

## Lionskin of Herakles

*The skin of the Nemean Lion - proof against every blade.*

This item may only be used by a PRIEST, PHILOSOPHER or ATTENDANT. It may only be used TWICE during the Final Annual. It may only be used in the Arena or on a Quest, and the effect lasts only for the duration of the arena battle or quest. For the duration of the effect the wearer of the Lionskin acquires all of the skills of an on-kit cultural champion in addition to their own skillset (up to a hard maximum of ten hits total). Further, for the duration of the effect, the wearer may call RESIST to treat any call of IMPALE, REPEL, STRIKEDOWN or CRUSH as a normal hit during Friday and Saturday of the Final Annual - it loses these resistances on Sunday of the Final Annual . While wearing it, the wearer is possessed of an enormous sense of confidence and heroism - no challenge is too great, no battle too fearful, no enemy too strong. This can become overconfidence, and if defeated while wearing the Lionskin, a character takes two bead pulls, keeping the worst.



*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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## Shield of Athena

*the Cyclopes in Hephaestus' forge busily burnished the aegis Athena wears in her angry moods—a fearsome thing with a surface of gold like scaly snake-skin*

This may only be borne by a CHAMPION. During the Twelfth Annual, the warband of the bearer may participate on ONE ADDITIONAL DEFENCE which may only be for Hellenic Phoenician territory. This may be on Saturday or Sunday at the warleader of the warband's option. The warband which uses this ability may not use any other ability which grants or confers an additional defence.



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55

## Rod of Seven Gates

*In the Kingdom of Osiris there exists seven halls through which the deceased are anxious to pass, but each is guarded by a doorkeeper, a watcher and a herald, and it requires special skill on the part of the deceased to satisfy these beings of your right to pass. But no ceremony or spell can avail unless you know the names of the seven doorkeepers, and the seven watchers and the seven heralds who guarded them. Written like dust upon this branch there names can almost be read.*

While carrying the this staff you reduce the cost of applying quintessence in any mystery you partake in by one quint of your choice.



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58

## Rod of Insight

*Isis knows the names of all things and their place in the history of the world. Speak the secret name of power and like a divining rod this talisman turns towards those secrets lost and yearns to recover them.*

My touching this wand to an item and performing a ceremony for 1 minute you are able to see into its past as if the spell Wisdom of the Ages had been cast directly by you. This can be used once per day.



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59

## Black Sarcophagus

*It smells of black earth and rot – the stains on the lid are old and dry but sometimes seem to glisten like slick, fresh blood.  
Go on. Get in. What harm could it do?*

The BLACK SARCOPHAGUS acts as a focus for any PARAMOUNT MYSTERY (but not KEYS or LOCKS). It may be used for this purpose FIVE TIMES during the Final Annual. It is aligned with the element of DARKNESS.

Any living character who lies prone in the Sarcophagus when the lid is closed may undergo a SARCOPHAGUS TRANSFORMATION. Report to GOD IMMEDIATELY.

Any dead character which is placed in the Sarcophagus may return to a kind of life. Please notify a Drowned Dead if a dead body is placed in the Sarcophagus.

Please advise the Drowned Dead to notify ST if it is present for or involved in any philosophical rite.



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90

## Minoan Champion's Helmet

The wearer of the helmet gains +5 hits and may call RESIST to treat REPEL and STRIKEDOWN calls as a normal hit three times during the Friday and Saturday of the Final Annual. This ability is not available on the Sunday of the Final Annual. .



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105

## Vitruvian Vicissituding Vivisector

*Vicious tools of blood, yet weapons not. Instruments of learning can also have fangs.*

Once per an hour, a character with the Physician skill may perform a vivisection upon a person or an item which is metaphysically entangled with a person. At the end of this the target will need to take a bead pull, for which any blessings they may have do not apply. The user will gain some knowledge of the person (or item) and for the next hour an element of their nature. Use of this item requires 5 minutes of appropriate (i.e. painful) roleplay.



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135

## The Lantern of First Light

*The lantern is shuttered and contains something inside. Something... very... very... bright....*

The LANTERN OF FIRST LIGHT acts as a focus for any PARAMOUNT MYSTERY (but not KEYS or LOCKS). It may be used for this purpose THREE TIMES during the FINAL ANNUAL. It is aligned with the element of LIGHT

THE LANTERN OF FIRST LIGHT may be used up to TWICE during Mirror of the Sea to create a CARDINAL LOCK effect on a Paramount Mystery which has been cast with any of the Elemental Keys. Upon the second casting it will cease to function completely for the rest of the Annual.



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154



## Atlantean Banner

*The symbol of the Labrys, the banner under which the Atlantean army marched to war.*

This banner may be used once per day, and must be hung prominently at the user's end of the Arena before the battle starts to be effective. During the following battle, at the user's choice, one of the following three effects may be in play:

- \* The Eye of King Minos: the forthcoming battle will be fought under ATLANTEAN RULES not ARENA RULES - injuries will heal as if outside the arena, on Atlantis.
- \* The Eye of King Rhadamanthus: All of both side's special creatures - demigods, ghul, ifrit, lamiae, n'hru, Men of Bronze, liches, Demiurges, Divine CHampions must fight as if mortal - they lose all benefit from the blessings or effects they are under and must fight as base-kit champions of their nation. However, they treat any red or black bead as white.
- \* The Eye of King Sarpedon: All of both side's Greater Mystery effects on the battle are postponed to the next battle fought by that nation.



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175

## Daughter of Euphemia and Kapaneus

*And the gods looked upon the harvest of love and smiled*

This Child acts as an artefact which confers the Blessing of Aphrodite: As you look into this child's eyes you are inspired by love and you realise that anything can be achieved through love! This effect is strongest when you look into the eyes of the child. You may resist this effect if you feel it is appropriate for your character to do so, but the effect is strong and it will take you a moment to fight against it...



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176

## Hyperborean Shield

*This is a shield of superior workmanship.*

This shield allows the bearer to call RESIST to the next five calls of CRUSH that land on the shield.



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225

## Superior Hyperborean Shield

*This is a shield of exquisite workmanship.*

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227

## Platonic Bludgeon of Aristotle

*This weapon is made with perfect lines, by a master of many crafts. It is warm in your hand no matter the weather or time.*

Three times this annual, the bearer of this weapon - who cannot be a CHAMPION - may enter the arena as a CHAMPION with their nation's CHAMPION kit.



