



The Great Wheel of the Fates: Special Creature Briefing

Lysandra - Initial

"I wish to live a long life, and I wish to be beautiful".

It is a dangerous game, asking Apollo for favours. More than any other god, he will give you what you ask for. And not, perhaps, what you really meant. But it's plain, after the night that you, Heleus and he spent together that the god has some serious plans, and that you figure in them. You witnessed as he subtly tapped a little of the power of the First Lightning Bolt, now possessed by Heleus; you saw as he gave him the final push to godhood. And you heard him whisper into your ear that you, above all others, would be the one who saved Greece from the doom of the Middle Sea.

It has been a long time since then.

Over the course of the last year or so you have found your nature changing. Your flesh is harder than it was; you find yourself far more dangerous in a fight, albeit perhaps a little slower...

There will be another briefing for you, available before the Saturday night party. Please come to GOD to collect it before then.

The *Lysandra - Initial* in Play – Roleplaying Effects

Your skin has assumed the colours and tones of a pale wood, like birch or beech; apply a make up effect to imply this.

You are deeply rooted in Greece and what it means to be Greek; these roots go deep into legend and myth and are more profound than any god's. For as long as something of Greece survives, you will, and that makes you fiercely protective of the best in Greece

The *Lysandra - Initial* in Play: Unusual Abilities

GOLDEN BLOOD: Your blood runs golden now; if you choose to, you may add your blood to the casting of any Greater Mystery and it will satisfy the cost of all coin and blood required for casting.

IMMORTAL: You are now functionally immortal. You will not age or suffer from disease. If you do ever die, you will be deified after death in the pantheon of the Letotides.

BLESSING OF THE TREE'S HEART: Three times total during the Annual, you can bless a mortal champion fighting for the cause of Hyperborea. They may call RESIST to treat any call of IMPALE as a normal hit during one single battle.





The Lysandra - Initial 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 Lysandra - Initial will die, permanently, irrespective of however many hits they have remaining.

Any Lysandra - Initial 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.

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

Note that during the Final Annual, will trigger more often than usual as the increasing lack of Quintessence provokes the Lysandra - Initial.

During the Friday and Saturday of the Final Annual, your 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 **Lysandra - Initial: Atlantis Outside the Arena**

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

A Lysandra - Initial 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:

7 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, PARALYZE, REPEL or STRIKEDOWN at any time

Calls you cannot call RESIST to:

- CRUSH 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).**
- 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.**



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Combat Rules for the **Lysandra - Initial**: For Use Under Arena Rules

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

Any Lysandra - Initial 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:

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

Damage Calls You Can Make:

May call MASS CRUSH on all shields once per Annual. May call CRUSH up to three times during the Annual.

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

IMPALE, PARALYZE, REPEL or STRIKEDOWN at any time

Calls you cannot call RESIST to:

- CRUSH 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).**



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Combat Rules for the **Lysandra - Initial: For Use On Quests**

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

Any Lysandra - Initial 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:

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

Damage Calls You Can Make:

May call MASS CRUSH on all shields once per Annual. May call CRUSH up to three times during the Annual.

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

IMPALE, PARALYZE, REPEL or STRIKEDOWN at any time

Calls you cannot call RESIST to:

- **CRUSH 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).**
- **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.**