

# Refereeing Eidolons

Version 5.7 Sept 2011

## Cascading all the way:

Forehead soul symbol (all have top one)

Dead soul pacted souls (go all the way to the top \*eidolon\*)

Pulling on a pact to get out (top one has to be in play)

## Only one step (i.e. directly pacted)

Prayers

Severing a pact

So in our classic original case: Mortals > Flail & assorted naughty eidolons > Whisper > The Baron

Flail and his naughty mates all have the Baron's soul symbol on their forehead and he has to be in play for them to come out. All dead pacted mortal souls end up with Whisper. PC cultist's prayers go to which ever eidolon they are directly pacted to. Flail can only detect (i.e. query at GOD if he has forgotten) and sever the pacts with his mortals and the one he has with Whisper. He knows nothing about the others or indeed whose soul symbol he has on his head if Whisper changes who she is pacted to!

*FDN is currently capable of prayers but not tracking of soul symbols*

In a pacting/tainted chain the flow of soul symbols is "pinned" by the first living mortal. For example, an eidolon pacted to a living theurge who is tainted to a living necromancer will have the theurges soul symbol. If the theurge dies the eidolon will carry the necromancers soul symbol when it forms a new body.

## Types of eidolons

Loyal eidolons may, if the player chooses, start play as being favoured by a specific deity (players guide says 'dedicated')  
Players starting as fallen eidolons must be from the Known World.

A new eidolon player has to hand in a drawing of their soul symbol before going IC for the first time.

## Body rules

The disguise rule (Players Guide page 42) still applies.

An eidolon can be phys repped with no head, in which case the soul symbol goes on the most relevant place, which is normally where they place their eyes and ears (as otherwise they have to be blind / deaf).

The first time an eidolon goes into play using a new form, they should have another photo taken so PD has a record of every form however this hasn't been currently done as the system can only handle one photo.

They can have up to four arms.

## Fallen eidolons & the maelstrom

Once fallen, an eidolon can regain loyal status is via the Exaltation skill or the gods decide to do so.

There are several ways an eidolon can fall:

- Entering the mortal realm with an enshrined soul via a mission (however a new world eidolon WON'T fall!)
- Being the target of a character using the Damnation skill
- Being dammed by a deity (if the name or other identity is known i.e. has been passed on in prayer/supplication)

**The Weakened Gaol** - fallen eidolons may escape from the Maelstrom by burning some of the soul stones that they possess. The number they need to expend to create a hole big enough to leave with some enshrined souls is:

Soul stones expended	1	2	3	4	5	6	7	8
Size of hole in enshrined souls	0	1	<=3	<=6	<=10	<=15	<=21	<=28

If a rip has been created then that number is got out 'free' before calculating how fat they count as.

The number of soul stones that they wish to have when they re-enter the mortal realm is irrelevant.

### **Point to Point teleport**

When burning out, the eidolon can spend one extra soul stone to choose to appear at any location. There are several which they cannot choose however; for example ghost fenced areas and consecrated areas.

### **Gift of freedom**

If the top of their pact is in play a soul pacted eidolon with less soul weight than that allowed by the Shatter the Maelstroms applied to the eidolon who is attempting to pull out or they have no soul weight may appear at the nearest ritual site or at the edge of site.

Unlike the undead taint link, this soul link can pull on an undead or an eidolon in the mortal realm. The very top of the soul pact tree has to be in play else they are stuck role-playing in the maelstrom tent. The soul symbol of all of them is the very top of the soul pact tree. In nearly all respects the shatter the maelstrom's fetter's soul pact is just like the eidolon's innate ability version, however the advantage of an eidolon having a StMF soul pact on them is in the overcast of mana allowing them to pull with souls enshrined. For every 5 mana over the base cost, they can come out with 1 extra soul weight.

### **Reffing a soul pacting**

Soul pacts are administered by the Blue Caps at GOD

### **Maelstrom pocket and Eidolons**

- \* they can carry soul stones and give them to other eidolons
- \* they can activate blessings if the blessing states that it can be used in the pocket
- \* they can change their shape and manifest uncrafted items and small uncrafted scenery elements (up to 'as much as they can carry') at will
- \* they can change their soul loadout (de-enshrining or enshrining) at will
- \* they can examine soul stones to see what skills are in them
- \* they can use soul stones to burn out into the world according to the above formula +1 to appear anywhere you like
- \* they can go through a rift in the Maelstrom if one is present and it is wide enough for their soul weight. They may either appear at the edge of site or at the location where the ritual was cast
- \* they can take a mission from a deity, if any are speaking to them, and manifest in the world at the relevant location
- \* they can pull on a pact to appear in the default location if the top of the pact is in play and not in the Maelstrom pocket and they have no souls enshrined
- \* they CANNOT make or break a soul pact

**Enshrining** (*agreed: April 2011*) – still under discussion – If Matt can code it then will allow it as Chessypig is going to create racial specific skills for when particular races are enshrined

Eidolons can easily enshrine living creatures however sorcerous creatures (e.g. facets and golems) present more of an issue and therefore they do not receive their intrinsic abilities e.g. no use of inbuilt mana with a facet enshrined and no special defenses with a golem enshrined. All skills are in the soul, but some require a suitable phys-rep to use i.e. all the racially specific ones - if you wish to use any racial skills your phys-rep must be indicative of the race you are attempting to use. E.g. You can embody a dryad soul and use the dryad powers if you look like a tree. You may use multiple racial skills if you have an appropriate phys-rep (example, a scaled, clawed, fanged mokosh muzzle). Enshrined skills such as initiate don't work for eidolons as they aren't devoted.

### **Extra soul weight rules from items**

Multiple instances of Torment by a single character against a single Eidolon count as a single instance (+2 soul weight). Multiple uses of a blade of dispatch by a single character against a single Eidolon count as a single instance (+2 soul weight).

Ceremony and blessing abilities will stack if used by different characters. Talisman effect will use the greatest effect used.

## **Drugs**

Still have effects through bodies as A class drugs attach to soul (even body effects such as body hits although most of these wont work in Maelstrom). Racial transformation potions that are permanent are permanent, temporary ones will fall off after one season or first death and back to maelstrom.

## **Manifested Racial Abilities**

Racial abilities that eidolons use that generate an external object will fail as what they are generating is effectively manifested and will dissolve. For example ophidian venom and bug chist.

## **Skills that affect these rules, see the skills for the details**

Torment, Excruciate, Manumission, Superior Soul Pact, Tear the Maelstrom's Veil, Shatter the Maelstrom's Fetters

## **Consecrate and associated effects**

As Eidolon bodies are an expression of their will it takes unconscious concentration to form them. Entering a consecrated area affects the thought patterns of the eidolons attempting to manifest there. As only eidolons who are taking missions from the appropriate deity are in the correct state of mind, the cognitive dissonance caused by the effects of the consecration prevent an eidolon exercising their will to form a body.