



## The Great Wheel of the Fates: Special Creature Briefing

# N'Hru

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In Odyssey, a Hekau N'Hru is a mortal human who has undergone one or more of the transformational rites known to Egyptian Hekau to turn them into a living mummy.

The process of undergoing the rites involves the removal of internal organs which are then placed in especially prepared canopic jars; providing the jars remain undamaged and the corresponding amulets are worn at all times, the mummified character benefits from considerably increased capabilities.

However, undergoing the process of mummification and evisceration required for these rites to work is an agonising experience, worse than the most horrifying torture that can be imagined. Few if any will emerge from the experience unscathed.

There are three kinds of Hekau N'Hru;

- Lesser: somewhere between one and four of the Canopic Rites (Heart, Liver, Entrails, Lungs) have been enacted on the character. They still appear mostly human.
- Greater: In addition to between one and four of the Canopic Rites, the Rite of the Bandages has been enacted on the N'Hru. After this point, no further rites other than Opening of the Mouth and the Greater Rite can be performed. They appear as a bandaged mummy.
- Full: In addition to any previous rites, they have been subjected to the Opening of the Mouth Ceremony.
- Immortal: the Greater Rite of Isis has been cast on the character.

Hekau N'Hru should not be confused with Holy N'Hru, which are a slightly different kind of creature. The Gods will be unlikely to look favourably upon you, and after your death you will always go before Anubis to account for the way you have used the power you have been given.

### Amulets & Canopic Jars

- The Amulets replacing organs must be worn
- The N'Hru must remain within a reasonable distance of their canopic jars
- Separation from the jars means The Weight of Dust
- Destruction of the jars means almost certain death

The transformations worked upon a Hekau N'Hru are permanent. However, to gain the benefits of the enchantment, the appropriate amulet must be worn by the character in question at all times. Should the amulet be removed, lost or stolen, come to GOD immediately.

Likewise, a Hekau N'Hru must remain within a reasonable distance (deemed as "on the IC field") of his canopic jars to retain the effectiveness of their enchantment. He can leave their area of effect for





brief periods of time (deemed as long enough to conduct a quest) providing that on his return, he nourishes the jars with salts, wine and naphtha (a short roleplaying ceremony).

If the jar is removed from the field, or stolen, or taken to another territory, then the character immediately suffers the penalties of the Lesser Weight of Dust. This cannot be assuaged by the usual means and after one hour, it becomes the Greater Weight of Dust. If after a further hour passes the jars have not been recovered or found, the N'Hru character dies.

If at any time the jars are broken, the N'Hru character will expire within the next 30 minutes. The only way for this to be avoided is to recover the organ from the smashed jar and cast the Rite of the Jar again within that 30 minutes – even then, the N'Hru will be permanently weakened. Should this occur, see a referee immediately.

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## The N'Hru in Play – Roleplaying Effects

The Hekau N'Hru requires the following phys reps:

- Bandaging or linen shroud – this can be subtle for one or two rites but beyond that should cover the majority of exposed flesh – you may also wish to consider something like this as a base layer: <http://www.morphsuits.co.uk/mummy-morphsuit>
- Phys-reps for the appropriate amulets for the heart, entrails, lungs and liver as appropriate
- Phys-reps for the canopic jars – these should be about the size of a thermos flask or thereabouts but as long as they appear to be Egyptian jars, that's fine. Ideally the jars will have the heads of the four guardian gods but that's aspirational. They must be stored in the IC area. Jars must be declared before time-in at GOD – they will require a ribbon

(Requirements:)

- If you hear someone pronounce CURSE OF THOTH upon you, it will immediately reduce you to one hit and you should act as though you have caught fire.
- If you hear someone pronounce WILL OF ANUBIS upon you then you must, to the best of your OOC ability, obey the next command they make. You may appear as reluctant as you wish IC but must fulfil the command.

You begin the Annual with your normal skillset, but in addition apply the following:

(Roleplaying Effects)

- When not in a direct combat situation, should move slowly and deliberately.
  - Extremely wary of any naked flame or fire.
  - Finds eating distasteful, especially if Liver or Entrails have been replaced
  - May suffer bad dreams (or good ones, depending on the character's true views about being a N'Hru). 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 N'Hru in Play: Unusual Abilities

Reading the Tree of Life: Once per Annual, may undergo a ritual blinding. For the thirty minutes it will take the eyes to regenerate, the N'Hru Mummy may invoke the right of blood prophecy and ask of the Gods the answer to any one question. The gods will answer it as best they can based on their knowledge. (Requires a trip to GOD or a radio check from a Drowned Dead). Use of this power will trigger The WEIGHT OF ALL DUST.

Pitch and Naphtha – Once during the course of an Annual, the N'Hru, if possessed of Philosophical skills, may contribute Pitch and Naphtha in lieu of all Blood, Fire and Earth quintessence required to fuel any Greater Mystery. This will trigger THE WEIGHT OF ALL DUST.

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## The N'Hru in Play: Restrictions

### *Execution by Special Weapon*

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

If executed by any weapon<sup>1</sup> which calls “EXECUTE – PERMANENT” then the N'Hru will die, permanently, irrespective of however many hits they have remaining.

Any N'Hru 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*

N'Hru 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 N'Hru'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 N'Hru. Until the Weight of Dust is satisfied, the N'Hru can use none of its powers.

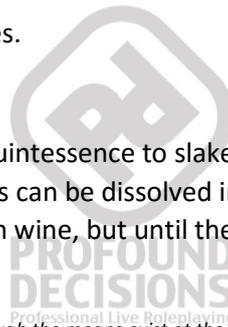
The Weight of Dust comes in three stages.

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Lesser Weight of Dust demands water quintessence to slake it. The N'Hru must drink or consume three pawns of water quintessence – this can be dissolved in honey and applied to bandages or imbibed directly, or taken as a tincture in wine, but until the three pawns are consumed, the N'Hru

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<sup>1</sup> 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.*





will be fatigued, slow and may become stupid, difficult to reason with and may lose any sense of their previous personality.

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Greater Weight of Dust is more difficult to assuage. To slake this, the N'Hru 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 a little of each has been given over to the four canopic jars and the remainder consumed by the N'Hru, he will be fatigued, slow and may become stupid, difficult to reason with and may lose any sense of their previous personality. The N'hru will be unable to speak save in grunts or gestures and may become enraged if it cannot make its meaning plain

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Finally there is the Weight Of All Consuming Dust. Many N'Hru 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 N'Hru can slake the Weight of All Dust – until the life blood of a sentient being is poured over them, the N'Hru will be unable to speak or move more than to simply see to its own needs and may retire to a bed or sarcophagus. Such victims' souls are consumed completely and will not pass before their gods – though their gods may notice the imbalance. N'Hru 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.

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### *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 N'Hru.

During the Friday and Saturday of the Final Annual, your Weight of Dust 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 **N'Hru: Atlantis Outside the Arena**

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

A N'Hru 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 **N'Hru**: For Use Under Arena Rules

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

Any N'Hru 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.
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## Combat Rules for the **N'Hru**: For Use On Quests

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

Any N'Hru 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

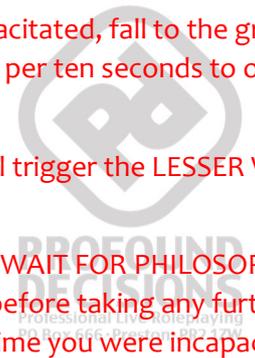
**Calls you can call RESIST against to treat as ONE NORMAL HIT:**

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

