



The Great Wheel of the Fates: Special Creature Briefing

Hollow One

You are a Hollow Man. You have seen the brutal and uncaring truth of the universe and it has chilled your soul to death, leaving you as a cold, mundane, unmagical thing with no dreams, no hope and no stories. Traditionally the Hollow Men have been associated with the

During a quest at the Twelfth Annual, your warband recovered a statue from the ruins of Tingis. The quest had promised that wherever you went you would have the opportunity to have the city survive and endure into the next age. It seemed when you got there that this was not to be, and that the promise was false.

This statue turned out to be of El, the Audient Void, and the curse upon it has transformed one of the Questors into a HOLLOW ONE. He was discovered and slain swiftly, but the effect has spread well beyond just him and now as the embodiment of Tingis in the Middle Sea you too have undergone a strange transformation.

For much of the Age of Steel, Carthage has seen the Hollow Ones as monstrous servants of El, beings who drain the soul from the dead leaving behind nothing of magic, inspiration or joy; leaving behind victims who look and act like people but who are, like the Hollow Ones themselves, hollow.

This is a lie, and as the curse of El's statue sucked the poison of quintessence and magic from you through your link with Tingis, you understood. Now, you understand everything. Everything.

Since the Twelfth Annual you have dreamed long and hard, and you have seen the truth of the universe unfold before you. And now you know that Tingis will indeed be reborn in the next age; that even now the Hollow Ones are making their way to the ruins, where a city of cold reason, logic and practicality will rise across the straits from ancient Gades, which will bend the knee to no vision, which will take through its gates only those who have eschewed the madness of free will and chaos. Tingis will be the Last City when everything else is ruin and death, and those within will embrace the endless death of the universe with a conscience clear and cold.

Your mind has touched that of El. You have poured all of yourself into the Audient Void and in return you have been filled with the divine nothingness that is the Titan of Air; no consciousness, no will, no desires; simply the overwhelming primal urge to stillness, cold and emptiness. Only in nothingness is there peace.

It was not always so.

In the great empty cathedrals of El's mind you see and hear ghosts of other places and other times; of other faces that he has worn as he wears El in Carthage. You see him as the great primal sky god Ur in Mesopotamia, worshipped by the ignorant Sumerians; as the great skyfather Ouranos among the Greeks.

He walked with his brothers and sisters; the four faces of the elements. They were innocent, for they knew not of good and evil. They stood protected by the Principality of Cosmic Order and played their





part in the fashioning of the universe. And for an age this was the law and the way and all was well for all knew their place and fulfilled their role.

A poison entered the world. The poison of curiosity, of desire, of the need for more than is ordained. The ability to dream of more. It touched two of El's siblings; the ones who stood for earth and fire. And they stole from the Principality of Cosmic Order a weapon, and used it to break the world for if there is one law that is immutable it is that the children will always rise up against the parents. And in the breaking of the world came awareness and understanding. The Elemental Titans were no longer innocent.

There are other Principalities, and they were not prepared to allow Water and Air to rebel as Earth and Fire did. They possessed a self awareness and freedom of will never intended for beings such as they.

The legends speak of this, as if in a mirror darkly. Ur is cast down by the primal powers; Ouranos is abandoned and castrated by those he trusted.

One greater than he takes from El and Dagon their stolen self awareness. They become Hunger, and Emptiness. And you...?

You, hollow one, you are a servant of She Who Redresses All Balances, She Who Rights The First Wrong. She has no name, because names are a function of intelligence and free will. She has no agenda save to return the universe to the status of perfection it enjoyed before the First Act of Free Will. She has no desire save to end all impossible things. She is the Principality of the Eschaton. And she is here to make all things as they should be.

The Hollow One in Play – Roleplaying Effects

- Hollow Ones behave largely as if they were still the characters who they were made from but all of their passion is gone. They can feign excitement, love, anger, wrath, delight - but they do not feel it.
- Equally, they are utterly without sentiment, guilt or fear.
- Their interest and purpose is to destroy or eliminate all magic and miracle in the world. Demigods, monsters, magical artifacts and weapons are all offensive to them, but they do not recoil or anything of that nature. They simply seek opportunities to destroy them.
- Their loyalty to "Omega" - the mysterious embodiment of the Principality of the Eschaton - is complete and total. You will know Omega when you see her because she will bear an Omega symbol on her hand. If she gives you instructions, follow them to the letter; keep her identity completely secret.

