



The Lantern of First Light

The lantern is shuttered and contains something inside. Something... very... very... bright....

The LANTERN OF FIRST LIGHT acts as a focus for any PARAMOUNT MYSTERY. It is aligned with the element of LIGHT. Any character who is exposed to the lantern unshuttered is under a ROLEPLAYING EFFECT which makes them very susceptible to the worship of THE ATEN. They will view priests of the ATEN as authority figures. Characters who are highly blessed of their god or who have a very close relationship with their deity may resist the effect but it will require an effort of will during which they will find it difficult to do anything else.



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Sword of Deimos

The difference between Fear and Terror is one of them is your friend, Fear warns you of danger and allows you to be a hero. Terror is not your friend, but you want it to be on your side.

This item can only be used by a GREEK PRIEST. The priest gains the use of the skill USE ONE-HANDED WEAPON With respect to this sword only. The Priest may enter the arena and fight with their warband as if they were a champion. The priest may use the sword to strike for PARALYZE once OR REPEL three times during one arena battle - once used, this power is then expended and cannot be used again at THE ARROW OF FIRE. The sword may not be taken on a quest. Using this sword in the arena will draw the attention of PHOBOS and DEIMOS onto the user. If the sword is not used to strike a blow against an enemy in every arena combat it enters, or if it does not enter an arena combat for the entire Annual, the wielder becomes subject of the CURSE OF DEIMOS.



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Subtle Knife

Creatures and beings executed by THE SUBTLE KNIFE will die even if in possession of blessings or skills that would otherwise allow them to escape that fate. When executing with this weapon, always call it's name - i.e. ""EXECUTE - SUBTLE KNIFE". When you activate this artefact it allows any wielder to hit for IMPALE five times during one Arena Combat or Quest. You must inform a referee that you have used this artefact as soon as it is practical to do so. This ability may be used once per annual only. Possession of the Subtle Knife can make Zoroastrian sentiment very strong. While holding the knife in your hand you will be drawn to the ideals of dualist or monotheistic religion. Special rules for use in the World Forge: The SUBTLE KNIFE may be taken through the Corrupted Gates into the World Forge. If the bearer of the weapon has the skill appropriate to use it, then it may be used to inflict damage normally on characters within the World Forge. You will need to call the weapon's name when using it to indicate to the target that the weapon will function. Please notify a referee immediately if you intend to take the weapon into the Forge.



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Yantra Stone

You hold in your hand something of truly primal and terrifying power.

This item may be used once during the Tenth Annual. When invoked, it can change the ruling star sign of the Annual to Libra for a period of fifteen minutes. It appears to have further, deeper powers which may be revealed if other, similar artifacts are placed in close proximity to it. If this item is taken through any GATE including the Corrupted Gate into the World Forge. A Drowned Dead must be informed IMMEDIATELY. Do not pass through the gate until the Drowned Dead has instructed you to do so.



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Harpoon of Yam

The dead god slaved over his cold furnace to forge a blade capable of exacting his revenge upon his foes Ba'al and Melqart. The harpoon strikes and is recalled - and takes with it the soul.

Creatures and beings executed by the HARPOON OF YAM will die even if in possession of blessings or skills that would otherwise allow them to escape that fate. When executing with this weapon, always call it's name - i.e. "EXECUTE - HARPOON OF YAM". The bearer may, once per annual on quest or in the Arena, call MASS REPEL. Special rules for use in the World Forge: The Harpoon of Yam may be taken through the Corrupted Gates into the World Forge. If the bearer of the weapon has the skill appropriate to use it, then it may be used to inflict damage normally on characters within the World Forge. Please notify a referee immediately if you intend to take the weapon into the Forge.



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Ammonite Jar

A jar, obviously once broken, into which a spiral shell has been inset. It smells faintly of tin.

You may leave up to six quintessence of any type within the jar overnight. The following morning, something other than quintessence will be found in the jar. Please come to GOD after dark with the jar and be ready to collect it after first light - you will receive whatever the jar has transformed the quintessence into.



