

THE HUMACTI



To our newest Humacti,

If you are reading this, you have taken your first step on the road to becoming a Scourge of the Undead - I congratulate you, my new comrade in arms, and hope that your reason for joining was not too painful. May Humact himself bless you in your endeavours.

Vows

Our vows are simple: to hunt down and destroy the Undead and any who seek to create them, no matter the reason.

Skills

Our skills are thus: toughness of body and strength of mind against the Undead and those that make them. We fear them not, nor those that create them.

Our greatest weapons in our struggles are the miracles of the Path of Life known as Bless, Detect Undead and Turn Undead. I am aware that there are those of you who join the Humacti unable to call upon the Powers of Life; just do your best. Of particular use to those that cast are things that immobilise as much as those things that kill. To those of you who call upon the Powers of Death I give only this warning; as long as you tread the Path of Righteousness we will tolerate you, but should you stray we will end you as any other foe.

Foes

The foes of the Humacti are the foes of all living creatures. Given their numbers I have written two guides - one for those you are likely to encounter on your first year or so in the Humacti, and one for those that we will generally only deliberately send you against once we know you are capable. Be aware that the guides only contain those creatures commonly encountered; as the Kingdom of Exiles grows and as enemies encroach from outside ever stranger beings are found and dealt with.

I have included some notes on how the various Undead are created. The simple rule is this: anything created by Necromancy will result in a soul being sent to the Plane of Tortured Souls and thus damned for all eternity. Anything created as a result of the tinkering of the Powers of Death may have the same result, or may simply involve a soul being taken from whatever afterlife it was meant to be in and sent back amongst the living. However an Undead is created it is our solemn and sacred duty to send it back to its eternal rest and to make sure that those who create the Undead are justly punished for their crimes.

May we hold the line together,

Humacti Anya

OOC: Playing a Humacti

You can find out the details of being in the Humacti on the website:

Player Rules > The Kingdom > Guilds > Humacti

There are many reasons for a character to join the Humacti. They might have had family members killed (and raised by) a Necromancer and his undead minions. They might have a burning desire to help the helpless by defeating the undead scourge. It might be a family calling, passed down from generation to generation. It might just be that the pretty face down the lane thinks that undead hunters are hot... The key part of being (and staying) part of the Humacti is hunting the undead, however fanatically or reluctantly it might be. One thing to consider is that the rest of your character's patrol may not be as fanatical as your character, and while they will generally be on your character's side (because the undead are normally bad news) your character may get into conflict with them if your character is particularly rabid.

The 'standard build' for a Humacti is generally someone who can access the Path of Life as Bless is big and clever when dealing with the undead. Your character will want access to some sort of power damage as a minimum as there are various undead who cannot be hurt by normal weapons. The Humacti themselves only offer advanced training in the Paths of Life, Justice and Freedom, but there are Humacts out there who follow every allowed Path. Mage, Warrior and Scout Humacti are viable with a bit of careful planning.

Humacti are hard as nails against the undead, Death priests and Necromancers due to their Guild bonuses, but can be a bit squishy against everything else. It's worth taking this into consideration when statting as the undead might feature in one game in five.

Things your character will know as a Humacti:

- Unholy damage does not hurt the undead. It does hurt Death priests and Necromancers.
- Holy damage hurts the undead, but does not hurt Death priests and Necromancers.
- Most mind-affecting castings do not work on the undead - the exception is Halt.
- The Plane of Tortured Souls is where everyone who has been a terrible person in life without the approval of their deity* ends up, doomed to become a twisted undead abomination. It's also where anyone who has been raised as undead by a Necromancer ends up, which is why the Humacti particularly dislike them.
- The primary weapons of Death priests tend to be Fear, Demoralise, Drain Life and Unholy damage. Temple Death priests in particular can cast Fears at levels that only Humacti and Paladins can ignore.
- The primary weapons of Necromancers tend to be Fear, Steal Life and Steal Wounds.
- Necromancers can sometimes make themselves immune to normal weapons.
- Barbarian shaman are accompanied by Spirit Guides. They're not exactly undead but they're close enough that if one is killed by a Humacti 'accidentally' the Guild will generally administer a slap on the wrist at worst - after all, Barbarians aren't Kingdom citizens, so their views only count as much as the Guild wants them to.
- Occasionally there are Ghosts, Guardian Spirits etc. that aren't actively evil. They still need to be destroyed for their own good.

* And possibly with, in the case of Anarchy followers.