The Hollow One in Play: Unusual Abilities

A Hollow One may HOLLOW a magical artifact or a special creature.

Special Creatures: a Hollow One must maintain unbroken skin to skin contact with the special creature for ONE MINUTE to hollow them. They are empowered to call PARALYZE once during any





given arena combat or quest encounter, or once per three hours on Atlantis, to facilitate this. (special note here: this is intended for use on incapacitated targets or those paralyzed or otherwise unable to resist. DO NOT at any point try to restrain a target against their will to enforce contact. If the target is able to break contact they are assumed to do so. When using this ability, OOC comfort of the target, rules of engagement and good sense are far more important than the success of the effect.)

Artifacts: a Hollow One must maintain unquestioned possession of an artifact for TEN MINUTES to be able to hollow it.

Exceptions:

- Alexander's Spear: this weapon cannot be hollowed and is in fact agony to touch and absolute anathema to any Hollow One which sees it. To be struck by it in combat will count as an IMPALE effect and will destroy your Hollowing abilities - which will lead to your death in fairly short order.
- Alexander himself cannot be hollowed.
- very large artifacts like the Arena or Wonders - these are beyond your ability to Hollow.
- Manifest gods are beyond your ability to hollow.

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

Any Hollow One 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.

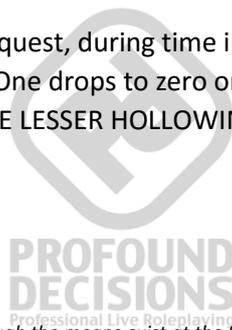
The Hollowing

A Hollow One loses three body hits for every game day that the character does not destroy a magical artifact or being.

This must be done in the IC field or on a quest, during time in – it explicitly cannot be done “off-stage”, otherwise bypassed. If a Hollow One drops to zero or below body hits through failing to deal with the Hollowing, then this triggers THE LESSER HOLLOWING.

The Hollowing comes in three stages.

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.*





THE LESSER HOLLOWING demands the elimination or destruction of at least one and ideally several artifacts of moderate power (tribute artifacts count; greater mystery foci do not). Until THE LESSER HOLLOWING 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 HOLLOWING is not assuaged within one half-hour, it becomes THE GREATER HOLLOWING.

THE GREATER HOLLOWING is more difficult to assuage. To slake this, the special creature must destroy several significant artifacts of power or one legendary artifact - something like the Armour of Achilles or one of the Great Weapons like the Harpoon of Yam or the Labrys.

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

Finally there is THE ALL-CONSUMING VOID. The only way to assuage the ALL-CONSUMING HUNGER is to take the power of a special creature or a demigod. Until THE ALL-CONSUMING VOID 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 Hollowing Status](#)

Note that during the Final Annual, The Hollowing will trigger more often than usual as the increasing lack of Quintessence provokes the Hollow One.

During the Friday and Saturday of the Final Annual, your The Hollowing 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.



**PROFOUND
DECISIONS**
Professional Live Roleplaying
PO Box 666 · Preston · PR2 1ZW





Combat Rules for the **Hollow One**: Atlantis Outside the Arena

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

A Hollow One 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 Hollow One character receives an additional +5 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:

The Hollow One can make a PARALYZE call as noted in their special abilities.

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

The Hollow One may call RESIST to treat any call of IMPALE or PARALYZE as a single hit.

Calls you cannot call RESIST to:

Unless in possession of effects cards to the contrary, the Companion is effected by all calls other than IMPALE or PARALYZE 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 **Hollow One**: For Use Under Arena Rules

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

Any Hollow One 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 Hollow One character receives an additional +5 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:

The Hollow One can make a PARALYZE call as noted in their special abilities.

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

The Hollow One may call RESIST to treat any call of IMPALE or PARALYZE as a single hit.

Calls you cannot call RESIST to:

Unless in possession of effects cards to the contrary, the Companion is effected by all calls other than IMPALE or PARALYZE 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 **Hollow One**: For Use On Quests

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

Any Hollow One 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 Hollow One character receives an additional +5 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:

The Hollow One can make a PARALYZE call as noted in their special abilities.

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

The Hollow One may call RESIST to treat any call of IMPALE or PARALYZE as a single hit.

Calls you cannot call RESIST to:

Unless in possession of effects cards to the contrary, the Companion is effected by all calls other than IMPALE or PARALYZE 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.