



The Great Wheel of the Fates: Special Creature Briefing

Champion of Azi Dahak

The Champion of Azi Dahak is a mortal who, through the use of the philosophical Greater Mystery “The Pact of Azi Dahak” has traded his soul to the King of the Monsters for the power to borrow some of the powers of the King’s subjects in battle.

In keeping with the King of the Monsters’ attitude, the Pact is very powerful, but comes with many downsides. Champions are likely to lead short, violent lives and die on the swords of their allies...

The Champion of Azi Dahak in Play – Roleplaying Effects

- Strong affinity for moonlight and clear skies.
 - Prefers uncooked/raw food (within the bounds of OOC safety and comfort).
 - Finds spilt blood and open wounds fascinating.
 - May suffer bad dreams (or good ones, depending on the character’s true views about being Champion of Azi Dahak) focussing on hunting and the kill. There may be an envelope awaiting you on any morning with information about your dreams; if not, feel free to generate them yourself.
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The Champion of Azi Dahak in Play: Unusual Abilities


None

The Champion of Azi Dahak 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 Champion of Azi Dahak will die, permanently, irrespective of however many hits they have remaining.

Any Champion of Azi Dahak 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.

The Ravening Beast

Special creatures who use their more advanced powers or are injured often experience The Beast. This is a craving for blood and flesh that can be difficult or impossible to slake.

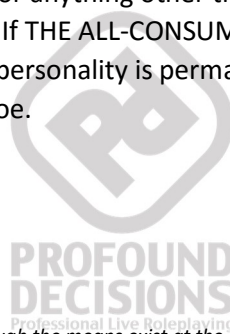
The Beast comes in three stages.

THE LESSER BEAST demands blood to slake it. The special creature must drink or consume sufficient blood to cause three body hits of damage to slake its thirst; while this can be from multiple donors, it must be fresh and “from the tap” – stored blood is of no use. Until THE LESSER BEAST is assuaged, the special creature cannot speak, use their hands for anything other than weapons and shields and is filled with an all-consuming hunger. The special creature can – barely – understand shouted orders. If THE LESSER BEAST is not assuaged within one half-hour, it becomes THE GREATER BEAST.

THE GREATER BEAST is more difficult to assuage. To slake this, the special creature must consume human flesh – in addition to the blood drain of THE LESSER BEAST, the injuries caused by a special creature feeding will incapacitate its victim and will require a bead pull for the victim to survive, even on Atlantis. (A Drowned Dead will be required to witness the slaking of THE GREATER BEAST and perform the requisite bead pull).

Until THE GREATER BEAST is assuaged, the special creature cannot speak, use their hands for anything other than weapons and shields and is filled with an irrational all-consuming hunger. The language of others is gibberish to it. If THE GREATER BEAST is not assuaged within one half-hour, it becomes THE ALL-CONSUMING BEAST.

Finally there is THE ALL-CONSUMING BEAST. Many special creatures never reach a degree of potency where this hunger is triggered – which is perhaps for the best. The only way to assuage the ALL-CONSUMING BEAST is to take a life. Until THE ALL-CONSUMING BEAST is assuaged, the special creature cannot speak, use their hands for anything other than weapons and shields and is filled with an irrational all-consuming hunger. If THE ALL-CONSUMING BEAST is not assuaged within one half-hour, the special creature’s human personality is permanently lost, and they become a ravening, savage beast unable to tell friend from foe.



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*.





Automatic Triggering of *The Ravening Beast* Status

Note that during the Final Annual, The Ravening Beast will trigger more often than usual as the increasing lack of Quintessence provokes the Champion of Azi Dahak.

During the Friday and Saturday of the Final Annual, your The Ravening Beast status will **increase by one step** at **Midday 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.



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Combat Rules for the **Champion of Azi Dahak: Atlantis Outside the Arena**

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

A Champion of Azi Dahak 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
- **STRIKEDOWN** or **CRUSH** if blow is parried with a weapon or shield.

Calls you cannot call RESIST to:

- **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, 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 HUNGER** 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 **Champion of Azi Dahak**: For Use Under Arena Rules

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

Any Champion of Azi Dahak 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:

- STRIKEDOWN three times total during the Annual including any uses on Quest.
- PARALYZE once total during the Annual, must remain in contact with paralyzed target for the full ten seconds.


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

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

Calls you cannot call RESIST to:

- 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 BEAST once the bead pull is resolved.
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Combat Rules for the **Champion of Azi Dahak**: For Use On Quests

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

Any Champion of Azi Dahak 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

Damage Calls You Can Make:

- STRIKEDOWN three times total during the Annual including any uses on Quest.
- PARALYZE once total during the Annual, must remain in contact with paralyzed target for the full ten seconds.

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

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

Calls you cannot call RESIST to:

- 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, 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 HUNGER 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.

