



The Great Wheel of the Fates: Special Creature Briefing

Living Bronze Statue

In *Odyssey*, a Living Statue is a mortal human who has undergone a transformation prompted by one of the craftsman gods and has had their flesh and bone replaced with living bronze and iron. They are beings associated strongly with their patron gods and generally walk abroad to do the gods' will; their devotion and loyalty is unquestioned.

The Living Bronze Statue in Play – Roleplaying Effects

Living Statues will be subject to the following roleplay effects:

- Strong affinity for drama, battle and heroic action.
 - Possessed of a certain degree of overconfidence about their own invulnerability.
 - May suffer bad dreams (or good ones, depending on the character's true views about being a Living Statue) focussing on the specific domain of the god in question. There may be an envelope awaiting you on any morning with information about your dreams; if not, feel free to generate them yourself.
-

The Living Bronze Statue in Play: Unusual Abilities

Other than their physical advantages, Living Statues have no further innate abilities though their patrons may empower them to achieve specific tasks.

The Living Bronze Statue in Play: Restrictions

Execution by Special Weapon

Please read this section carefully; it has changed slightly from previous Annuals.

If executed by any weapon¹ which calls “**EXECUTE – PERMANENT**” then the Living Bronze Statue will die, permanently, irrespective of however many hits they have remaining.

¹ There are currently six such weapons in the game, though the means exist at the Final Annual whereby more might be made. The existing weapons are: *The Labrys*, *The Harpoon of Yam*, *The Subtle Knife*, *The Spear of Alexander*, *The Sickle of Kronus* and *Lucretia's Blade*.





Any Living Bronze Statue may use the weapons above freely during combat, but if they use the weapons to call “EXECUTE – PERMANENT” on another unwilling special creature then they lose their special creature status including all the abilities, bonuses and powers within this document, immediately upon doing so and will probably be the subject of a powerful CURSE originating from the patron of the executed character.

Weight of Dust

Living Statues who use their more advanced powers or are injured often experience The Weight of Dust. This is the terrible weight of eternal life and the dry taste of eternity lying heavy on the Living Statue’s soul – the contemplation of such can lead easily to the madness and horror which is the all-too-common end of the lives of most Living Statues. Until the Weight of Dust is satisfied, the Living Statue can use none of its powers.

The Weight of Dust comes in three stages.

Lesser Weight of Dust demands water quintessence to slake it. The Living Statue must drink or consume three pawns of water quintessence – this can be dissolved in honey and applied to skin or imbibed directly, or taken as a tincture in wine, but until the three pawns are consumed, the Living Statue will be fatigued, slow and may become stupid, difficult to reason with and may lose any sense of their previous personality.

Greater Weight of Dust is more difficult to assuage. To slake this, the Living Statue must undertake a ritual meal of water and earth quintessence – three of each – with the earth quintessence suffused and baked into bread and the water quintessence suffused into beer. Until consumed by the Living Statue, they will be fatigued, slow and may become stupid, difficult to reason with and may lose any sense of their previous personality. The Living Statue will be unable to speak save in grunts or gestures and may become enraged if it cannot make its meaning plain

Finally there is the Weight Of All Consuming Dust. Many Living Statues never reach a degree of potency where this hunger is triggered – which is perhaps for the best. Only the life force of a victim given over to the Living Statue can slake the Weight of All Dust – until the life blood of a sentient being is poured over them, the Living Statue will be unable to speak or move more than to simply see to its own needs and may retire to a plinth. Such victims’ souls are consumed completely and will not pass before their gods – though their gods may notice the imbalance. Living Statues under the Weight of All Dust for more than a day or two may enter a kind of torpid sleep in which they can see out long periods of time – but can only be revived by great magicks or blood.

Automatic Triggering of [Weight of Dust](#) Status

Note that during the Final Annual, Weight of Dust will trigger more often than usual as the increasing lack of Quintessence provokes the Living Bronze Statue.

During the Friday and Saturday of the Final Annual, your Weight of Dust status will **increase by one step** at **Middy and Midnight**.





If you are in no status, it will automatically move into LESSER; if in LESSER it will automatically move to GREATER and if already in GREATER it will move to ALL-CONSUMING.



**PROFOUND
DECISIONS**
Professional Live Roleplaying
PO Box 666 · Preston · PR2 1ZW





Combat Rules for the **Living Bronze Statue**: Atlantis Outside the Arena

Please read this section carefully; it has changed slightly from previous Annuals.