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Fossilised spine fragment

Spine - fossilised now. Perhaps part of a great boar?

While in your personal possession, if you are not a Philosopher, this item grants you the ability to supply blood to a mystery casting as if you were. If you are a Philosopher, your blood will count double in any mystery you cast. You experience a roleplaying effect encouraging you to act in a more animalistic fashion. Hunting becomes very important to you. You will experience dreams of pursuing a human target through deep woods, and wounding them (possibly fatally).



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Kissing Sandstone Statue

Kiss daddy on the lips.

This statue does not depict a kissing couple but is instead a depiction of EL sucking the breath from a victim. The person investigating this statue has come to the attention of EL. They may not be subject to any blessings or curses from any god save EL and any extant blessings from other gods are immediately cancelled.



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Alexandrian Grecian Urn

This urn dates from the Alexandrian occupation of Babylon - it is clearly an artifact of significance.

This urn has been used in several significant greater mystery castings. The very clay is imbued with quintessence. If this urn is used to catch blood for use in a greater mystery, it mysteriously provides one additional philosopher's worth of blood toward the casting.



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Gold Chain

Family are matters that we cannot dictate but one chooses one's friends, lovers and those we choose to die with.

This chain may be used ONCE at the RIVER OF NIGHT's DREAMING to link two Immortals. Once linked, if they fight together in an arena battle, they may both take two bead pulls and choose the best if incapacitated. If, however, one dies then the other will also die within 15 minutes. The chain must be worn by one of the linked immortals. The effect lasts for the remainder of the Annual. Note: this effect does not function on quests.



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Jade Ring

This has the scent of divine coitus on it.

You experience a roleplaying effect encouraging you to act with trickery and deceit. This is not a compulsion but an impulse, you may resist if you choose but you are aware of the impulse. You experience dreams of whispering lies into the ears of those you consider powerful or influential, and so increasing your own influence and power.



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Skull of Alexander

People have tried to destroy this skull. The pieces have wormed their way together. Some things are difficult to destroy. Some things die hard.

This is a skull, believed to belong to Alexander. It is currently inert.



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Vitruvian Vicissituding Vivisector

Vicious tools of blood, yet weapons not. Instruments of learning can also have fangs.

Once per an hour, a character with the Physician skill may perform a vivisection upon a person or an item which is metaphysically entangled with a person. At the end of this the target will need to take a bead pull, for which any blessings they may have do not apply. The user will gain some knowledge of the person (or item) and for the next hour an element of their nature. Use of this item requires 5 minutes of appropriate (i.e. painful) roleplay.



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Helm of Superbus

I am the Tiber, the wealth of the Nation flows through my hands.

Once a day, a character wearing this helm may participate in a GREATER MYSTERY or a SACRIFICE. Their presence will count as a donation of 1 Mina for the purposes of coin used.



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Promethean Urn

In fire, the greatest works are forged.

Any character placing their hand within the urn must report to GOD at the first available opportunity.



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Lucretia's Ring

And he was struck down by Lucretia, as surely as if she had wielded the blade herself.

The first character to handle this item will gain the following roleplay effect: “You are filled with overwhelming sadness and a great feeling of loss. You know that your sons have been murdered by the future King of Rome. You understand that these events happened to someone else a long time ago, but also understand them to be events that have happened to you in the recent past. You desire both to find out what has become of your long dead sons, and also to kill the future King of Rome. You do not wish to have the ring taken from you, as it is a symbol of the vengeance which must be yours.” Removing the ring from their possession will not remove this roleplaying effect, nor will later individuals be affected by the roleplaying effect.



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The Storyteller's Mask

A song may stir the heart, or rip it out.