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## Icon of Sekhmet

*Sculptured from volcanic rock and craved in the likeness of Sekhmet this Icon seems worn and stained with dark blood. Beautiful and fearful the majesty of the Golden Lion.*

The Icon of Sekhmet may be utilised only during the Announcement phase of a battle dedicated to the name of Sekhmet, where Egypt is on the ATTACK.

All Sekhmet worshippers of the Silenced Court may participate in that battle no matter what their path, and all gain full Egyptian Champion skillset and cultural armour bonuses. They count as BERZERKERS for the duration of the battle and may remain upright and fighting down to a hit total of up to -3; however, they must take an extra bead pull WITHOUT replacement for each hit beyond zero they have taken.

Their faces must be painted in human blood for this effect to come into play.



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272

## Golden Image of Isis

The famous golden tablet depicts the wonder of Isis and her faithful celebrating the completion of her great Temple on Antirhodos island near Rhacotis. It was built by Khnum and his followers to be the most beautiful shrine to any god in Egypt.

The Golden Image can be invoked to remove any one CURSE effect unless there are specific instruction that curse may not be lifted by generic resolution.



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273

## Guayota's Diagrams

...the key to the gate, whereby the spheres meet...

These diagrams are complex and seem to writhe on the very page. You are granted brief flashes of vision; something huge beyond imagining, rods and wheels and eyes in the wheels, a great celestial mechanism of surpassing complexity and power, the gate and the key, secret connections, the hidden pathways of the world.

The diagrams have something to do with the Gates of Horn and Ivory, but only in the same way a bird has something to do with the sky. What they describe is... so much greater.

Some of what they describe is almost Egyptian, but not quite.

To utilise the Diagrams requires MASTER BUILDER status. If you possess the diagrams and the status, come to GOD for the advanced briefing sheet.



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276

## Iapyxian Amulet

*a twisted thing of bronze forged in fire and blood with a linger scent of iron and sea water.*

You can use this artefact once during the Annual. If it is being worn by a character who successfully executes a God using an appropriate weapon, then the power released by the God's death will aid the creation of a small pseudo magisterium on land in the Iberian Peninsula. Though permanently dead, the executed God will in a metaphysical sense continue to exist, trapped within the amulet – the presence of the amulet within the pseudo-magisterium will prevent magisterial collapse provided the magisterium remains small enough.



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281

## Ancient Tables

If you subject this item to a Wisdom of the Ages effect you are compelled through a roleplaying effect to speak only in lies for the next five minutes.



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296

## Sword of Pharaohs

*This ancient sword of Egypt is covered in symbols and fine markings hard to see with the eye which read "Let the water which is life turn into consuming fire, O thou whom the thirty-seven gods did make burn with the flame of Egypt, forged from the chain of Ra. Get thee back, O terror of night, thou son of Set!"*

This item must be invoked ahead of one arena battle on the Friday or Saturday of the Final Annual. The Minoans must be informed before the item is invoked. During that battle, no special abilities or effects which allow for lost hits to be recovered during the battle (regeneration, lesser mysteries of healing, etc) on the opposing side will function until the battle is over and the philosophers have entered to commence healing. During that battle the sword may be used to hit for STRIKEDOWN up to five times.



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297

## Heart of Pan

*This ancient heart of bronze is crudely formed like clay moulded by hand. Too big to be a human heart no tools were used in its forging and the soot marks from the fire are still visible. Heavy like a stone it sometimes feels warm to the touch when handled.*

*Holding it for any length of time you begin to hear ghostly drums far away on the edge of your hearing.*

This is a huge battery of earth quintessence; it may only be used, sacrificed or committed wholly, it cannot be divided. It represents fifty earth quintessence.



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298



## Goblet of Shu

*This copper goblet seems crude and very old. Scratches and stains of blood cover its surface and within the liquid seems black and smells of oil.*

If you drink from this goblet and can Apply Quintessence you will feel a terrible moment of panic as your vision fills with the heavens above Egypt and the many wondrous stars of the Zodiac dancing through time and space. They seem to focus their light and power. A phantom strike of lightning pours down from the sky upon you like a conduit linking you to the horizon.

The next time you contribute to a mystery the cost in air quintessence for that mystery is reduced by to one and the cost of water and fire quintessence reduced by half.

Once that ceremony is completed you are struck with terrible fatigue and weakness. You must see a Drowned Dead and perform three bead pulls keeping the worst result irrespective of where you are.

You may only drink from this goblet once without certain death. If you drink from the goblet a second time you will gain the boon of the stars until your next casting of philosophy but after that mystery is completed you fall down instantly dead.



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299

## Shimmering Mask

*The sparking mask is wrought of pure crystal and seems feather light and cool to the touch. At times lights flow across its surface and images of the zodiac signs can be seen within its reflective gaze.*

You feel your perception of the world alter when wearing this mask. You can almost see the flow of quintessence in the world and feel at all times the presence of the stars above the Middle Seas and their influence on the magic of the world.

You have a connection to the Titan of Magic and may experience dreams and visions if the mask is worn for long periods. Your emotions and feelings overlap at times when in close proximity. Over the course of the Annual you may call RESIST against any effects or CURSES created by philosophy twice.



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300

## 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.



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301

## The Trident of Melqart

*He may not have been the cleverest god, but he certainly knew how to keep a trident sharp.*

This item enables the wielder to call CURSE OF MELQART against any Ghul or Lamia, following which they must obey the next command spoken by the wielder.

The wielder of MELQART'S TRIDENT may call EXECUTE - PERMANENT against any Ghul or Lamia who has been incapacitated or who is unable to defend themselves.

The bearer gains the skill USE TWO HANDED WEAPON and may use the Trident to call STRIKEDOWN up to three times in any arena battle or quest.

MELQART's TRIDENT may only be wielded by a psychopomp, an underworld god or by one who has had BLOOD OF FAMILY cast on themselves.



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302

## The Black Spine

*This is an ancient, blackened spine, fused by hellfire and lightning and honed into a blade sharper than such a thing has any right to be. The injuries it causes are vicious and brutal, and it thirsts for souls.*

The wielder of THE BLACK SPINE may call EXECUTE - PERMANENT against any incapacitated foe. Each time this ability is used, the wielder acquires one negative monstrous or bestial trait - come to STORY for make-up and/or prosthetics to be applied. Or worse, for them not to be applied, and for the bestial trait to be an invisible, mental one. Not all wolves have their fur on the outside.

In the possession of any Ghul, Lamia or Lycanthrope, your HUNGER status immediately increases to LESSER HUNGER and increases by one step every half hour while you hold this sword.

