

## War Robes of Shah Hadi

*Persias heroes leave behind relics. So do villains. Their origin does not matter, only the use to which they are put. Use them well and with respect.*

This item may be worn by any PERSIAN character of the Priest, Philosopher or Attendant classes and counts as PERSIAN CULTURAL ARMOUR. It confers on them the kit, entry permissions and skills of a PERSIAN Champion. It may only be worn by one person during the Final Annual. While wearing these robes, you are under a ROLEPLAYING EFFECT; you tend to view things in a very uncompromising, right-and-wrong way. You find the duality of the Good Religion very appealing and are less engaged by the messy grey morality of the Old Gods. As with all roleplaying effects, the decision on how to implement it is the player's.



*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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