

Gargoyles

The rumors and stories about the living gargoyles of Amroth are wide-ranging and bizarre. Rumors of their necromantic creation at the hands of the Star King; of their macabre method of sustaining themselves on the souls of people they murder; of their farming of slaves; of their dedication to the destruction of the world.

All of these rumors are true.

Racial Rules

Advantages:

Gargoyles start play with +2 body. They may buy Resist Healing as a racial resist at 5 build (with the same rules as all other 5 build racial resists). They may start play with a Necromantic column. They also fly, as per bright and dark fae, although their flight does not require any light source phys-rep. They are permanently desecrated.

Gargoyles may also steal the souls of their victims. This process begins by killing a player character. During the five minutes between the death of the victim and their dissipation, the gargoyle draws the spirit of the victim into themselves. This is phys-repped by the gargoyle player using his hands in a simulation of drawing the victim's spirit towards himself. This process may be interrupted by the gargoyle breaking concentration or taking damage. The gargoyle may not talk or use any in-play skills during this process, in a similar manner as casting formal.

The result of this process is that the gargoyle gains one resurrection on his or her character sheet. This feeding may only be used once per victim ever. Under no circumstances may a gargoyle gain life force from another PC more than once. In order to gain credit for the life force, you must bring the victim's life tag to the plot cabin and have it signed by a plot member. In the event that your character loses more lives than he has on the books, you may turn in a properly collected life tag to resurrect.

Disadvantages:

Gargoyles may not learn take any Earth magic specialty other than Necromancy.

Gargoyles may have no more than seven lives on their character sheet. If a character would gain a life when he is at his maximum, then the lives are discarded. They may never spend Goblin Points to regain lives lost. Neither do gargoyles gain life force upon gaining an even level - they MUST kill and feed to remain alive.

Makeup requirements:

Gargoyles have grey, leathery skin, ridges and protrusions from their faces, and dark, batlike wings. You must be instantly recognizable as a gargoyle, and the wings may not be hidden under cloaks or other clothing.

Play Notes

Playing a gargoyle is the most unique way to experience Shadowmoor. You can expect to be constantly hunted, killed on sight, and considered an enemy of almost everyone you see. In particular, Amroth native characters have grown up on stories of the horrors and atrocities committed at the hands of the gargoyles. Merely by walking into town, you are a threat.

However, you have the tools to keep yourself alive... if you can. You will be able to survive through situations no other race could, and come through stronger, if only you have the skill to do so. Because of the unique nature, you must be willing to die early and often, and keep it in stride out-of-play. You will be required to kill other PCs to stay alive - which brings about out-of-play issues. Be aware that any in-play information a player hears or overhears, whether or not they are in or out of play, on or off site, has the potential to be taken into play and used against you, so you'll have to keep your activities secret. Many players dislike PvP play, so you'll need to be sensitive to other people's feelings and desires. In short, you will need to play in a very sportsmanlike manner, with the utmost of grace and courtesy out-of-play, even though your character is a mean, sadistic beast.

Please note that there is a very tight cap on how many gargoyle PCs are allowed to be in-play at one time, and that given the nature of the race and the way it must be played, it is a privilege to play one. In order to qualify to play a gargoyle as your PC, you must meet these minimum requirements, and that beyond even these requirements, you may be put on a waiting list. Ultimately, the ability to play a gargoyle is up to game management. We will work with you to help you qualify, but with very few slots available and high restrictions, we do ask for your understanding if you are told no.

Requirements:

- Cannot be your first Shadowmoor character
- You must play Shadowmoor for at least one year before you become eligible
- You must be able to demonstrate comprehensive knowledge of game rules
- You must be able to demonstrate the ability to show grace and composure under demanding game conditions
- You must submit a petition to game management (Keith or Becca Hudgins)