



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

**Ifrit**

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An Ifrit is a mortal who has passed through the trials of fire to become a creature of elemental fire. They are the servants of the Fire Titan – sometimes called Agni, sometimes associated with the Good Religion. They may be subject to blessings only from their patron. They are sometimes called the People of the Smokeless Flame.

Ifrit are related to Ghul, distantly – the Ifrit say the Ghul were once like them serving the Great Earth, but they fell from grace when their patron turned away from them and now they are corrupt and base shadows of what they once were.

Ifrits follow Persian style and culture, but may also appear quite Greek at times – they hold the name Prometheus sacred for their patron, rather than the Persian equivalent, Agni. Ifrit are creatures of elemental fire and as such are susceptible to and attuned to philosophical magic – they may offer up their blood in lieu of any amount of fire quintessence in a Greater Mystery if a way can be found for them to contribute.

For the last decade or so the Ifrit have been moving among the peoples of the Middle Sea, undergoing a transformation through fire. The purpose of their involvement with the Middle Sea - their dalliance with the fire nation Hellas Phoenicia, their interest in the sacred fires of Persia, was never clear. Their Queen, Adara, kept her motives a mystery.

As the end of the Age approaches, however, their transformation nears completion and the nature of their involvement with the Middle Sea becomes clearer.

The Ifrit - the people of the smokeless flame - are the children of Agni himself, the avatars of elemental fire. Their consumption of fire quintessence and commitment of tribute to themselves has elevated them to the status of near-demigods; now the price for their power is made clear, and the opportunity to become... something more... awaits for the strongest.

Prometheus understands and accepts that much of the responsibility for the way the Ages have turned sits on his shoulders. Alone among the Elemental Titans, he has prepared himself for transcendence, understanding he is as much a relic of times past as anything and anyone; as gods become Titans so, at the end of the age, Titans could become... something more too. Beings or pure concept, perhaps, like the strange entity Hypnos.

Prometheus' philosophy has always been inspiration through creative destruction - to provide the fire that inspires mortals to greater heights and sometimes to remove the obstacles that hold them back, even if those obstacles appear precious to begin with. To fill the people of the middle sea with the elemental fire that drives them to greater things.

The Ifrit, his chosen people, have been building to aid in that greater goal. As Prometheus ascends, so one - or perhaps more - of them must ascend and transcend the boundaries of the finite, becoming the new face of Elemental Fire, releasing Agni to transform, destroy and renew as he





never has before. Whoever that chosen Ifrit is will be the face of Fire - the new Fire Titan. Whether they choose to support a Vision actively or stand aloof will be their decision.

Who knows; perhaps once, in the dawn of time unrecorded, Prometheus did the same. perhaps Agni was once as you are.

By the close of the Saturday of the Final Annual, one among the Ifrit must have been chosen - through trial by fire, through agreement or through some other means - to step forward and assume the Mantle of Agni Reborn. The Queen, too, contends for this title, as do other Ifrit.

### The Visions

The Ifrit have been placed in a very difficult position by the Vision of the Thousand Nations. As beings inherently of, and associated with, the Titans, the vision espoused by Persia explicitly excludes them. Some speak of reconsidering or of trying to take back those words, but they were spoken in the Map Room, under the eyes of all the gods; an oath of power and a statement of intent to shape the future. Such things are not unsaid; if they were to be so they would be a weak and fractured vision. The Vision of Persia is hostile to the Ifrit, and they must find a way to attach themselves to a vision which will support - or at least accept - their Titanic nature and the goal of inspiration through creative destruction - or to accept the loss of their power out of loyalty to the vision of Persia. To have touched the flame and to never be able to do so again - this is almost inconceivable. But to some the call of hearth and home is greater than anything...

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## The Ifrit in Play – Roleplaying Effects

- Strong affinity for darkness and open flame.
- Prefers uncooked/raw food (within the bounds of OOC safety and comfort).
- Finds open wounds – especially burns - fascinating.
- May suffer bad dreams (or good ones, depending on the character's true views about being an Ifrit) focussing on fires and conflagrations. 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 Ifrit in Play: Unusual Abilities

As you have grown closer to the heart of flame so your understanding increases, but equally, your vulnerability to the power that lies at the hearty of the flame increases.

Reading the Flames: Once per Annual, may undergo a ritual blinding. For the thirty minutes it will take the eyes to regenerate, the Ifrit may invoke the right of blood prophecy and ask of Agni the answer to any one question. Agni will answer it as he deems appropriate. (Requires a trip to GOD or a radio check from a Drowned Dead). Use of this power will trigger The ALL-CONSUMING INFERNO.





