

UNDEAD BIOLOGY

Description

The magic of the Maelstrom allows a soul to be protected from the worst ravages of death. Magic is not powerful enough to restore a man to life, not yet anyway, but it can give anyone a semblance of life after death.

After a mortal being dies the soul eventually leaves the body. Without the protection of the mortal form, the essence of the soul begins to degrade. The loyal eidolons come to take the souls of the devoted to go to their eternal reward in the afterlife.

Necromancy places a mark upon the character's soul. The mark permanently links the soul of the necromancer to the soul of the subject, creating a strange connection between the two. When the tainted soul departs the body it does not vanish but wanders formless and insensate. Eventually, however, the power of the link provides the soul with enough sense and will to find its way back to the mortal realm.

Before the soul can re-enter the world it must form a physical body. Life leaves an indelible mark on the soul, so the body formed always bears a resemblance to the character in life. Race and gender are clearly unchanged. However the body often appears rotten and decayed, as if the soul was incapable of forming a whole body.

The ability to return after the body has been slain relies upon the power of the soul taint, the arcane link between the undead character and the necromancer. If the taint is broken, because the necromancer has died, or for any another reason, then the undead character has no way to return. A undead character who is killed without being soul tainted to a living character will suffer the final death.

Whatever the true power of necromancy is, it is not the power of life, at least not yet. Although a character may walk and talk and possess a body such as he did in life, there is still some significant difference between him and a living, breathing being. One obvious consequence of this is the presence of the necromancers soul symbol on the undead character's forehead.

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

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, undead 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.

Body of shadow

- You begin play as a shadow and resume play one if you are killed
- You have no body hits and are permanently debilitated

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. Any necromantic spells must be cast again to take effect. In character, any weapon phys-reps you are carrying must be picked up after you have reformed your body.

If you are the target of the necromantic cantrip Infuse the Wandering Soul, then your body is strengthened. You have the death count and body hits shown on your body card and are no longer debilitated. You are able to use all the skills you had while you were alive.

Incapacitated

- You must not take any action while you are incapacitated other than talking
- You are unresisting while you are incapacitated
- After a count of 300 seconds you die

You do not recover naturally from any wounds of any kind. If you are reduced to zero hits then you are incapacitated. You follow all the normal rules for incapacitated characters described in chapter four of the Event Rules except that you do not recover to become debilitated. If you have been incapacitated for a count of 300 seconds then you die. You should follow the rules for death described below.

Death

- You die if you are executed, incapacitated for 300 seconds or you reach your maximum death count
- Your soul leaves your body the moment you die
- You must see a referee at GOD before re-entering play

If you are executed, or you reach your maximum death count, then you have died. Your body quickly dissolves and your soul leaves your body the moment you die. Any ability used by any characters that requires your soul to be present in your body when it is used will automatically fail. You should not hand over your body or soul card unless a show-me lammy specifically states it affects undead.

You must go OOC as soon as you are dead. You must leave all IC items behind but keep your body card and soul card and come directly to GOD. You must see a referee at GOD before re-entering play. They will check that you are still soul tainted to a living character as well as checking for any other magical effects that will determine if your character can return or not. If you are able to return, they will tell you where you must re-enter play. 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 UNDEAD
- 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 necromantic energies that power your soul; you DETECT as UNDEAD and are affected by calls that target an UNDEAD such as PARALYSE UNDEAD. 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. Undead are sustained by the power of the Maelstrom and lost hits cannot be restored by magic intended to heal a LIVING character.

If the necromantic incantation Restore the Defiled Body is cast on you by, then all lost body hits are gained back but this spell will not stop your death count if you have a mortal wound. The caster must speak your true name in an audible voice at the completion of this spell.

No digestion

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

Undead do not breathe and although they can eat although 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 either an 'A' code can potentially affect you; all other substances will have no effect, and you should ignore any instructions on these lammies. While undead 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.

Dead souls

- You cannot learn new skills while you are a shadow

When you become undead you lose the ability to learn new skills. You keep the skills that you had when you died but you cannot learn any new skills while you are a shadow. Some bodies created using necromantic rituals may allow you to learn new skills to give you greater control of that body.

Final death

- Your soul may be laid to rest while you are unresisting

Any character who knows your true name may use the lay to rest skill on you whilst you are unresisting. If this skill is used on you then you die and your soul leaves your body immediately. You must hand over your soul card to the character that laid you to rest, as stated on their show-me lammy. You must go OOC and go to GOD immediately to report your character's death.

Soul Anchor

- You cannot return from death unless you are soul tainted to a living necromancer who is in play at the event

An undead character must begin play soul tainted to a living character. The character cannot return from the dead without this link. If you are not soul tainted to a living character then your soul will die when your body is killed. If your necromancer is currently inactive, for example they are not attending the event or are currently playing a secondary character, then you will not be able to return at that event.

Free will

- You have free will

Although you must be soul tainted to a living necromancer to allow you to return after death this does not affect your personality or free will. You have the same free will that you possessed when alive.

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. Undead have already died once 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 in chapter six of the Event Rules. The soul symbol you use must be the soul symbol of the necromancer you are soul tainted to, so every undead character who is soul tainted to a necromancer will have the same soul symbol. You cannot change your soul symbol.

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.

Unconscious body

- Your undead body should resemble your living form
- You continue to gain most of the racial advantages

Your body is formed magically from the patterns inherent in your soul. Your body must look like the character did in life, but may show signs of physical rot and decay. Particularly significant changes should be discussed with a referee first. Your body should look the same each time it is killed and returns however it may change significantly if you gain a new body using a necromantic ritual.

You still must meet the minimum racial phys-rep you had when alive but you do continue to gain nearly all the same racial advantages..

Combat Summary

Mortal Blows	Affected by all as normal
Death Count	Normal but when maximum death count reached body is immediately destroyed; leave all items IC and go OOC to GOD
Staunch / Treat Wounds	No
Debilitated	No
Incapacitated	Yes - after 5 minutes soul has to abandon body; leave all items IC and go OOC to GOD
Talismans / powders	Healing related ones have no effect
Drugs	No perceptive digestion or breathing
Creature Type	Necromantic (not living)
Other	Already dead – but requires soul anchor to a necromancer to return as an undead shadow