

The Protective Key (6)

An ancient key, heavy with the weight of ages.

This Key is part of a set of 7 and when held together they have different effects than individually. If you have all 7, please come to GOD to swap the ribbons and briefing sheet.

When you have this key on your person, you are unable to care about the defence or wellbeing of people, cities, nations, or visions. Any other concern will be obviously more pressing to you.



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, This information is valid only for the Thirteenth Annual.

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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