In normal combat the BLACK SPINE strikes for STRIKEDOWN up to three times in any given arena combat or quest.

The bearer of this weapon feels a very strong urge to use it - you become unreasonable, irrational, bloodthirsty, violent and vicious. Like all roleplaying effects, interpretation of this effect is the responsibility of the bearer.

This item acts as an OMPHALOS for the Persian god AZI DAHAK.



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303

## Bottled Lightning

A bottle made in the classical fashion of the Tingis glassworkers. It contains... something glowing.

Upon opening this bottle please come to GOD.



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304

## Fruit of Clarity

*They taste so damn good you can't really think about anything else.*

These fruit allow the eater to call RESIST to any roleplaying effect of any kind imposed on them from an external force for the remainder of the Annual.



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305

## Bow of Apollo

This bow confers the skill USE MISSILE WEAPON on the wielder. The wielder can only be loyal to the VISION OF HYPERBOREA ULTIMA. Whenever the bow is used in combat, if it strikes for IMPALE against a Greek or Hyperborean, the wielder of the bow also takes the IMPALE effect (even if normally resistant) and will suffer the same bead pull result as the target if they take the IMPALE effect.

Under all other circumstances the wielder calls RESIST to treat IMPALE as a normal effect.



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306



## Bow of Artemis

This bow confers the skill USE MISSILE WEAPON on the wielder. The wielder can only be loyal to the VISION OF THE MORTAL HERO. Whenever the bow is used in combat, if it strikes for IMPALE against a Greek or Hyperborean, the wielder of the bow also takes the IMPALE effect (even if normally resistant) and will suffer the same bead pull result as the target if they take the IMPALE effect.

Under all other circumstances the wielder calls RESIST to treat IMPALE as a normal effect.



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307

## Foundation of Pan

*An ancient temple foundation stone covered in unreadable marks*

While holding this stone, you find it harder to remember how to act in a civilised manner. Putting the stone down reverses the effect



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308

## The Authorative Key (1)

*An ancient key, heavy with the weight of ages.*

This Key is part of a set of 7 and when held together they have different effects than individually. If you have all 7, please come to GOD to swap the ribbons and briefing sheet.

When you have this key on your person, you are unable to exert your own authority. You accept the authority of others and will tend to do what you are told.



*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.*

309

## The Radiant Key (2)

*An ancient key, heavy with the weight of ages.*

This Key is part of a set of 7 and when held together they have different effects than individually. If you have all 7, please come to GOD to swap the ribbons and briefing sheet.

When you have this key on your person, you are unable to appreciate beauty in any way.



*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.*

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310

## The Ornamental Key (3)

*An ancient key, heavy with the weight of ages.*

This Key is part of a set of 7 and when held together they have different effects than individually. If you have all 7, please come to GOD to swap the ribbons and briefing sheet.

When you have this key on your person, you are unable to present yourself in your best light, instead drawing peoples attention to your mistakes, failings, and shortcomings.



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311

## The Steadfast Key (4)

*An ancient key, heavy with the weight of ages.*

This Key is part of a set of 7 and when held together they have different effects than individually. If you have all 7, please come to GOD to swap the ribbons and briefing sheet.

When you have this key on your person, you are unable to resist the opinions and beliefs of others, and are likely to internalise opinions you have heard for several hours after relinquishing the key.



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312

## The Honest Key (5)

*An ancient key, heavy with the weight of ages.*

This Key is part of a set of 7 and when held together they have different effects than individually. If you have all 7, please come to GOD to swap the ribbons and briefing sheet.

When you have this key on your person, you are unable to effectively lie. You will be prone to stating your honest opinion and attempts to lie will be extremely stilted and unconvincing.



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313

## The Protective Key (6)

*An ancient key, heavy with the weight of ages.*

This Key is part of a set of 7 and when held together they have different effects than individually. If you have all 7, please come to GOD to swap the ribbons and briefing sheet.

When you have this key on your person, you are unable to care about the defence or wellbeing of people, cities, nations, or visions. Any other concern will be obviously more pressing to you.



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314



## The Naked Key (7)

*An ancient key, heavy with the weight of ages.*

This Key is part of a set of 7 and when held together they have different effects than individually. If you have all 7, please come to GOD to swap the ribbons and briefing sheet.

When you have this key on your person, you are unable to gain a benefit from any blessing or philosophical effect (but continue to take all negative mechanical effects and all roleplay effects).



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315

## The Keys to Irkalla

*Ancient keys, with the power of ages.*

While you have these keys on your person, you have dominion over Irkalla, the Persian Underworld. If you believe you have the ability to make use of this dominion, please come talk to GOD.



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316

## Nakhti's Gate

Ancient Gate



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317

## First Foundation Pillar of Sikandergul

### Ruined Pillar

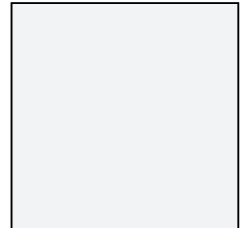
This ruined pillar is part of what remains of the magical defenses of Sikandergul. It cannot be moved. If someone creates a connection between themselves and it – which takes an act of clear and deliberate intent (spilling one's blood upon it, for instance) – and this happens to the two other pillars which remain, the Gate from Sikandergul will open. When bonded to the pillar, you may not move more than five metres from it. You may call REPEL once per 10 seconds when bonded to the pillar. You may call MASS REPEL once every 60 seconds. You regain one hit every 10 seconds.



*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.*

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## Second Foundation Pillar of Sikandergul

### Ruined Pillar

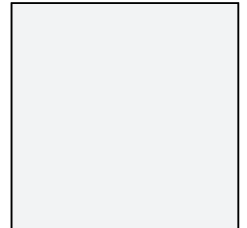
This ruined pillar is part of what remains of the magical defenses of Sikandergul. It cannot be moved. If someone creates a connection between themselves and it – which takes an act of clear and deliberate intent (spilling one's blood upon it, for instance) – and this happens to the two other pillars which remain, the Gate from Sikandergul will open. When bonded to the pillar, you may not move more than five metres from it. You may call REPEL once per 10 seconds when bonded to the pillar. You may call MASS REPEL once every 60 seconds. You regain one hit every 10 seconds.