In order to use the mask, it must first be primed. An Etruscan song, a Sabine Song, a Phoenician Song, and an Assyrian Song must each be sung into the mask. Then a question may be asked of the mask, placed upon the seeker of the knowledge, and then they must sleep. That night they shall dream of a story told by the Story Tellers of Old. To use this item please perform the necessary roleplay (collecting and singing the songs) and then report to GOD with your question. An envelope will be available for you the following morning with the dream you recieved.



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Rod of Seven Gates

In the Kingdom of Osiris there exists seven halls through which the deceased are anxious to pass, but each is guarded by a doorkeeper, a watcher and a herald, and it requires special skill on the part of the deceased to satisfy these beings of your right

While carrying the this staff you reduce the cost of applying quintessence in any mystery you partake in by one quint of your choice.



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Rod of Insight

Isis knows the names of all things and their place in the history of the world. Speak the secret name of power and like a divining rod this talisman turns towards those secrets lost and yearns to recover them.

My touching this wand to an item and performing a ceremony for 1 minute you are able to see into its past as if the spell Wisdom of the Ages had been cast directly by you. This can be used once per day. This power only works during the ARROW OF FIRE



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59





Key of Shu

A mystical charm of the Ancient order of the House of Imoteph. It can open gateways and breaks wards to allow entry to a place. Only work within the Egyptian Magisterium. Activates with a scared chant. Let the breath of life and the words of power move pa

This artifact can unlock gates and portals which have been magically sealed by means of philosophy or the gods of Egypt. It may have unexpected or inconstant effects if used on a Gate of Horn and Ivory. It may be used only twice during the ARROW OF FIRE.



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Ptolemaic Chalice

This ancient cup seems to always be cold to the touch and all liquids poured within slowly turn dark in colour and lose their taste. Written around the base in fine cravng makings of power remain. Hail, ye who steal hearts, and who make the heart of a m

The Chalice can transmute blood harmonics allowing someone of another nation to become Egyptian. It requires a ceremony where one true blooded Egyptian will hear an oath of loyalty from the prospective new Egyptian. Afterwards they each place their blood into the Chalice and invoke its power. The candidate then drinks this black blood full of the waters of Egypt and in doing so undergoes a painful transformation into an Egyptian. The target must be willing, and the process will strip all mysteries, blessings and benefits in play away.



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The Rod of Imhotep

This ancient rod is well-worn and shows the signs of use many times over its life.

May be used once. Undoes the metaphysical bindings that hold a pyramid in shape, turning it into a precariously-balanced pile of bricks.



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The Heart of the Pyramid

The cold stone seems too dense and heavy. Marks and signs across its surface show the pillars of the Heaven and all the Zodiac symbols in sequence.

This stone may be used to substitute for up to ten units of Earth Quintessence in the casting of any Greater Mystery.



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150





Empty Eggshell

Such a fragile thing to have contained so many Furies.

This eggshell may be used once only, to intercede in a death caused directly by divine vengeance (i.e. the direct result of a divine curse or death by direct divine hands). The eggshell is offered up in a ritual to Artemis. The character slain by divine hands will return to life, but this may have implications for the balance of power between Nemesis and Artemis.



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Carved Ivory Fang

What did it come from? A walrus? A kraken? Something... bigger... deeper... **H**ungrier... **H**ungry...

H

HUNGRY... HUNGRY...

The fang is an item of great potency. In the hands of a mortal, it confers resistance while held to any divine CURSES except those pronounced from DAGON, NU, TIAMAT, TETHYS or PROTEUS. The effects of any such resisted curse will resume when the fang is relinquished. Note this does not confer resistance to item curses such as that caused by the Cup of Gortyn. Possession of the Fang allows any Physician to treat any character who belongs to a Nation or is a barbarian as if they were of their own nation. They cannot treat characters who are specifically cited as being Of No Nation. Possession of the fang confers the ability Apply Quintessence: Water. Last of all, possession of the Fang allows a god to transcend magisterial boundaries. It is heavily aligned with the element of Water, and counts as a TITANIC ARTIFACT OF WATER.



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161





Iapyxian heart

What in the name of all the gods is this... thing?

