

## Glorious Cup of Sutekh

Many treasures come to Luxor out of the cold desert, from under the watchful eyes of the vulture and the scorpion. They come to the market-places and the bazaars, and they come to the hands of the wise and the foolish. Some of these treasures are offered in tribute, others bring with them a terrible curse. Did Sutekh ever drink from this old golden cup that bears his name? Or was it the possession of some forgotten Pharaoh whose name was lost to the dust three thousand years ago? Why has it been renewed and reshaped? What is the significance of the scenes of gods and pharaohs that adorn it? Why does every drink taken from the cup taste distantly of burnt offerings and of sand? How old, truly, is the Cup that bears the name of Dread Sutekh? All we can say with any certainty is that to drink a deep draught of red wine from the cup is to taste of passion and a burning wrath. Raise the cup to your lips and drain it in a single hot gulp, swallowing bitter wine and feel the fury of the sandstorm begin to kindle in your belly and your heart.

THE EFFECT OF THIS ARTIFACT HAS CHANGED. When invoked during the opening announcement of a battle, this artifact will secure the cities of the warleader owning it from loss. Even if he is defeated, all cities belonging to him are shielded from loss by the direct intervention of Sutekh.



*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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## Horn of Jericho

*In ancient days, Jericho was a city with impenetrable walls made strong with the mysteries of Earth and Air. An army favoured by the Gods of the desert came to Jericho, and laid siege to the city, but could not breach the walls. At the height of the siege, the defenders of Jericho saw the attacking army withdraw a short distance, and begin to march lead by a single woman with a trumpet.*

*Round and round the walls of Jericho they marched, circling the city from the rising of the sun to the falling of the sun. As the sun hung on the horizon, a hair's breadth from touching the earth, the attacking army stopped and the lone figure stepped forward with the evening sun behind her and sounded a single note on the trumpet she carried.*

*A moment later, the walls of Jericho became as dust, blown by a wind that scattered the indestructible stone like sand before the storm, and the army swarmed across the defenders like the tide across the beach.*

*The Horn of Jericho teaches many lessons about trusting the artifice of man.*

This artefact can be used once during each Annual. It can only be used at the beginning of an Arena Combat. Before the Combat begins, the Horn can be sounded to call CRUSH ALL SHIELDS to destroy all shields in the arena. It does not discriminate between the shields of allies and enemies. The use of this artefact will require the presence of a referee.



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## Rosetta Stone

*A tool of translation and transformation – three languages as one, a mirror to the world showing us we are all the same in the end. That, or a bored scribe's joke. Who can tell?*

This artifact has no discernible powers. It is no longer the Titanic Artifact of Water.



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## Mirror of Apollo

*See! The God lies dreaming. His brow is clear and the light of poetry and wisdom shines from his face.*

*See the god of the Oracle, so beautiful and serene.*

*Gaze upon the Mirror of Apollo, and gaze upon the face of the beautiful god. Take solace from him and know that you are in his thoughts.*

THE EFFECT OF THIS ARTIFACT HAS CHANGED. When invoked during the opening announcement of a battle by the rightful possessor, this artifact will secure the cities of any warleader the rightful possessor nominates from loss. Even if they are defeated, all cities belonging to them are shielded from loss by the god Apollo. The rightful possessor of this artifact is HIGHLY BELOVED of Apollo and the artifact confers the following abilities: Call RESIST to any call of CURSE. The Rightful Possessor as of thge start of the Thirteenth Annual is LYSANDRA.



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## 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.



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## Labrys

*Knossos is ancient. The axe called Labrys is ancient. It is sanctified by the act of bloodshed, which is also ancient. Knossos is a place of nameless snake women and bull-headed men, a place of cresting sun-dappled water and lightless echoing passages, of crumbling stone and sun-browned skin and the taste of bitter wine and salt. The Labrys is the echo of all these things. Perhaps it is fitting that the Labrys is brought to Atlantis for legend says that once it was wielded by King Minos, who now serves the Fates in the Arena. When Atlantis sank beneath the waves, the Labrys remained on Knossos, which many believe to have been the furthest outpost of that ancient empire. History makes the Labrys heavy, long centuries of hewing blood and bone make it heavy, dark nights and unspoken secrets make it heavy. Constant use makes it sharp.*

Creatures and beings executed by the LABRYS will die even if in possession of blessings or skills that would otherwise allow them to escape that fate.

When executing a character with this weapon (and ONLY when executing a character with this weapon), use the call "EXECUTE - PERMANENT".

The Labrys may also be used to call STRIKEDOWN for the duration of one quest or arena battle during the Friday or Saturday of the Final Annual. This ability is NOT available for the Sunday of the Final Annual.

Bearing the Labrys brings about strong antideistic sentiment. The bearer may view gods as unreasonable and bloodthirsty tyrants. As with all roleplaying effects, interpretation is down to the player.

