# **NecroNursery World Bible**

Carls changes 10/29

## **The Necromancer Society**

Necromancy originally came from religion. Which one no one remembers, or even knows if it’s still around. Necromancy was considered a dark art. The darkest of arts and any practitioners were burned alive for their sins. While they are no longer killed, they are still often ostracized. There are still some who want them dead, and the necromancers need to defend themselves. Therefore, necromancers raise their own army to protect them from outsiders. Thanks to the advances of modern Necromantic science, rather than find a corpse (Or in times of desperation, making one) necromancers now grow undead from seedlings. Just add flesh, blood, and souls.

## **Differences Between Worlds**

The biggest differences between the world of NecroNursery and the real world is the existence of real necromancy and magic. Magic in this world is like a thin fog, it’s everywhere and to be able to use it, it must be compressed and purified through special means. Necromancy in this world used to be done through traditional means, by raising a dead body into different creatures through different ingredients to the ceremony. However, the Necromancers embraced science and through it achieved a simpler way to raise the dead, without exposing themselves to the outside world. Souls also exist, but the exact nature of them is not well understood, they do come from people after they pass away, but don’t carry any semblance or personality of the person they come from. (This is all subject to change at Drew’s will) The progression of technology is on the same level as the real world. Though the Necromancers have their own kind of semi-science which is a mixture of necromancy, botany, and traditional science.

**Outsiders**The average humans of this world are part of a Nation similar to the USA that discriminates against necromancers by preventing them from owning businesses, shopping in stores, having access to modern utilities like Water, Electricity, and the Internet. Young necromancers who can hide the fact they are necromancers have been known to visit towns and interact with other humans whereas elders who no longer look like humans would be jailed and exiled from town if they were seen.

## **Characters(Player & NPC’s)**

### **The Player**

A recently accepted Necromancy apprentice. Still wet behind the ears, but eager to learn.

### **The Mentor**

The players mentor. He looks elderly but is very young given the average age of Necromancers. He gives advice to the player and helps the player learn the ropes of necromancy. The mentor has been within the necromancer society since early adulthood and has a lot of experience. He seeks to be an elder one day to help young necromancers the same way the elders helped him.

### **The Elder**

The Elder is old enough that he had to project his soul into a skeleton body. But despite his unsettling appearance, he’s friendly and makes a lot of jokes. The way elder necromancers transfer their souls into a new body is by grouping up with other necromancers, and then one by one helping guide each other into a new body. He is prone to reminisce about the old days of necromancy, and will gladly share information about the old days if asked.

Who are the elders and why are they important?

### **The Merchant**

A Grub who has traveled the whole world. He has many trinkets he found during his explorations and sells them at a high price. After proving himself to the necromancers, he now assists in the profitable field of necromancy, though for some reason takes teeth as payment. No one knows if he’s the giant maggot where a person's head would be, or if it’s a pet. No one even knows what’s underneath his robes.

## **Important Locations**

### **The Graveyard**

A graveyard is a traditional place of necromancy at work. Many famous necromancers either got materials or worked exclusively in graveyards. However, this graveyard is the property of the necromancer society (Known as the NEC Society to the rest of the world) and is a safe place to work.

### **The Marketplace**

The marketplace is run by the Merchant, and the standard of currency for the marketplace is teeth. The merchant has never blatantly said what the teeth are used for, but he’ll sell them back to people if they want to sell him resources.The marketplace started off as a small shack in a mausoleum but grew when the merchant was accepted by the Necromancer Society. Now it’s a big source of resources for necromancers who don’t have time to collect their own resources, provided they have the teeth to buy the things.

## **Resource Locations and Backstories**

#### **The Morgue**

The morgue throws out the bodies of people who have no family to take them. Naturally, the necromancers love to use these, as they are cheap and “ethical”. The morgue and the necromancers do not have a good relationship, as the necromancers use the bodies for questionable acts. Therefore, the morgue has enlisted help defending their dumpsters to try to keep the necromancer's out.

#### **Rune Mastermind**

A way of acquiring souls. Necromancers use runes to resonate with a gate to the other side. The runes have to be in the correct order and that order changes every time the ritual is done. The Necromancer must match the correct runes in the correct order before they attempt too much and the gate stops resonating with the runes.

#### **Brewing**

A way of making magic. Necromancers mix ingredients together to create a catalyst to amplify surrounding magic. The ingredient needed and at what time are different depending on the surrounding magic. You won’t know what you’ll need until you start brewing.

## **Monster Seeds**

While the process of raising monsters from the dead works rather well, it requires expensive materials to execute. If anything goes wrong during the process, the resources are lost. In the old days necromancers had to look for corpses, and either had to work where the corpse was or drag the corpse to their place of work. In dire situations, they even had to make a corpse.

