

Armour of Prince Kesh

Khem's hereos leave behind relics. Use them well and with respect.

This armour may be worn by any EGYPTIAN character of the Priest, Philosopher or Attendant classes. It confers on them the kit, entry permissions and skills of a EGYPTIAN Champion. It may only be worn by one person during the Final Annual. While wearing these robes, you are under a ROLEPLAYING EFFECT: you have an admiration for the more civilised, respectable and honourable parts of Carthage, and strive to bring any you so identify into the Egyptian fold. As with all roleplaying effects, the interpretation is down 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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