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## Third Foundation Pillar of Sikandergul

### Ruined Pillar

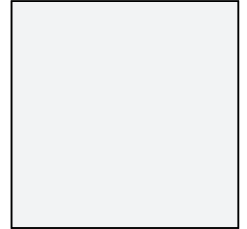
This ruined pillar is part of what remains of the magical defenses of Sikandergul. It cannot be moved. If someone creates a connection between themselves and it – which takes an act of clear and deliberate intent (spilling one's blood upon it, for instance) – and this happens to the two other pillars which remain, the Gate from Sikandergul will open. When bonded to the pillar, you may not move more than five metres from it. You may call REPEL once per 10 seconds when bonded to the pillar. You may call MASS REPEL once every 60 seconds. You regain one hit every 10 seconds.



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## Spear of Alexander IV

Of Alexander, Son of Megas Alexandros Am I

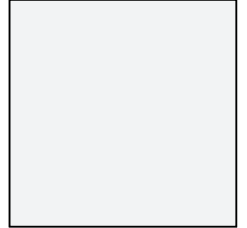
This is the Omphalos of Alexander IV of Macedon. Its use and function are opaque to others.



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## Bottled Reality

*The Bottled Reality has one surface and zero volume. Therefore it contains none of Reality. Or all of it.*

This bottle is a three dimensional manifold of a 5 dimensional object. It should not be used in any universe with fewer than three dimensions.



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322



## Control Crystal

A crystal pyramid

This Crystal hums with a huge, latent power.



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323

## Coat of the Jekri

*This leather jacket has defenses far beyond the mundane. If you listen carefully, you can hear the sounds of hissing within it. Do not take it from its owner, that would end both badly and slowly.*

The wearer of this coat is protected from minor to moderate PHYSICAL and PSYCHOLOGICAL affects. Can resist three each of damage calls below TRIPLE, and any ROLEPLAY EFFECTS



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666



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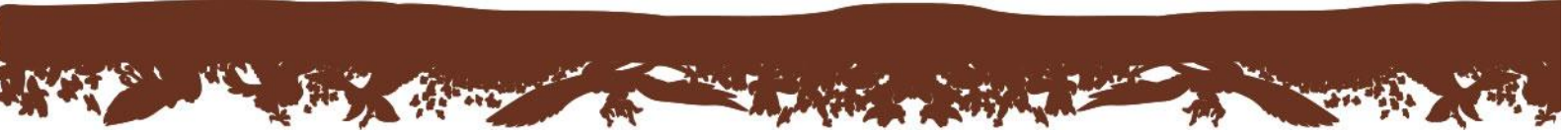
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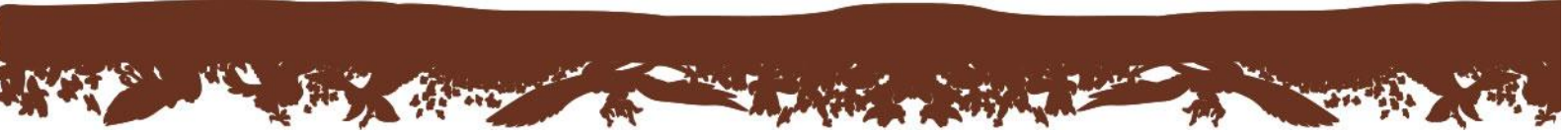


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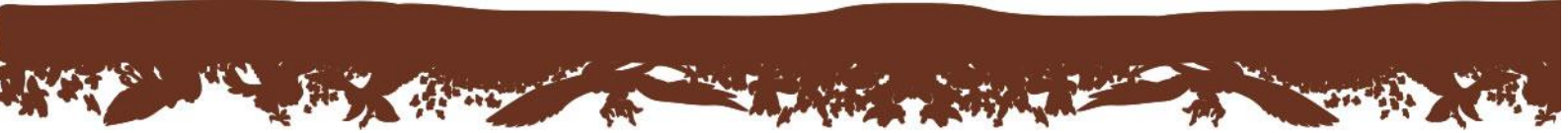
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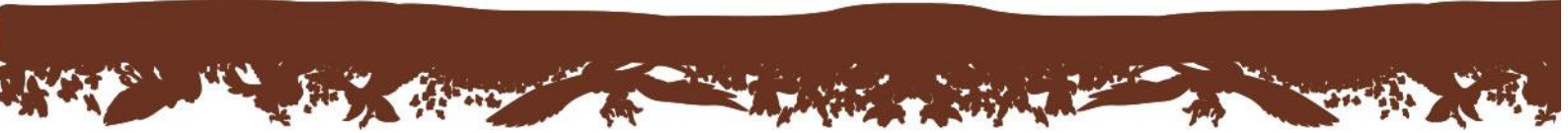
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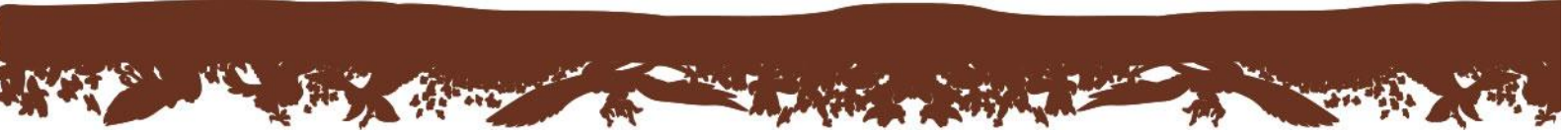


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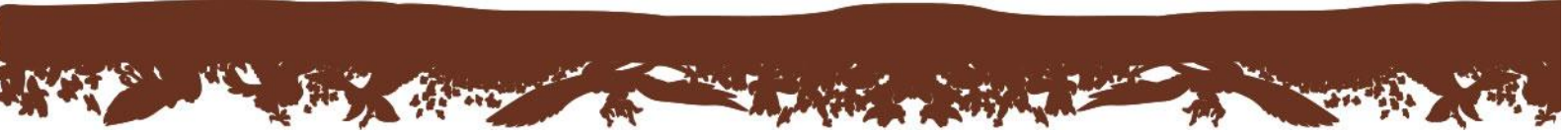
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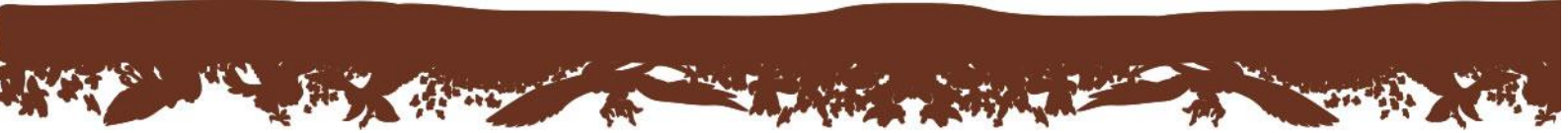