If a character's heart is surgically replaced with this mechanism then it will begin the process of dessicating their blood. This process takes until the end of the annual. IAPYX or DAEDULUS know the correct way to install the heart; if another character attempts the surgery it will take five bead draws, replacing the bead each time. Take the worst result. If a black bead, the surgery is fatal, if a red, the heart cannot be successfully implanted. If white, success. Please inform GOD if the heart is implanted into a PC. For the course of the annual they will feel weak, cold, and sluggish – almost as if they are dying. They will lose the effect of any BLESSING or CURSE on them. They feel their ties to their nation weakening. They should report to GOD before time in at the MIRROR OF THE SEA for further effects.



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Vessel of Life

This is an old artifact. So old, you cannot even place which culture it belongs to.

A character's blood can be placed in the bowl. If a second character drinks from the bowl shortly after the blood is placed there, then for the next hour they will lose their own class, nation, personal conjunction and the effect of any philosophical mysteries they are under. For the next hour they will instead gain access to the first character's class, skills, nation, personal conjunction and any philosophical mysteries or role play effect they are under the effect of. The second character will also gain a role play effect: You take on some of the personality or characteristics of the character whose blood you have drunk. The nature and degree of this effect are at your discretion.



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Bow of Paris

A bow; uncomplicated, plain, unstrung.

Kept unstrung, Paris' bow is a constant reminder of what happens if you fall for the trickery of the gods. Carrying it allows you to resist any roleplaying effect resulting from a curse. If you string the bow, it loses this effect but you gain the ability to call RESIST to any call of IMPALE to treat it as a normal hit. Only one of the powers may be in play at any time.



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Rod of Priam

A ruler's rod, it has been used more than once as an improvised weapon.

Priam's rod is a reminder of the responsibilities of rulership. Borne by a Warleader, it allows a single Warband to commit to a second defence during the Saturday of the Tenth Annual.



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Shield of Ajax

An ancient shield battered and worn. It has seen off some mighty blows.

Ajax's shield is no longer good for use in combat. It's fighting days are long behind it. But the power it once bore can still be accessed. The owner of Ajax' Shield may select any one non-Capital territory on the Great Game map. Ajax' Shield may then be invoked to protect that territory from any supernatural attack or assault. Depending on the nature of the assault, it may rebound, be destroyed, be redirected or simply fail.



This artefact cannot be destroyed by normal means. You should call RESIST to any CRUSH that would damage this item, although the call affects your other items as normal.

This artifact physrep is the Property of Profound Decisions and must be returned at end of event

To be able to use this artefact you must have either read this rules sheet while in possession of the item or consulted a referee and shown them the item.

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Strange Blooms

A strange, lush flower, with a heady scent. Nectar, rich and golden drips from the flower.

This is a bloom grown from the spilled seed of Zeus. The nectar flowing from the flower is sufficient to create one draught of the Nectar of Mount Delos, a preparation which will awaken any divine heritage. To create the nectar, a philosopher must use the flower as a component in creating a potion. Take the flower to GOD and ask for the Nectar in return.



This artefact cannot be destroyed by normal means. You should call RESIST to any CRUSH that would damage this item, although the call affects your other items as normal. This artifact physrep is the Property of Profound Decisions and must be returned at end of event

To be able to use this artefact you must have either read this rules sheet while in possession of the item or consulted a referee and shown them the item.

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Nectar of Atlantis

This nectar may only be used by a CHAMPION. It will awaken any divine heritage the character possesses, and empower them as a demigod as if their divine parent had recognised them. The Nectar is consumed on use. Unlike the Nectar of Mount Delos, this will work on non-Greek champions.



*This artefact cannot be destroyed by normal means. You should call RESIST to any CRUSH that would damage this item, although the call affects your other items as normal.
This artifact physrep is the Property of Profound Decisions and must be returned at end of event*

To be able to use this artefact you must have either read this rules sheet while in possession of the item or consulted a referee and shown them the item.

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