

Ghosts of the 3rd Legion

This bloody rag is all that's left of one of the great legions. But for a true Roman service never ends.

This item must be invoked in the opening ceremony of an arena battle which Rome participates in to be effective. Once invoked, any ROMAN involved in the battle may call RESIST to treat any call of IMPALE as a single hit. A ghost of the Third Legion rises to take the killing blow for the Roman in question. ROLEPLAYING EFFECT: Those Romans so influenced may find themselves carrying false memories, snatches of conversation or being inclined to the worship of Orcus or the Tre Madri after the battle is over; as with all roleplaying effects, the interpretation is open to the player.



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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