



The Great Wheel of the Fates: Special Creature Briefing

Immortal

In Odyssey, an Immortal is someone who has undergone a mystical process or received a blessing from the gods (usually one of the dying and reviving gods such as Osiris, Adonis, Attis or Tammuz) which allows them to recover from fatal injury and survive experiences which may kill a mortal.

Immortality of this nature is usually, but not always, granted through a blessing; certain powerful experiences, transformations or artifacts (like divine Ambrosia), and certain very powerful philosophies can also produce the effect.

The Immortal in Play – Roleplaying Effects

The Immortal requires no specific phys reps; however any permanent wounds should be phys-repped by scars or weeping wounds.

(Roleplaying Effects)

- May suffer bad dreams (or good ones, depending on the character's true views about being an immortal). There may be an envelope awaiting you on any morning with information about your dreams; if not, feel free to generate them yourself.

The Immortal in Play: Unusual Abilities

None unless noted elsewhere.

The Immortal 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 Immortal will die, permanently, irrespective of however many hits they have remaining.

Any Immortal 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.

Status effects

Immortals are not subject to status effects like HUNGER, BLAZE or BEAST.

There is no LESSER status for Immortals.

There is no GREATER status for Immortals.

There is no ALL-CONSUMING status for Immortals.

Automatic Triggering of Status effects Status

Note that during the Final Annual, Status effects will trigger more often than usual as the increasing lack of Quintessence provokes the Immortal.

During the Friday and Saturday of the Final Annual, your Status effects 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.



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*.





Combat Rules for the **Immortal**: Atlantis Outside the Arena

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

A Immortal 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:

The Immortal character receives an additional +2 hits to the total provided by their other skills. They may not, under any circumstances, exceed a body hit total of 10 counting this and any other boosters/bonuses.effects.

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:

The Immortal character has no innate ability to resist calls but can acquire such resistances from mysteries, blessings or items.

Calls you cannot call RESIST to:

Unless in possession of effects cards to the contrary, the Immortal is effected by all calls as normal.

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).
- 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 **Immortal**: For Use Under Arena Rules

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

Any Immortal 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:

The Immortal character receives an additional +2 hits to the total provided by their other skills. They may not, under any circumstances, exceed a body hit total of 10 counting this and any other boosters/bonuses.effects.

Damage Calls You Can Make:

Unless in possession of effects cards to the contrary, the Immortal cannot make any special damage calls.

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

The Immortal character has no innate ability to resist calls but can acquire such resistances from mysteries, blessings or items.

Calls you cannot call RESIST to:

Unless in possession of effects cards to the contrary, the Immortal is effected by all calls as normal.

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).





Combat Rules for the **Immortal**: For Use On Quests

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

Any Immortal 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:

The Immortal character receives an additional +2 hits to the total provided by their other skills. They may not, under any circumstances, exceed a body hit total of 10 counting this and any other boosters/bonuses.effects.

Damage Calls You Can Make:

Unless in possession of effects cards to the contrary, the Immortal cannot make any special damage calls.

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

The Immortal character has no innate ability to resist calls but can acquire such resistances from mysteries, blessings or items.

Calls you cannot call RESIST to:

Unless in possession of effects cards to the contrary, the Immortal is effected by all calls as normal.

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).
- 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.