

Armour of Achilles

Achilles, hero of the Greeks! Achilles, hero of the siege of Troy! Achilles, who slew Hector of Troy and dragged his body seven times around the city behind his chariot! Achilles, who fought for the love of his people, for the love of Patrocles, for the love of the Gods! Hail heroic Achilles, best and brightest and slain by cowardice!

Every Greek knows that when Achilles was barely a boy his mother Thetis sought to protect him from his foretold fate and dipped him into the River Styx, holding him by his tiny heel. Infused with a power beyond life and death, Achilles became one of the greatest of heroes.

This is the armour great Achilles wore when he fell, and it is soaked by his sweat and his blood, and by the tears he shed for his beloved Patrocles. The water of his body infused the leather with a little residue of the water of the river of death. The one who wears this armour in his memory will achieve great things, but remember the lessons of Achilles. That all the preparations of Thetis could not protect him from the jealous arrow of Paris of Troy, that all a mother's love could not deflect the decrees of Fate, and that nothing that lives can ever consider itself undefeatable.

THE EFFECTS OF THIS ARTIFACT HAVE CHANGED.

This artefact can be used once during an annual. You must be a Greek champion to activate the armour.

Your total hits (including body hits and armour bonuses) rise to 10 and cannot be increased beyond this in any way.

If you have abilities which in combination provide you with additional hits beyond 10, they are lost.

You may call RESIST to treat any call of STRIKEDOWN or REPEL as a normal hit but you must take full effect from IMPALE even if you would otherwise be able to call resist.

The effects of the artefact last for one Arena Combat or Quest or until you remove the armour.

You must inform a referee that you have used this artefact as soon as it is practical to do so.

The Armour of Achilles is ineffective and powerless if worn by any character who would be eligible to fight in the Immortal's Laurel.



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.