Curse of Agni – If you hear this curse directed at you, you immediately fall to one hit and should act as if subjected to a REPEL call. Your internal flames have been damped; you will feel great fear and at risk of death. Note that CURSE OF THOTH will have a functionally identical effect.

The Kiss of Cleansing Fire - an Ifrit can act in lieu of a physician by burning a wound closed. Any character so healed will lose one permanent body hit, and must phys rep a serious burn scar somewhere visible and prominent. This ability can heal even the most profound wounds; when used on a mortal champion who has succumbed to a black bead injury, or a philosopher, priest or attendant who has succumbed to a black or red bead injury, it can prevent them from dying though they will still lose a permanent hit (down to a minimum of one). This ability to overrule a colour bead can only be used once per Ifrit during the Annual. The Kiss of Cleansing Fire may not be used on special creatures of any kind - it functions only on mortal, human heroes.

Transcendence through Incandescence - all of the Ifrit are now close to demigodhood in their understanding of the purity of elemental fire. However, only one may transcend to become the new Prometheus, and their transcendence must occur before the New Age is declared or they risk oblivion during the turning of the cycle. One must ascend as the new Fire Titan. Each of the others must take one of three options: they must swear themselves to the New Face of Fire, allow that face of fire to share their power and sustain their flames thereby; they must find another source of Elemental Fire outside the circle of the Middle Sea nations to support them, and embrace it utterly, or they must set aside their immortality, the touch of the flame and their powers, and become mortal once more if they wish to accept a vision that does not embrace Titanhood.

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

Any Ifrit 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.

### *Lure of Flames*

Ifrits who use their more advanced powers or are injured often experience The Call of the Flame. This is a craving for fire that can be difficult or impossible to slake. The Call of the Flames comes in three stages.

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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.*





THE LESSER BLAZE demands burned flesh to slake it. The Ifrit must eat or consume sufficient burnt meat from a sentient living thing to cause three body hits of damage to slake its thirst; while this can be from multiple donors, it must be fresh – stored or pre-cooked meat is of no use. The flesh must be torn from victims and burned through the heat of the Ifrit’s own hands. Until THE LESSER BLAZE is assuaged, the Ifrit cannot speak, use their hands for anything other than weapons and shields and is filled with an all-consuming hunger. The Ifrit can – barely – understand shouted orders. If THE LESSER BLAZE is not assuaged within one half-hour, it becomes THE GREATER CONFLAGRATION.

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THE GREATER CONFLAGRATION is more difficult to assuage. To slake this, the Ifrit must consume larger amounts of burned human flesh –the burn injuries caused by a Ifrit feeding will incapacitate its victim no matter how many hits they have and will require a bead pull for the victim to survive, even on Atlantis. Even if the victim survives they will be badly scarred and burned by the experience. (A Drowned Dead will be required to witness the slaking of THE GREATER CONFLAGRATION and perform the requisite bead pull).

Until THE GREATER CONFLAGRATION is assuaged, the Ifrit 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 CONFLAGRATION is not assuaged within one half-hour, it becomes THE ALL-CONSUMING INFERNO

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Finally there is THE ALL-CONSUMING INFERNO. Many Ifrits 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 INFERNO is to take a life by fire. Until THE ALL-CONSUMING INFERNO is assuaged, the Ifrit 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 INFERNO is not assuaged within one half-hour, the Ifrit’s human personality is permanently lost, and they become a ravening, savage beast unable to tell friend from foe

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### *Automatic Triggering of [Lure of Flames](#) Status*

Note that during the Final Annual, Lure of Flames will trigger more often than usual as the increasing lack of Quintessence provokes the Ifrit.

During the Friday and Saturday of the Final Annual, your Lure of Flames 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.





## Combat Rules for the **lfrit**: Atlantis Outside the Arena

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

A Ifrit 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 BLAZE** 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 **Ifrit**: For Use Under Arena Rules

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

Any Ifrit 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:**

- Either STRIKEDOWN OR CRUSH for three uses total (not each) per Annual.
- 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 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 BLAZE once bead pull is resolved.





## Combat Rules for the **Ifrit**: For Use On Quests

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

Any Ifrit 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:**

- Either STRIKEDOWN OR CRUSH for three uses total (not each) per Annual.
- 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 BLAZE 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.