A Living Bronze Statue might be involved in combat on Atlantis outside the Arena. Under those circumstances they are obligated to use the following ruleset.

Total Body Hits: (This takes into account armour, body and all other hits:

10 Hits Total - this cannot be increased by any means.

Damage Calls You Can Make:

You may not use any special call effects under Atlantis rules or when fighting on Atlantis.

Calls you can call RESIST against to treat as ONE NORMAL HIT:

- **IMPALE** at any time
- **REPEL** or **CRUSH** if blow is parried with a weapon or shield.

Calls you cannot call RESIST to:

- **STRIKEDOWN, PARALYZE** and **CURSE** - you cannot be subject to any mystery effect which grants resistance to these calls.

Regeneration Rules:

- If reduced to zero hits/incapacitated, fall to the ground. After a slow count of ten seconds, regenerate at one hit per ten seconds to original maximum (or one less if execution).
- This is a major strain, and will trigger the **LESSER WEIGHT OF DUST** after the bead pull is resolved.
- **AT THE END OF THE BATTLE WAIT FOR PHILOSOPHER TREATMENT/BEAD PULL PROCESS TO BE COMPLETED** before taking any further action. Take one extra bead pull (with replacement) for every time you were incapacitated.
- On an execution or for each black bead, lose one body hit permanently.





Combat Rules for the **Living Bronze Statue**: For Use Under Arena Rules

Please read this section carefully; it has changed slightly from previous Annuals.

Any Living Bronze Statue may enter the Arena when their associated warband does if they so choose, irrespective of their path. They are not obligated to do so, however.

When inside the Arena as part of a battle under Arena Rules, they are obligated to use the following ruleset **in addition to any further effects the Arena Minoans may state are in play**:

Total Body Hits: (This takes into account armour, body and all other hits:

10 Hits Total - this cannot be increased by any means.

Damage Calls You Can Make:

- CRUSH twice in any arena battle or quest with a two handed weapon.
- REPEL once in any arena battle or quest with a two handed weapon.
- Gains the skill USE TWO HANDED WEAPON

Calls you can call RESIST against to treat as ONE NORMAL HIT:

- IMPALE at any time
- CRUSH if blow is parried with a weapon or shield.

Calls you cannot call RESIST to:

- STRIKEDOWN, REPEL, PARALYZE and CURSE - you cannot be subject to any mystery effect which grants resistance to these calls

Regeneration Rules:

- If reduced to zero hits/incapacitated WAIT FOR PHILOSOPHER TREATMENT/BEAD PULL PROCESS TO BE COMPLETED AT THE END OF THE BATTLE.
 - On an execution or black bead, lose one body hit permanently. Only once bead pull is resolved, hits regenerate at one hit per ten seconds to original maximum (or one less if execution/black bead).
 - This is a major strain, and will trigger the LESSER WEIGHT OF DUST once bead pull is resolved.
- 



**PROFOUND
DECISIONS**
Professional Live Roleplaying
PO Box 666 · Preston · PR2 1ZW





Combat Rules for the **Living Bronze Statue**: For Use On Quests

Please read this section carefully; it has changed slightly from previous Annuals.

Any Living Bronze Statue might be involved in combat off Atlantis on a quest or other mission. Under those circumstances they are obligated to use the following ruleset.

Total Body Hits: (This takes into account armour, body and all other hits:

10 Hits Total - this cannot be increased by any means.

Damage Calls You Can Make:

- CRUSH twice in any arena battle or quest with a two handed weapon.
- REPEL once in any arena battle or quest with a two handed weapon.
- Gains the skill USE TWO HANDED WEAPON

Calls you can call RESIST against to treat as ONE NORMAL HIT:

- IMPALE at any time
- REPEL or CRUSH if blow is parried with a weapon or shield.

Calls you cannot call RESIST to:

- STRIKEDOWN, PARALYZE and CURSE - you cannot be subject to any mystery effect which grants resistance to these calls.

Regeneration Rules:

- If reduced to zero hits/incapacitated, fall to the ground. After a slow count of ten seconds, regenerate at one hit per ten seconds to original maximum (or one less if execution).
 - This is a major strain, and will trigger the LESSER WEIGHT OF DUST after the bead pull is resolved.
 - AT THE END OF THE BATTLE WAIT FOR PHILOSOPHER TREATMENT/BEAD PULL PROCESS TO BE COMPLETED before taking any further action. Take one extra bead pull (with replacement) for every time you were incapacitated.
- 



- On an execution or for each black bead, lose one body hit permanently.

