

Frigor Mortis

Release 1.0



Frigor Mortis is a sourcebook for Fresco, the minimal universal RPG, dedicated to the undead. It can be used as a reference book, for any setting, although it has been written keeping in mind a contemporary horror world.

Unlife

Between life and death there is a far from thin borderline... easy to cross in one way, but very hard in the other one. But just on that borderline, there is an existence status known as unlife (or undeath). Several creatures are in that status, that is murmured to be the worst among three. Several are also the ways to reach it, and the forms of unlife. We will describe in this tome the most common and known, at least among people who believe in, and don't think they're only popular legends...

- ghosts;
- mummies;
- revenants;
- vampires;
- zombies.

Ancient civilisations had a few ways to deal with undeads, while usually only about some of them. Nowadays, that secrets re passing through generations, such as voodoo spells, druidic rituals and also Egyptian practices aren't completely lost.

Undead usually are quite different from living ones, sometimes acquiring particular talents, or particular fears. A common thing is that their unlife is everlasting, at least until someone destroy or free them. Let's examine the types

Note: I give the stat value, if you need to roll for them. If you have their attributes "in life", just reduce them alongside (es. If a mummy had SE 14 in life, it now has $14 \cdot \frac{2}{3} = 10$ as a mummy)

Ghosts (wraiths, wandering souls)

Nature

A ghost is the soul of a dead one who keeps some trace of physical form. The main reason why somebody become a ghost is that he had something to do absolutely in life (for a very strong will, or a curse) and he didn't reach to do it. Now, its main thinking is to realise that thing, directly or by someone else. They are almost harmless, cos the only interactions that they can have is to be seen and to whisper. But, with a considerable effort (which costs them 1 CO point) they can scream or act (es. move objects); if your setting has magic in it, and the ghost was a magician, using it costs him 1 CO point and the usual IN point. On the other side, they are almost invulnerable.

Attributes

FO 1d6 – AG 3d6 – CO 1d6 – IN 1d6 – SE 1d6 – RE 1d6 – FA 2d6

Special powers

The can hover in the air, become invisible, cross walls, they're immune to most attacks.

Weaknesses

They're instantly vanished by sunlight, by exorcism (or similar ritual) and disturbed by strong lights and strong electrical fields (that cause them 1HP).

If an attribute reaches 0 the venish, just to return in full strenght the next night. They're linked to a partical place: they can move, but every night they reappear in that place (usually their death place).

Notes

In the night of Samhain (Halloween) they can assume human consistence, but they loose invulnerability..

Mummies (lazaruses, trapped souls)

Nature

A mummy (or lazarus) is a dead body which soul has been trapped inside. In ancient Egypt the body was handled to preserve for centuries and to wake up again once the coffin was opened. Otherwise, the lazarus wake up whenever the body is healed

Mummies are eternally divided between their will of freedom and hate for the living ones. That's why they tend to be bloody and not caring of danger.

Attributes

FO 3d6 – AG 3d6 – CO 3d6 – IN 3d6 – SE 2d6 – RE 3d6 – FA 2d6

Special powers

Mummies have a great regeneration power: they recover 2 att points /hour while their body is functioning. Their soul don't leave the body until it's completely destroyed: the most safe methods are to dissolve in acid or to burn them (decomposition last several years, maybe centuries). They are completely fearless.

Weaknesses

Sunlight disturb them (+ 5 to FAR while exposed). They dislike cemeteries and holy places.

Revenants (returners)

Nature

A revenant is a dead, even from long time, returned “by force” to life, using a demoniac ritual. The soul is present, but the body is reconstructed, and so instable. The attitude is slightly altered, usually much more nervous than he was as alive. TO a clinical analysis, tissue seems anomalous, like cancerous ones.

Attributes

FO 3d6 – AG 3d6 – CO 2d6 – IN 3d6 – SE 3d6 – RE 2d6 – FA 3d6

Special powers

They're almost immune to illness.

Weaknesses

In the first times(1-2 days) after the ritual, their will is 0 due to the shock. Whenever they are killed, their body turns to dust in a few hours. The same happens if a part of the body is cut, to the part itself.

Vampires (blooddrinkers)

Nature

The very first origin of vampires last in the aeons. Legends say that if you survive a vampire bite you are damned to become a vampire. It's false, but it's a necessary condition. To become a victim into a vampire, the vampire must return on a survivor and practice a ritual on him.

Vampires are probably the most powerful undead, and nearly impossible to control. Their preferred meal is blood, best human blood.

Attributes

FO 3d6 – AG 3d6 – CO 3d6 – IN 3d6 – SE 3d6 – RE 3d6 – FA 4d6

Special powers

All vampires can shape-shift to bat (it costs 'em 1 CO point), and some in other shapes such as mist. Some can enchant their victims (it costs 1 IN point), are assume supernatural strength (+1 to FO for a minute, but they loose 1 FO point at the end).

They regenerate any “traditional” wound (cutting, missiles, or anything not made in ash wood) by 1HP /minute, and they can recover any damage in an hour.

Weaknesses

They can't stand sunlight (1HP/rd, NOT fast recoverable). They're terrorised by holy symbol held by a faithful person. Garlic is very disturbing for them.

Zombie (dead men walking)

Nature

A zombie is a dead body reconnected to life by a special ritual (typically, but not only, voodoo), lacking of soul and with a very poor will. The bokor (as zombie-makers are called) that create them can easily control them with a simple spell. Zombie tend, if laid free, to obey to any order they receive from a person with strong will. That's why their masters keep 'em firmly under control. The only need they feel ,is to eat fresh meat. If they're dead by violence, the also wish to take revenge. Living people with a very strong will, can keep some of it also as zombies.

Attributes

FO 3d6 – AG 3d6 – CO 3d6 – IN 1d6 – SE 2d6 – RE 1d6 – FA 1d6

Special powers

They 're almost invulnerable, except for their head: ignore any normal damage in other body parts, and consider special damages as normal ones. Treat as usual hits on head.

Weaknesses

they are almost without will and initiative, in unpredictable situation, they tend to remain inactive. An exorcism cause them to fall dead.

Rituals and spells

Usually ritual (such as exorcism) are sensibility-based, while spells and demon rituals are intelligence-based. Control spells are reactivity-based.

Let's see some example of culture involved in undead:

Celtics

Diffusion: Ireland. Scotland, Wales, Galicia, less Northern Italy, Belgium, England and a few other European areas.

Mystical places: Stonehenge (England), Newgrange (Ireland).

It has ritual of control ghosts, curse to create them, exorcism against vampires and zombies.

Voodoo, African shamanism

Diffusion: Caribbean Islands, Central Africa

It has rituals for creation and control of zombies, exorcism against ghosts. Rumours say that it has rituals about revenants.

Egyptian, Mayan, Aztec

Diffusion: Egypt, Mexico

Mystical places: Tehuctalan, Giza.

It has rituals about trapping and awakening of mummies.

As said before, very few people still know the secrets of these cultures, except for voodoo, which anyway cannot be said to be widespread.

During history, great religions (Christianity, Islam, Buddhism, Hindu...) always tried to discourage such practices, sometimes using very bloody methods (such as Inquisition), especially when fanatics were spiritual guides. Nowadays, even if in peaceful ways, they still contrast that rituals. Anyway, sects of fanatics inquisitors are still at work.

Per info and comments

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You can freely distribute *Frigor Mortis* as is, without charge (except for reproduction costs).

If you want to write any adventure, scenario or expansion for *Frigor Mortis*, you're welcome, but please send a copy of it to the author of the game.