



The Great Wheel of the Fates: Special Creature Briefing

Maenad

In *Odyssey*, a Maenad is someone who has undergone a mystical process or received a blessing from Dionysos allowing them to transcend death while acting as a fanatical follower of his cult.

Maenads serve the God Who Comes in several ways. They encourage everyone around them to live for and in the moment, to act based on feeling and instinct, and to eschew plans, long term goals and the like. On occasion they can work miracles in the support of these goals. They act as physical enforcers for the god's priests (though seldom in a way the priest may wish) and they act as the focal point of the god's revels.

Maenads are marked by three primary characteristics; they appear utterly fearless and at times actively disregarding of physical danger; they are sybaritic and pursue the most hedonistic and luxurious life available to them; and they delight in encouraging others to give in to their passions, so can be seductive, argumentative, troublemaking and often destructive to assist this process. They do not distinguish between negative and positive passion; they seek only passion in those around them.

The Maenad in Play

The Maenad requires no specific phys reps; however any permanent wounds should be phys-repped by scars or weeping wounds. If desired, ivy can be worn as growing from the skin.

A Note Regarding Maenad Resurrection Powers

When to use the power to bring someone back to life is a judgement call from the Maenad. The intent is to use it as a reward for those whose faith in Dionysos is such that they will place their life at risk without forethought; it is a reward for selfless sacrifice in the grip of one's passions. The moment anyone plans around it, or acts dangerously expecting it to be used in their service, it will fail, and the Maenad should be scathing in their condemnation of anyone acting in such a way.

It works on the first person to jump off a cliff, not the second one who does so having seen the first one survive, in other words.

The Maenad in Play – Roleplaying Effects

- May suffer bad dreams (or good ones, depending on the character's true views about being a Maenad). There may be an envelope awaiting you on any morning with information about your dreams; if not, feel free to generate them yourself.
- There is a strong theme of cannibalism running through *Odyssey's* Dionysiac cult and the Maenads have shown this too. They may show cannibalistic behaviour, and reward such behaviour in others.



The Maenad in Play: Unusual Abilities

- Once per day, the Maenad may reverse the effects of a fatal injury on another – but only where that injury has been incurred, in the Maenad’s judgement, by someone acting without forethought and with passion. This power explicitly will NOT work if someone is relying on it to do so – i.e. foreknowledge that the Maenad can resurrect someone denies the Maenad that power.

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

Any Maenad 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 Great Hunger

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

The Hunger comes in three stages.

THE LESSER HUNGER 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 HUNGER 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 HUNGER is not assuaged within one half-hour, it becomes THE GREATER HUNGER.

THE GREATER HUNGER is more difficult to assuage. To slake this, the special creature must consume human flesh – in addition to the blood drain of THE LESSER HUNGER, the injuries caused by a special

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.*





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 HUNGER and perform the requisite bead pull).

Until THE GREATER HUNGER 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 HUNGER is not assuaged within one half-hour, it becomes THE ALL-CONSUMING HUNGER.

Finally there is THE ALL-CONSUMING HUNGER. 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 HUNGER is to take a life. Until THE ALL-CONSUMING HUNGER 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 HUNGER is not assuaged within one half-hour, the special creature's human personality is permanently lost, and they become a ravaging, savage HUNGER unable to tell friend from foe.

Automatic Triggering of [The Great Hunger Status](#)

Note that during the Final Annual, The Great Hunger will trigger more often than usual as the increasing lack of Quintessence provokes the Maenad.

During the Friday and Saturday of the Final Annual, your The Great Hunger 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 **Maenad: Atlantis Outside the Arena**

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

A Maenad 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:

5 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:

- REPEL at any time - However, the enemy calling REPEL will then be the focus of the Maenad's attention as if they had tried to frighten the Maenad.

Calls you cannot call RESIST to:

- IMPALE, PARALYZE, STRIKEDOWN, CRUSH, 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 BEAST 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 **Maenad**: For Use Under Arena Rules

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

Any Maenad 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:

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

Damage Calls You Can Make:

- May strike for **IMPALE** with an open hand (ripping the heart out of the opponent) once per arena battle. Note – this is only deemed used once the call is effective; if resisted it remains available. The Maenad must then roleplay eating or taking a bite out of the heart before resuming combat.

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

- **REPEL** at any time - However, the enemy calling **REPEL** will then be the focus of the Maenad's attention as if they had tried to frighten the Maenad.

Calls you cannot call RESIST to:

- **IMPALE, PARALYZE, STRIKEDOWN, CRUSH, 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 HUNGER** once bead pull is resolved.





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

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

Any Maenad 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:

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

Damage Calls You Can Make:

- May strike for IMPALE with an open hand (ripping the heart out of the opponent) once per arena battle. Note – this is only deemed used once the call is effective; if resisted it remains available. The Maenad must then roleplay eating or taking a bite out of the heart before resuming combat.

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

- REPEL at any time - However, the enemy calling REPEL will then be the focus of the Maenad's attention as if they had tried to frighten the Maenad.

Calls you cannot call RESIST to:

- IMPALE, PARALYZE, STRIKEDOWN, CRUSH, 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 BEAST 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.
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