Monster Seeds are mass produced as a way of making undead or monstrous creatures quickly and cheaply. The Monster Seeds make the entire process faster and cheaper, and were adopted relatively quickly.

### ***Flesh-Based Monsters***

#### ***Zombie***

The simplest monster to raise from the dead. Because of this, it is the first monster a necromancer learns to raise. Most people outside of necromancy think that zombies are created using a virus. However, zombies are simply corpses imbued with necromantic power to do whatever the raiser wants. While in the soil, zombies are fed flesh-based resources to make them stronger. The necromantic process of raising a zombie makes the zombie rot, which made raising corpses quickly a necessity. The zombie seeds solved this problem. The seed is the essence of a zombie mixed with a starfish cactus, this helps make the zombie more deadly with serious diseases.

#### ***Wendigo***

Wendigo, while easy to raise, are dangerous to raise at the same time. Most Wendigo desire flesh, but will happily crunch down bone and drink up any blood available. The Wendigo the necromancers use are formed from strong feelings of greed. A strangler fig is grown first around a suitable host plan before the Wendigo itself is grown to form a cage, until let loose by a necromancer. When they’re let loose, they’ll devour all before them, crunching, slashing, and drinking everything until they are killed or trapped by their necromancer masters.

### ***Soul-Based Monsters***

#### ***Jiang-Shi***

Vampires that suck the life force of the living instead of blood. They are monsters that are often created rather soon in a necromancer’s training, as they are an easy soul-based monster to create. These monsters originated from a virus in China that spread across the world. Talismans were made to control the Jiang-Shi, which allowed complete control over the monster. Nowadays, the virus has been contained, so Jiang-Shi need to be created. Their seed is made with a much smaller talisman placed inside the vessel. This way, the Jiang-Shi will be under control immediately. Since they normally suck the life force of the living, the Jiang-Shi needs souls to grow within the soil. Guadua bamboo is used to keep the jiangshi upright. Without support, its weight can cause its posture to bend over time, loosening its tissue. It is important to keep a jianshi’s body stiff because they do not have enough strength to stay upright by themselves. Their hopping movements are imperative to their use as ambush units in necromantic war.

#### ***Lich***

Nick see Dota 2 lich for ideas on drawing, maybe add a little skeleton

Plants? - Urn Plants, Barrel Cactus, Pitcher Plant

#### ***Dullahan***

The Dullahan originates from Ireland where it was an unseelie fey. It brought people over to the other world by riding up to the home of a person and call out their name. As the Dullahan called out their name, that person would die. The Dullahan carries their head, and will not cross a moving stream. It is believed that if you see a Dullahan at night, the Dullahan will throw a bucket full of blood on you to mark you as their next victim. The seed to grow a Dullahan has some magic in it already, and it gains a form by absorbing souls. What kind of soul doesn’t matter, but remember to have a small pin with a head of gold on you while growing a Dullahan. This keeps the Dullahan from turning and carrying off it’s Necromancer master. This works as the plant that grows the Dullahan keeps it from running away from the gold, gold will prevent the Dullahan from carrying out its dark duty on the person with it. Have a gold headed pin on your person when growing or handling a Dullahan.

Needs plant justification.

### ***Magic-Based Monsters***

#### ***Mummy***

A mummy is a desiccated corpse of a living creature. The corpse eventually becomes so dry that the soul leaves the body, leaving nothing but an empty husk. This husk can be animated with magic to follow the creator, essentially creating an artificial soul. Since the soul has already left the body, little can go wrong with the animation process. This leads to a mummy being one of the first magic-based monsters an apprentice will learn to grow. For the seed, a vessel is filled with sand, as sand is an extremely dry material. Once the process of growing starts, the sand will begin to turn into a mummy. A special kind of Syntrichia caninervis was developed to help this monster grow. This kind of Syntrichia caninervis absorbs magic and moisture, helping stabilize the mummy.

#### ***Wraith***

A wraith is very similar to a ghost in the sense that they are a deceased spirit. However, they differ in the fact that their souls had trouble passing into the afterlife and were drifting for a while. This caused the soul to become scared and, in some cases, vengeful. Wraiths, therefore, can be very dangerous if not handled correctly. Their seeds are Indian Pipe Flowers which give the Wraith a substitute for their spiteful energy to grow. The flower is also planted in conditions that the wraith likes as well, which helps to keep it calm and strong. Given that they can be very dangerous, they are not commonly grown until a necromancer has trained for a while.

**Daemon Category** (Place Holding for Drew's final decision)