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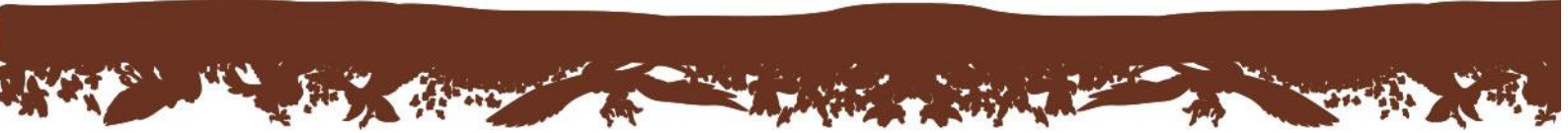


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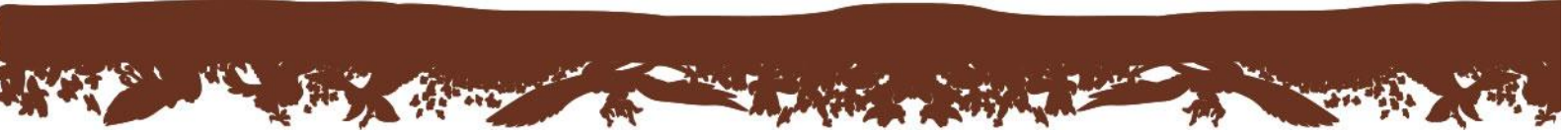
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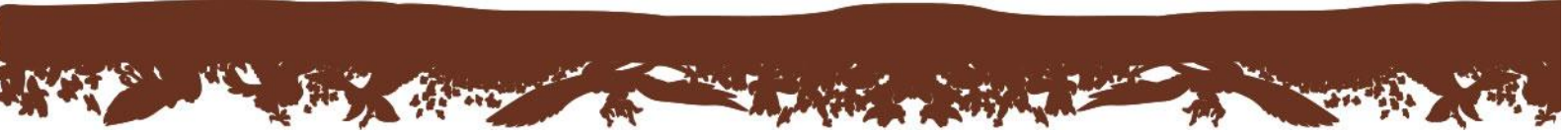


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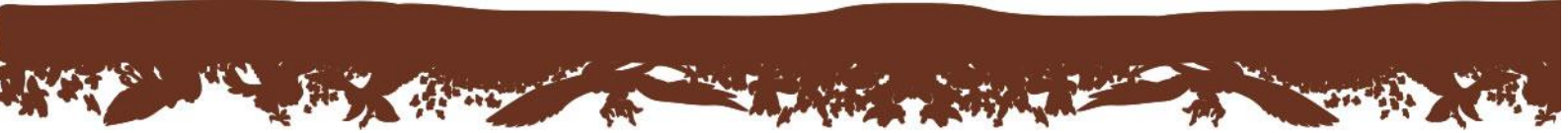


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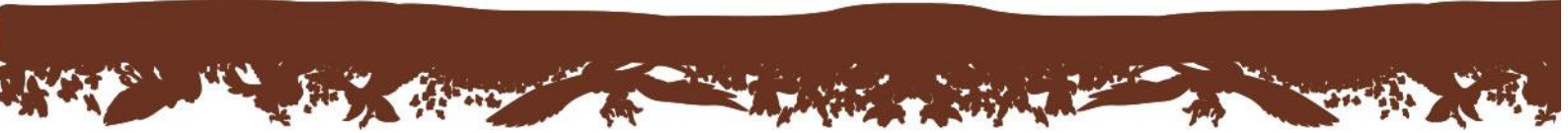
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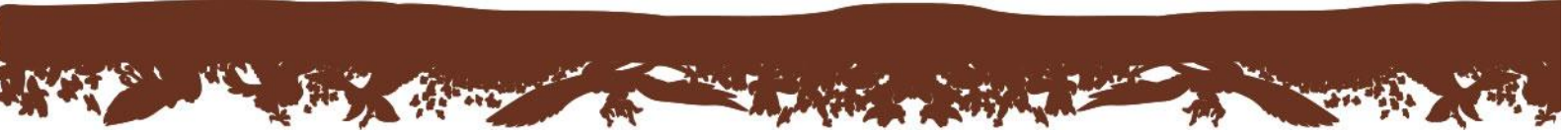


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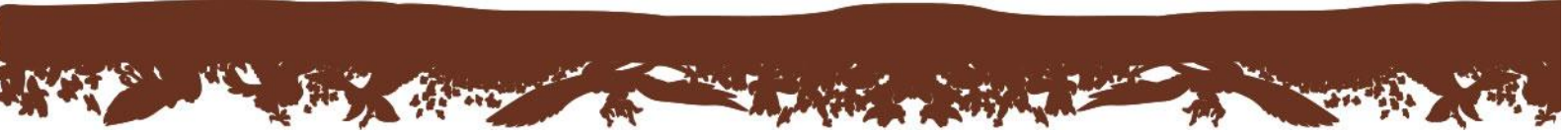


