

Atlantean Banner

The symbol of the Labrys, the banner under which the Atlantean army marched to war.

This banner may be used once per day, and must be hung prominently at the user's end of the Arena before the battle starts to be effective. During the following battle, at the user's choice, one of the following three effects may be in play:

- * The Eye of King Minos: the forthcoming battle will be fought under ATLANTEAN RULES not ARENA RULES - injuries will heal as if outside the arena, on Atlantis.
- * The Eye of King Rhadamanthus: All of both side's special creatures - demigods, ghul, ifrit, lamiae, n'hru, Men of Bronze, liches, Demiurges, Divine CHampions must fight as if mortal - they lose all benefit from the blessings or effects they are under and must fight as base-kit champions of their nation. However, they treat any red or black bead as white.
- * The Eye of King Sarpedon: All of both side's Greater Mystery effects on the battle are postponed to the next battle fought by that nation.



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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