

Phial of Blood and Dreams

It looks like blood - or perhaps beer. Or beer that looks like blood.

You feel a powerful connection to the goddess Sekhmet after drinking this blood.

The drinker is placed into a mystic trance where they envision battles and bloody conflicts in their sleep and dreams. You begin to feel tired and will over the course of the next thirty minutes fall into a deep sleep.



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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