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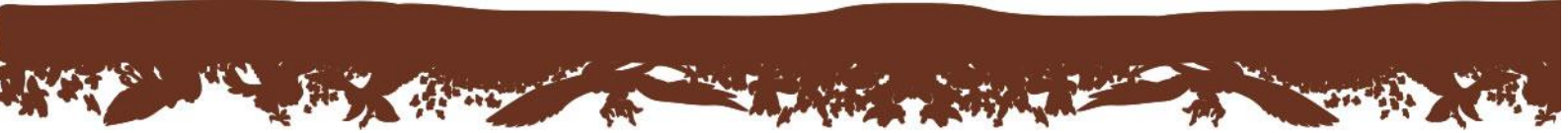
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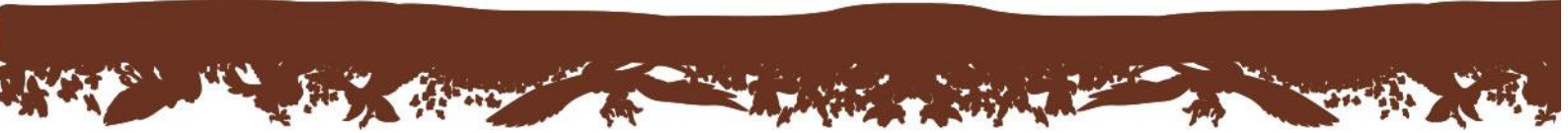
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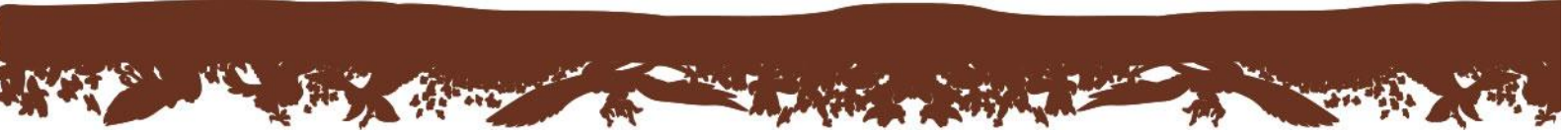
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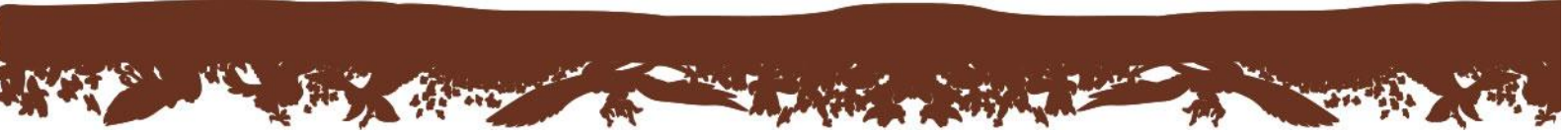


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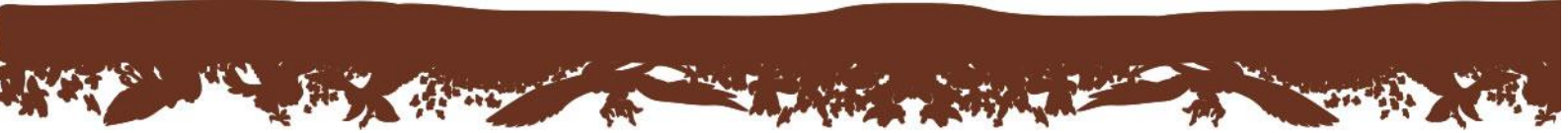
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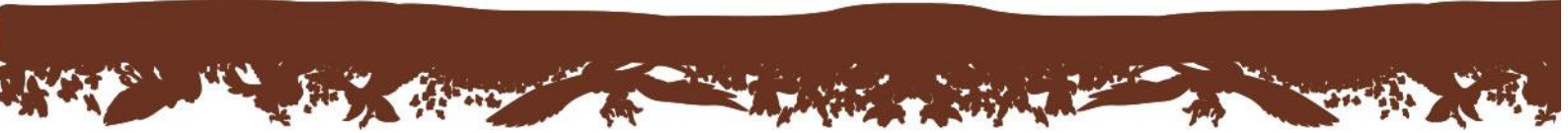
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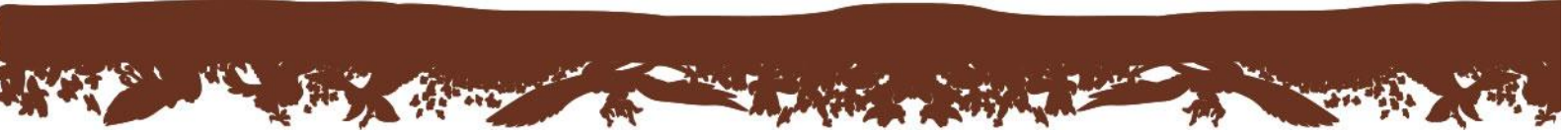


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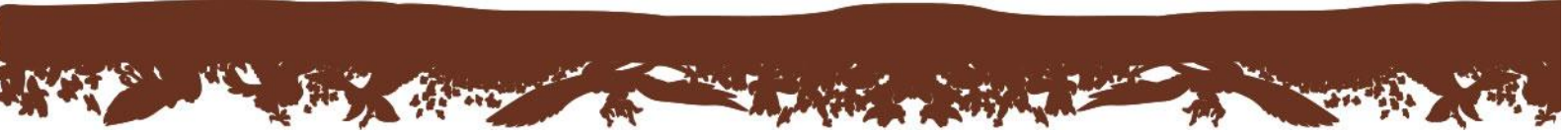
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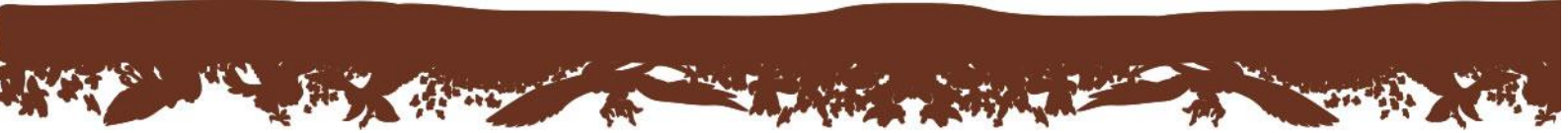


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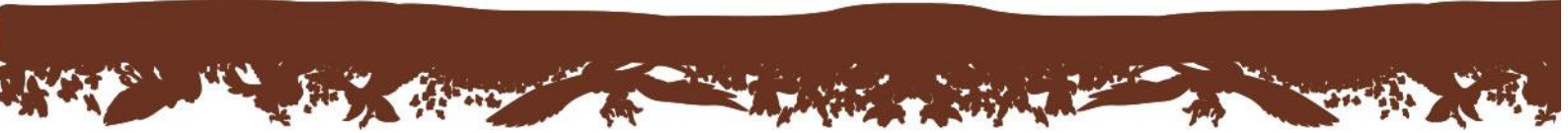
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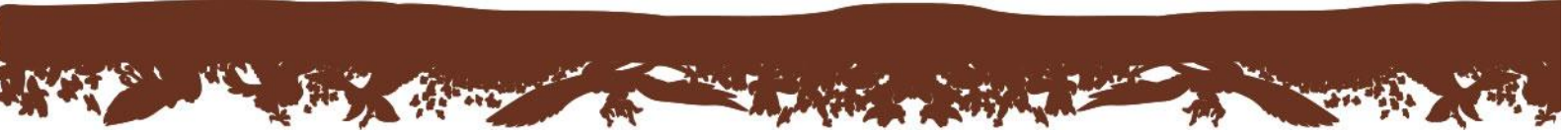
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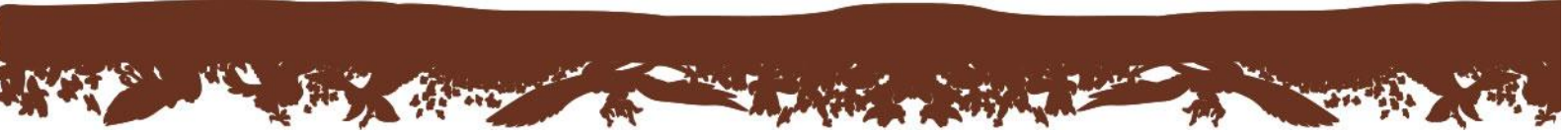