Special rules for use in the World Forge: The Labrys may be taken through the Corrupted Gates into the World Forge. If the bearer of the weapon has the skill appropriate to use it, then it may be used to inflict damage normally on characters within the World Forge. Please notify a referee immediately if you intend to take the weapon into the Forge.



*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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## Cauldron of Medea

*Jason stole Medea from the palace of her father. He turned her head with pretty words and his pretty face. He begat children upon her, and called her his Queen in name if not in fact. When she was no longer of use to him, he cast her aside and married another woman, one with more useful political connections.*

*Foolish Jason, to scorn a woman who loved him enough to betray her father. Foolish Jason to cast aside a woman with such capacity for passion, for adoration and for hatred. Medea slew her own children rather than allow them to share her shame, and send to the pretty new wife of Jason an an envenomed dress that ate away her skin and burnt her blood with lye. Jason she drove mad, dripping venom into his ears, and weaving magic around him that in the end drove him to take his own life, bitter with the ashes of lost dreams and the regret of a true love spurned.*

*The cauldron that bears her name is the vessel in which she brewed the elixirs that raised inconstant Jason up and later brought him low. It is her legacy to those who come after her, an instrument of revenge, a tool of subtle sorcery, and a reminder of the inconstant hearts of men.*

This artefact can be used once each day during the annual. It can be used during the process of creating a Lesser Mystery recipe that creates a preparation to allow the potion created to affect people of all cultures. When you use the Cauldron of Medea, you must bring the cauldron to GOD along with the components for the Lesser Mystery in order to collect your modified preparation.



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## Girdle of Hippolyta

*Hippolyta was the queen of the Amazons – she defeated Hercules.  
Penthesilea was the queen of the Amazons. She drove back the Arimaspes.  
Thalestris was queen of the Amazons. She seduced Alexander.  
Don't mess with the Amazons.*

GIRDLE OF HIPPOLYTA grants the GREEK CHAMPION kit and access rights to any non-champion, female character that wears it. They additionally gain the skill USE MISSILE WEAPONS for free.



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## Cup of Gortyn

*I renounce my former homeland, and cede all claims it makes upon me. Let those I once called brother and sister know that I have turned my back upon them and my hand against them, if those that I once called comrade, kin or lover are enemies of Rome, then they too are my enemies. I pledge my life to the furtherance of Rome, I am of this nation now, and my every action shall be in the service of Rome. I renounce my old gods, spurning them, let them send their vengeance against me, I care nothing for them, they are as dust in my eye - I defy them with all my will, I reject them with all my heart. I embrace the Gods of Rome, and swear eternal piety to them, I pledge my soul in their service utterly, for this day unto my death. If I prove false to this oath, then I shall submit myself to judgement in the eyes of the Gods and people of Rome; and if I fail, then may every Roman's hand turn against me, and may every Roman God hound me. Let them slay me like an animal and consign my body unburied to corruption and my soul to the depth of endless night, forever denied the peace of the Elysian Fields.*

This item can be used to permanently change the blood harmonics of a character to Roman. Some blood of a Roman character must be mixed in with the water and an oath made as the mixture is drunk.



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## Shield of Aeneas

*This was the Shield of Aeneas once. Rome chose a different path. Did you think to keep the fruits of the path not taken?*

No discernible powers other than those conferred by Artifact status.



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## Head of Medusa

*Betrayed, cursed and murdered. Is it any wonder her blood is poison and her gaze is doom?*

the HEAD OF MEDUSA may be used ONCE during the Final Annual in either an Arena battle or Quest.

On a QUEST, if the Head is presented forcefully toward a large monster and the bearer cries "BEHOLD THE HEAD OF MEDUSA", then the monster, irrespective of other effects and resistances, will take one ten-second PARALYZE effect.

in an ARENA BATTLE - if the Head is presented forcefully and the bearer cries "BEHOLD THE HEAD OF MEDUSA", then ALL ARENA PARTICIPANTS ON BOTH SIDES who cannot call RESIST to the effect take a PARALYZE call . Note: ALL on BOTH SIDES.

Only one of these two effects may be chosen. When the head is used for either effect, it is then effectively useless for the rest of the Annual.



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## Golden Fleece

*It is doubtful that anyone mortal knows the truth about the Golden Fleece. Is it the hide of a magical sheep sent to succour two children of Zeus from jealous Hera? Is it the skin of an immortal ram born among the reeds of the Euphrates that aided Marduk in his battle against Tiamat? Did the Greek villain Jason steal it from the people of Colchis? Did the Greek hero Jason rescue it from Persian thieves? Was Medea torn weeping from the side of her murdered father and borne away to slavery? Was Medea betrayed by her brother and saved by Jason's use of the divine fleece?*

*When Persians or Greeks discuss the fleece of gold, it is wise to move away as blood will soon be spilled. Whatever the origin of the Golden Fleece it is widely believed to be an accursed item that inspires greed and treachery among those who witness it's seductive charms.*

*Yes, it possesses the power to heal.*

*Yes, it brings prosperity and wealth to the one who claims it.*

*Yes, it causes jealousy and bloodshed wherever it goes.*

THE EFFECT OF THIS ARTIFACT HAS CHANGED. This artifact was once very powerful. Now it possesses only a tiny echo of it's power. Or, depending on your point of view, it contains it's truest power and what was done previously was merely a showy miracle.

