

Blood of the Sphinx

Thick. Treacly. Smells of carnage, horror and a dread, violent end to a dread, violent life.

This dark, gelid fluid can be used in place of the entire quintessence requirement for a single Greater Mystery, covering all four elements. Alternatively, if you have a very strong stomach, an unconventional approach to danger, and feel entirely prepared to roll the dice with the fates, then there is enough of this rancid stuff that, if it were diluted, it could be made into three drinkable draughts. However, all three draughts would have to be used, by different people, simultaneously.



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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