



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

# Fourth Rite Black Path

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You are on the path to becoming a lich, a being sustained by personal will and magical energy. By walking the Black Path or the Spiral Dance, you have placed yourself outside the cycle of life and death, gods and men. This profound transformation has both advantages and disadvantages.

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### The Fourth Rite Black Path in Play – Roleplaying Effects

ROLEPLAYING EFFECT: You become very risk-averse and avoid dangerous situations where possible. Avoiding physical confrontations becomes a priority in your mind. You would never even consider entering the Arena. It also means that if you are surprised in a violent situation, your reaction is likely to be brutal and lethal to secure your own safety.


ROLEPLAYING EFFECT: Philosophy and the application of magic to the universe provide the solutions to all problems great or small. Attempts to resolve issues or problems without the application of philosophy are doomed to failure. Your intellect spans the moon and stars. You have tides to regulate, comets to direct; you have no time for flatulence and orgasms.


ROLEPLAYING EFFECT: You are no longer tied to your original nationality. Appeals to your loyalty are likely to produce at best incomprehension and at worst sneers as you view the entire concept of nationhood as a trivial distraction you are glad to be rid of.

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### The Fourth Rite Black Path in Play: Unusual Abilities

OCCLUSION OF THE FIRST RITE: The character has broken away from the cycle of life and death and is occluded from the sight of the gods.

- He or she cannot benefit from BLESSINGS of any kind.
  - He or she cannot be the subject of a successful Funeral Rite.
  - He or she will not, after death, come before the death god of his or her pantheon.
  - He or she will not, after death, pass into the afterlife.
  - If a method is found to kill the character permanently, his or her soul will be trapped in eternal torment in his own decaying flesh.
  - He or she finds it easier to perform the Greater Mysteries associated with the Black Path.
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DAGGER OF THE SECOND RITE: the dagger is bound to the philosopher's life force and if it is used to shed blood for the purposes of a Greater Mystery casting, that blood counts as double strength (i.e. satisfies the requirement for blood from two philosophers). The dagger is to all intents and purposes now an artifact and will respond to Wisdom of the Magi - please come to GOD to obtain a ribbon and lore sheet for the dagger if they are not already with this briefing.

PHYLACTERY OF THE THIRD RITE: the bonuses and regeneration effects outlined in this briefing function ONLY while the phylactery is in contact with your flesh. Should it be lost, you will be unable to use any of these abilities and you will be in grave danger.

ICHOR OF THE FOURTH RITE: you have replaced your blood with a mystical fluid of your own devising.

- You acquire all four Apply Quintessence skills if you did not previously possess them.
- Every day, you generate five quintessence of each type from the fluid that replaces your blood. You may use this pool of power to fuel mysteries you cast. Unused power pool does not stack from day to day.
- You may never again contribute blood to a mystery, but must obtain it from other philosophers using the Knife of the Second Rite.
- You may now only be affected by preparation-based lesser mysteries (that you have to drink or apply to yourself) if you choose to be.
- You no longer count as your nation for any meaningful purpose. Your body has no humours. Mysteries which influence behaviour through the humours have no effect. You are of No Nation.
- You are no longer able to procreate naturally. Your insides are made of embalmed flesh and metallic fluids. It won't end well for anyone.

IF YOU DO NOT COMPLETE THE FINAL RITE OF THE BLACK PATH WITHIN TWELVE HOURS OF GAINING THIS POWER, YOU WILL DIE AN AGONISING DEATH AND WILL BE TRAPPED WITHIN YOUR OWN POISONED AND ROTTING BODY FOR ETERNITY

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## The Fourth Rite Black Path 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 Fourth Rite Black Path will die, permanently, irrespective of however many hits they have remaining.

Any Fourth Rite Black Path 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

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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.*





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*

Black Path characters are not subject to status effects like HUNGER, BLAZE or BEAST.

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There is no LESSER status for beings on the Black path.

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There is no GREATER status for beings on the Black Path.

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There is no ALL-CONSUMING status for beings on the Black Path.

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### *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 Fourth Rite Black Path.

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.



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## Combat Rules for the **Fourth Rite Black Path**: Atlantis Outside the Arena

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

A Fourth Rite Black Path 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:**

**11 Hits Total - this cannot be increased by any means save the Final Rite.**

**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 or CRUSH at any time**

**Calls you cannot call RESIST to:**

- **STRIKEDOWN, IMPALE, 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).**
- **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 **Fourth Rite Black Path**: For Use Under Arena Rules

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

Any Fourth Rite Black Path 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:**

**11 Hits Total - this cannot be increased by any means save the Final Rite.**

**Damage Calls You Can Make:**

**IMPALE with Black Path Dagger once per Annual**

**PARALYZE with Black Path Dagger once per Annual**

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

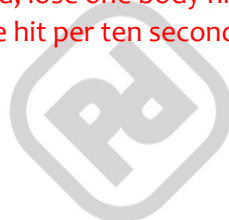
**REPEL or CRUSH at any time**

**Calls you cannot call RESIST to:**

- **STRIKEDOWN, IMPALE, 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).**



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## Combat Rules for the **Fourth Rite Black Path**: For Use On Quests

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

Any Fourth Rite Black Path 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:

11 Hits Total - this cannot be increased by any means save the Final Rite.

**Damage Calls You Can Make:**

IMPALE with Black Path Dagger once per Annual

PARALYZE with Black Path Dagger once per Annual

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

REPEL or CRUSH at any time

**Calls you cannot call RESIST to:**

- STRIKEDOWN, IMPALE, 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).
- 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.