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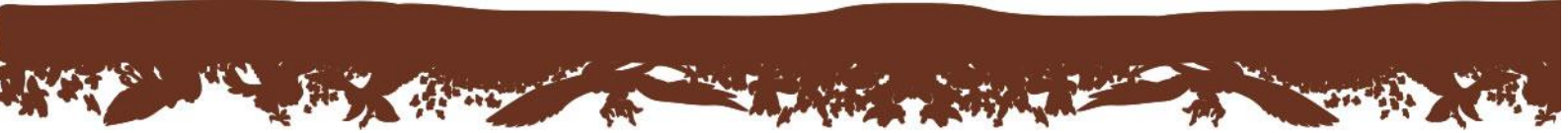
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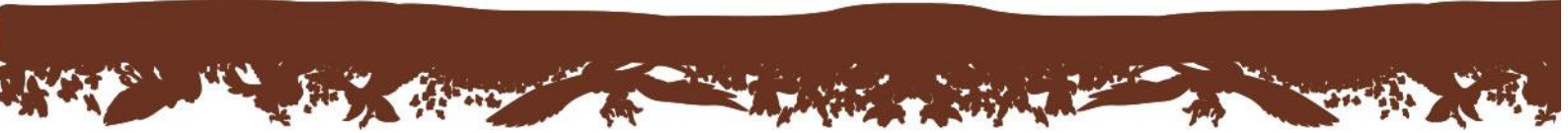


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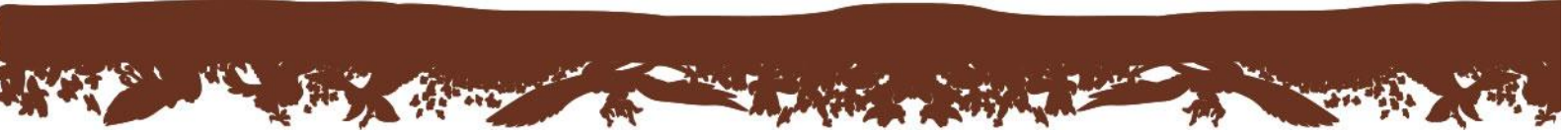


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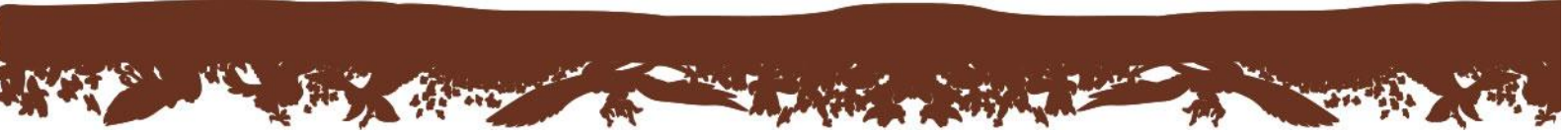
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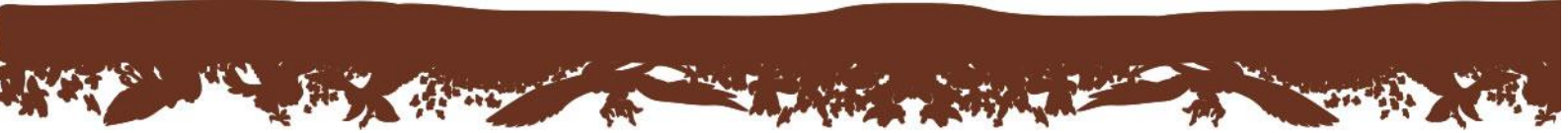
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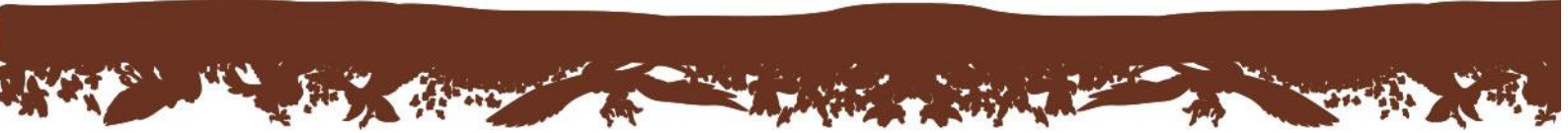


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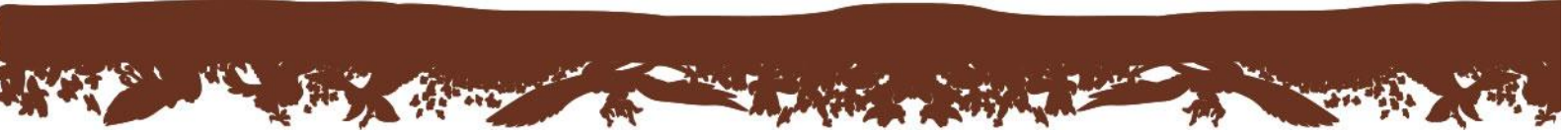


