**Battlefield environment: Winter's Grasp**

* **Any living character who becomes terminal may choose to rise as an unliving Winter husk**
* **You can only do this once - and only if you become terminal**

The presence of the Winter Realm is strong in the area. When any orc or human dies in the vicinity, then there is a chance that a spirit will be able to possess the body and animate it as a husk. These shambling horrors will not pose a major threat and can easily be dealt with, but caution should be taken as they are driven to seek out and kill the living.

**OOC note:** Once a living character or monster reaches the end of their Death Count then they can **choose** to rise as a Winter husk. The inspiration for Winter Husks is the classic Romero Day of the Dead style zombies. As a husk:

* **You can only ever do this once - only a living character who is terminal can be affected**
* **You cannot raise as a husk if you are executed**
* **You cannot talk or communicate other than a moan and must either attack the nearest living thing or feast on a nearby corpse**
* **You have all the hits your character had in life but no use of hero points, magical or priest skills, nor the ability to use magical items**
* **You are automatically killed by any successful CLEAVE or IMPALE call that is not stopped by armour**
* **Any character in a sect bonded to a Litany of the Labyrinth will not rise as a Winter husk**
* **The Gift of Kaela will not prevent a character becoming a husk unless they are a captive of the Druj**

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