

Horn of Jericho

In ancient days, Jericho was a city with impenetrable walls made strong with the mysteries of Earth and Air. An army favoured by the Gods of the desert came to Jericho, and laid siege to the city, but could not breach the walls. At the height of the siege, the defenders of Jericho saw the attacking army withdraw a short distance, and begin to march lead by a single woman with a trumpet.

Round and round the walls of Jericho they marched, circling the city from the rising of the sun to the falling of the sun. As the sun hung on the horizon, a hair's breadth from touching the earth, the attacking army stopped and the lone figure stepped forward with the evening sun behind her and sounded a single note on the trumpet she carried.

A moment later, the walls of Jericho became as dust, blown by a wind that scattered the indestructible stone like sand before the storm, and the army swarmed across the defenders like the tide across the beach.

The Horn of Jericho teaches many lessons about trusting the artifice of man.

This artefact can be used once during each Annual. It can only be used at the beginning of an Arena Combat. Before the Combat begins, the Horn can be sounded to call CRUSH ALL SHIELDS to destroy all shields in the arena. It does not discriminate between the shields of allies and enemies. The use of this artefact will require the presence of a referee.



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.