# ***NecroNursery World Bible V1.10***

### ***Necromancers Society***

The Necromancers began as a small religion using rituals and spells to put what other religions in their area claimed to represent into action. The exact religion Necromancy came from is unknown even to necromancers. However, the practice of Necromancy still exists in the present world and is looked down upon by those outside the Necromancer society. While open hostilities did not exist between necromancers and those outside their numbers, necromancers build up an undead army.

### ***World Differences***

The biggest difference between the real world and the world of NecroNursery is the existence of Magic. The exact nature of Magic isn’t exactly known, however, rituals have been made around it in a way to control it for brief moments of time. Necromancy is also done through seeds, different creatures require different seeds and different resources to grow and mature. Magic is used as a kind of separate science, different from our own world. However, it has advanced enough as a science that it can be intertwined with other established sciences. Much like how botany and genetics have yielded stronger plants with greater yields in our world. Magic and botany have made a safe and efficient way of creating undead. Growing a mixture of plants and creature resulting in a kind of hybrid that can be grown in mass.

### ***Outsiders and Necromancers***

The difference between the Necromancers and other humans is the attitude towards Magic. The Necromancers are more interested in learning about magic, its uses, and how to actively use it. Most humans don’t want to learn about it and don’t understand it. Humans reacted to a powerful force they didn’t understand and feared with aggression. While Necromancers aren’t hated and hunted, a Necromancer who is clearly a necromancer will be met with some hostility and will not be assisted in shops, along with being escorted out of the premises.

# ***Characters (Players & NPC’s)***

### ***The Player***

A recently accepted Necromancer apprentice, still wet behind the ears but eager to learn.

### ***The Mentor***

The players teacher, helping the player learn the art of Necromancy. He gives advice to the player and guides the player along their path to becoming a fully fledged Necromancer. The Mentor has been a part of the Necromancer society since early adulthood and is very experienced in Necromancy.

### ***The Elder***

The elder is one of many Necromancers who have lived past the point where their bodies would naturally die. The mark of becoming an elder is to put their being into a deceased body, like a skeleton. The Elder who interacts with the player decided to use a skull that wasn’t human to make himself more distinguishing from other elders.

### ***The Merchant***

A Grub who has travelled the world. He’s found many trinkets and pieces that he sells for a high price. He had to prove himself to the Necromancers to sell his wares to them, and set up a shop in the Necromancer owned mausoleum. No one knows why, but he only accepts teeth as payment.

# ***Important Locations***

### ***The Graveyard***

The graveyard is the usual place of work for a necromancer. There are various reasons for this from the traditional to a more modern reason. For traditional reasons, many Necromancers got pieces for their work or worked exclusively in graveyards. For a more modern reason, the amount of bodies in the graveyard help give the soil nutrients, making it easier to raise undead from seeds.

### ***The Marketplace***

The marketplace is run by the Merchant in a Mausoleum in the Graveyard. Since being fully accepted into the Necromancer society, the Marketplace grew from a small thrown together shack to a fully operational marketplace seemingly overnight. No one knows why the Merchant accepts teeth as payment, but he seems okay with giving a Necromancer teeth in exchange for resources.

# Resource Locations and Backstories

### ***The Morgue***

The morgue throws out pieces of bodies of those who don’t have families to claim them. The Necromancers like to claim these pieces of bodies because otherwise they’d be wasted. The Necromancers see this as an ethical way to get body parts rather than going out and getting them fresh. However the morgue in response hires people to patrol the dumpsters and try to chase off any necromancers. So necromancers who go searching around the morgue don’t have much time to collect many parts.

### ***Runic Master***

A way of acquiring souls, a Necromancer has to select a specific order of runes to resonate with the gate connecting the world of the living to the afterlife. The runes selected must be in the correct order and the order changes constantly. Sometimes adding runes or getting rid of runes.

### ***Brewing***

The common way of acquiring magic by Necromancers. Ingredients with intrinsic magic are mixed together to try to amplify the magic base.

# **Monster Seeds**

In the old days, necromancy was done using a dead body after exhuming it or in the most desperate cases, making one. However raising the dead is now mostly easier, using easy to produce seeds to grow undead. The resources needed to grow an undead can still be rare, as you need either magic, souls, or flesh, or a mix of the three to grow a creature. It’s possible to grow very strong creatures using rare pieces or rare objects.

## ***Flesh Based Monsters***

### ***Zombie***

Zombies are the most basic form of undead to raise. They are often the first monster necromancer apprentices raise because they’re easy to manage. Because Zombies are the most basic forms of undead they can be raised for different purposes. Some can be raised to spread a disease, or fulfill very basic orders. In terms of a necromancer army, zombies are cannon fodder. There are many, they are expendable, and should they get to their enemies they will cause a lot of destruction and chaos.

### ***Wendigo***

The Wendigo in theory is easy to raise. Requiring just a lot of flesh (Flesh can be fresh or rotting) it is easy to raise to maturity. However it eats flesh indiscriminately, meaning it’ll eat the necromancer raising it if they aren’t careful. Because they eat any sort of flesh indiscriminately, they must be raised while being restricted by a strangler fig.

# Soul-Based Monsters

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

An ancient virus based vampire originating from the far east. It has very little movement capabilities but necromancers find their ability to never fall useful. Their ability to easily spread the “Jiang-Shi” virus to other people is well documented. But for all their indestructibility, necromancers know that the easiest and most efficient way to stop a rogue Jiang-Shi is by putting a plank of wood in the middle of a doorway. The trickiest thing about raising a Jiang-Shi is that rather than consuming blood like traditional vampires, they absorb their prey’s soul. Should the prey escape, change into another Jiang-Shi will occur in a few hours.

### ***Lich***

# **Magic-Based Monsters**

## **Mummy**

### **Plant:** (Syntrichia caninervis)

### **Concept:**

Plants that simply drain the body of water are not enough to maintain a mummy’s desiccation. Tarps can be placed above or on the body, but this deprives the plant of sunlight and does not account for air humidity that would inevitably reach the body. The species of moss, Syntrichia caninervis, solves the issue by absorbing moisture directly from the air. A selectively bred caninervis imbued with some minor magical properties can carry the effect further and absorb moisture so quickly that moisture absorption by the mummy is practically eliminated.

## Wraith

### Plant: Indian pipe flower (Monotropa uniflora)

### Concept:

Wraiths are particularly tricky to care for because of their metaphysical property of being only able to absorb spiteful energy. One of the only plants capable of achieving anything to this sort of effect would be the Indian pipe flower. This plant species is devoid of chlorophyll and steals its energy from mushrooms which have themselves stolen energy from nearby trees. The wraith apparently perceives enough “spitefulness” in the nature and behavior of the plant that it accepts its nutrients as if they were the emotions it craves. Even so, extra resources must be applied to mushrooms growing with the plant to supply enough energy for the wraith. The plant’s preference for shade over sun and its shape also keep the wraith emotionally soothed, as any sunlight or general exposure agitates these types of spirits.