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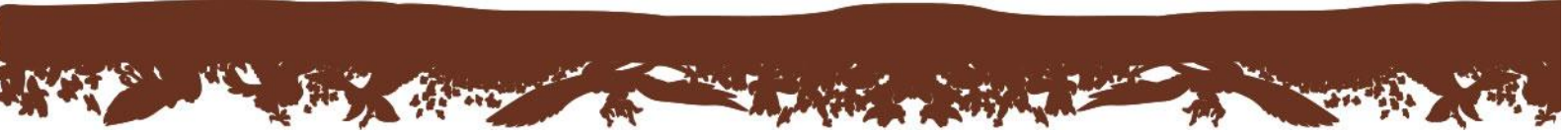
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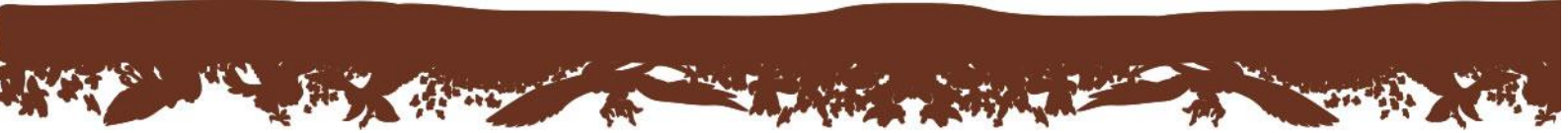
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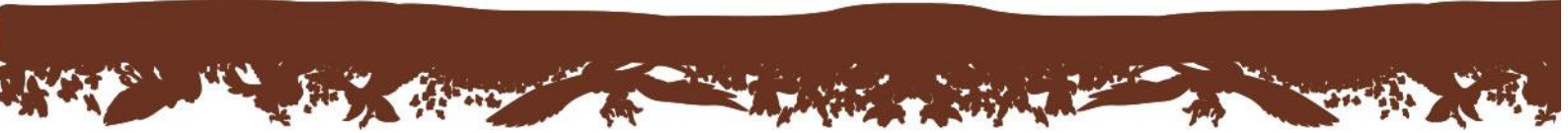
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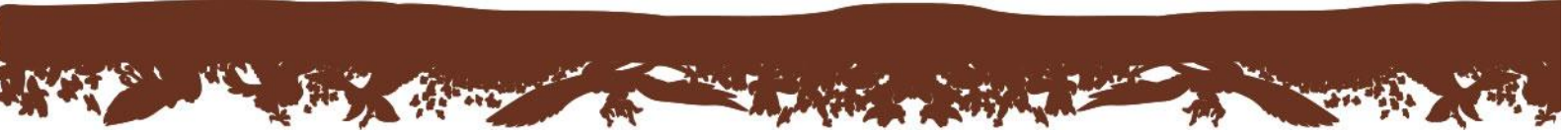


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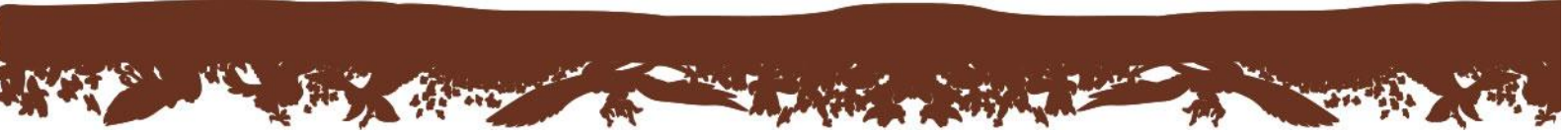
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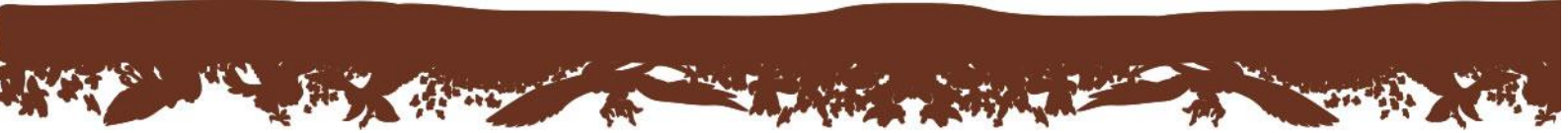
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*To be able to use this artefact you must have either read this rules sheet while in possession of the item or consulted a referee and shown them the item.*

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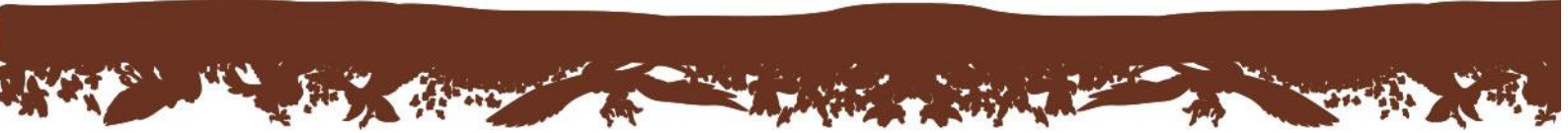


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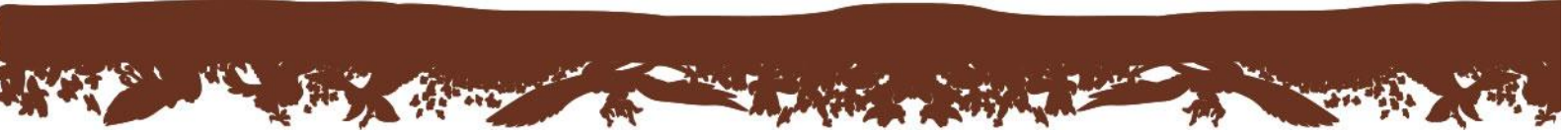


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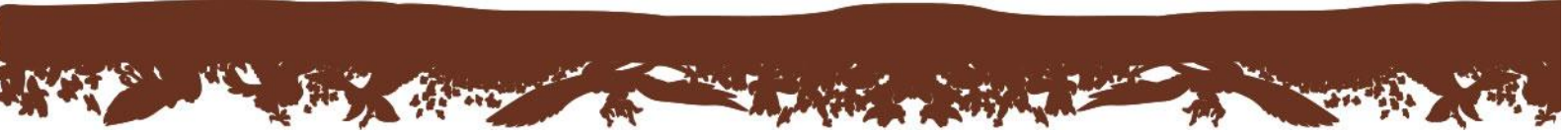
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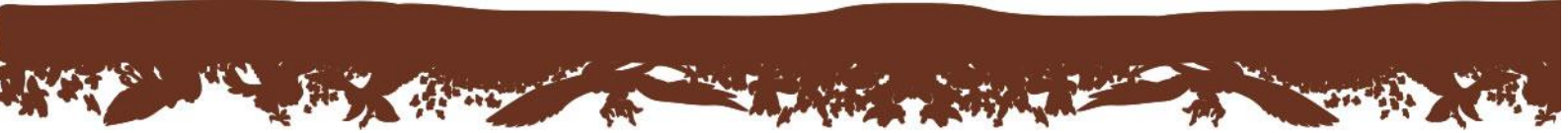


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