

Second Foundation Pillar of Sikandergul

Ruined Pillar

This ruined pillar is part of what remains of the magical defenses of Sikandergul. It cannot be moved. If someone creates a connection between themselves and it – which takes an act of clear and deliberate intent (spilling one's blood upon it, for instance) – and this happens to the two other pillars which remain, the Gate from Sikandergul will open. When bonded to the pillar, you may not move more than five metres from it. You may call REPEL once per 10 seconds when bonded to the pillar. You may call MASS REPEL once every 60 seconds. You regain one hit every 10 seconds.



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.

