new alchemical, necromantic, sorcerous, talismanic or theurgic skills.
- You learn necromantic spells in 75% of the normal time

Your connection to the mortal world allows you to learn new skills, albeit only those concerned with the manipulation of magic. Your character may learn new alchemical, necromantic, sorcerous, talismanic and theurgic skills as normal. Your mastery of necromancy is such that you learn new necromantic spells in three quarters of the normal time required to gain such spells.

### Entombed Soul

- If your tomb is destroyed then you lose all your abilities
- If you are killed while you do not have a tomb then you are permanently destroyed
- You can never be soul-tainted or soul-pacted again
- You may abandon your body with five minutes of uninterrupted concentration

Your soul lies outside your body, an existence akin to being a god. Your soul is contained inside a necromantic beacon, a massive structure, formed by the spell that created you in the shape of a tomb made from pure marble. This gives you great strength but is also your one remaining weakness.

You are irrevocably bound to your tomb and can never again be soul tainted, pacted or devoted. If the ritual that created your tomb is recast then you may create a new tomb, but your original tomb will collapse at that point if it still exists. As you cannot be soul-tainted, you cannot no longer benefit from any other necromantic forms. Any attempt to use such a ritual would destroy you.

If your tomb is destroyed, then you are utterly destroyed if you are killed before you can establish a new beacon. None of the abilities of your Marmerous Corpus will function while you do not have the strength of your beacon to call upon.

You may abandon your Marmaris Corpus at any time. 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 elsewhere in this sheet. You must not talk, fight, run, or use any skill or other ability while using this ability as you must be in deep concentration.

## Feed on the Living

- You regain all lost body hits if you execute a living being

If you execute a living, mortal being and are able to devour their soul then you immediately regain all lost body hits. You must still have a weapon-safe phys rep and role-play with the victim for thirty seconds in a way that makes it obvious to everyone in the vicinity that not only are you executing the target but you are “feeding” on them in some way. If you complete the execution without interruption, then the target is dead and as long as their soul is still present for you to devour then all your lost body hits are immediately restored.

Once the execution is complete you must present your show-me lammy which explains what rules they should follow. Take their soul card from them and hand it to a referee within the next 24 hours. This ability will not work on any of the five magical races as they are inedible nor on any character whose soul immediately flees the body at the exact instance of death, such as a soul tainted character.

## Knowledge Made Flesh

- Any character with access to your tomb may study there to quickly learn the skills you know

Your mastery of magic is written on the walls of your soul and traces of it appear on the flesh of any body you form. Everything you know about magic is written on the walls of your tomb. Anyone who has access to your tomb can study there to steal any of the magical knowledge and skills that your character has acquired. The more magical skills you learn, the more writing appears on your body.

## Raise The Dead

- You may raise a corpse as a soulless husk under your command
- You require a referee to be present when you use this ability so that they can brief the corpse

By touching a largely intact corpse and roleplaying appropriately you may raise the body as a soulless husk. The process requires thirty seconds of appropriate roleplaying. The husk will rise five minutes later and obey your simple commands, but all husks hunger for the flesh of the living. You must have a referee present to use this ability so that they can brief the husk.

## Body of Marble

- You cannot be mortally wounded
- You must call RESIST if you are targeted by any mortal blow that would normally mortally wound you

Your body is formed of marble and you do not have blood or internal organs and cannot be mortally wounded. You must call RESIST if you are hit by a COUP DE GRACE, or any mortal blow that is not stopped by your armour if you have any. You suffer all the other effects of the mortal blow, thus a ZERO STRIKEDOWN will knock you over; a SINGLE CLEAVE will cause one point of damage and render a limb unusable.

For example, you have one point of armour when you are hit on the arm by a character calling SINGLE CLEAVE. Your armour protects you against this mortal blow so you must not call RESIST. A second SINGLE CLEAVE on your arm will cause the loss of one body hit and render your arm useless. You must call RESIST to show that you are not mortally wounded.

As you cannot be mortally wounded, you cannot be the recipient of any power or ability that transfers a mortal wound to you. Any attempt to do so will automatically fail and you must call RESIST.

If you suffer a CLEAVE on a limb then the limb is rendered useless as normal, although you are not mortally wounded. You cannot use the limb again until you have regained at least one lost body hit.

If you have fortitude or great fortitude then you will receive additional body hits instead.

## No Greater Power

- If you execute a necromantic being its soul is destroyed

You are the absolute master of necromantic power. If you personally spend thirty seconds executing a soul tainted or necromantic character then their soul is destroyed and they cannot return.

Once the execution is complete you must present your show-me lammy which explains what rules they should follow. Take their soul card from them and hand it to a referee within the next 24 hours.

## Source of Magic

- You can cast any necromantic incantation you know for one mana

You can draw necromantic power directly from your entombed soul, rather than the world around you, as lesser spellcasters do. You can cast any necromantic incantations you know for one mana. This ability does not stack with any other mana reducing effects.

## Transcendent Existence

- You resume play as a shadow if you are killed
- You have no body hits and are permanently debilitated
- You can form a new Marmaris Corpus using 50 mana crystals

Undead characters use a body created from magic. This body is formed of shadows and mist and though corporeal, it is exceptionally weak. As a shadow you have no body hits and are permanently debilitated. You become incapacitated if you are hit. If you return after dying at an event then you always return as a shadow using these rules.

If you obtain fifty mana crystals then you can use them to form a new Marmerous Corpus. Give the mana crystals to a referee and at that point you may resume using all the abilities of your Marmerous Corpus.