It may be invoked once at the Final Annual, over a dying hero of Atlantis. The one who evokes it must be in true love with the dying hero. The invocation must be made by covering the dying character with the Fleece and performing a heartfelt confession of love, and a description of the life once imagined had both lived - this may be something which is utterly impossible in the world of the Middle Sea, turning back time, undoing things done, finding things lost.

At the conclusion of the invocation of the Fleece the souls of both the invoker and the dying hero will pass into a dream realm of the entity Hypnos, where the heartfelt invocation is made flesh. The journey is a one way trip. To the outside eye, both characters will die. No magic known to the middle sea can reach their souls. There will be no death audiences. No psychopomp will come.

[Referee note: the Realm of Hypnos is beyond the scope of Odyssey. If you choose to use the Golden Fleece to this end, the game team will not provide you with any information about what happens to your characters beyond the fact your body appears to be dead. Perhaps you have escaped into a dream; perhaps you have just died, the subject of a cruel trick. There is no canon explanation. Everything beyond the Middle Sea is up to you now.]



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## Lucretia's Blade

*Blessed and accursed, this sword slew the last Roman king. His blood still stains the hilt, and three gods watch over it. Janus casts his gaze upon its hilt, and will cause it to turn in the hand just so, separating the pinnacle of their ambition from its source. Juno's rage speaks in its point, and will pierce the heart of the tyrant, in the name of a mother and a wife and a woman wronged. Cardea loves it as her own and will cast its enemies down into the dust. Remember Lucretia, and the will and the words that moved the people to cast down the tyrant. If you fall, another will take up the sword. Wield it in the name of Rome to destroy those who would set themselves above the will of the people. Cut down the Princes, and cut down the Lords, and cut down the Kings and let their blood spill out onto the hungry earth. If you fall, someone else will pick up the sword and carry on your work.*

Creatures and beings executed by LUCRETIA'S BLADE will die even if in possession of blessings or skills that would otherwise allow them to escape that fate.

When executing a character with this weapon (and ONLY when executing a character with this weapon), use the call "EXECUTE - PERMANENT".

When you activate this artefact it allows any wielder to hit for STRIKEDOWN for the duration of one Arena Combat or Quest. You must inform a referee that you have used this artefact as soon as it is practical to do so. This ability may be used in one Arena Battle or Quest during the Friday or Saturday of the Final Annual. The ability is NOT available for the Sunday of the Final Annual.

Possession of the Sword of Lucretia can make Republican sentiment very strong. While holding the sword in your hand you can call RESIST to any mystery or special item which would make them act in a way you choose not to.

Special rules for use in the World Forge: The Sword of Lucretia may be taken through the Corrupted Gates into the World Forge. If the bearer of the weapon has the skill appropriate to use it, then it may be used to inflict damage normally on characters within the World Forge. Please notify a referee immediately if you intend to take the weapon into the Forge.



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## Harpoon of Yam

*The dead god slaved over his cold furnace to forge a blade capable of exacting his revenge upon his foes Ba'al and Melqart. The harpoon strikes and is recalled - and takes with it the soul.*

Creatures and beings executed by the HARPOON OF YAM will die even if in possession of blessings or skills that would otherwise allow them to escape that fate.

When executing a character with this weapon (and ONLY when executing a character with this weapon), use the call "EXECUTE - PERMANENT".

When you activate this artefact it allows any wielder to call MASS REPEL once during one Arena Combat or Quest. You must inform a referee that you have used this artefact as soon as it is practical to do so. This ability may be used in one Arena Battle or Quest during the Friday or Saturday of the Final Annual. The ability is NOT available for the Sunday of the Final Annual.

Special rules for use in the World Forge: The Harpoon of Yam may be taken through the Corrupted Gates into the World Forge. If the bearer of the weapon has the skill appropriate to use it, then it may be used to inflict damage normally on characters within the World Forge. Please notify a referee immediately if you intend to take the weapon into the Forge.



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## Subtle Knife

*This knife is so sharp it could cut its-  
-elf*

Creatures and beings executed by the SUBTLE KNIFE will die even if in possession of blessings or skills that would otherwise allow them to escape that fate.

When executing a character with this weapon (and ONLY when executing a character with this weapon), use the call "EXECUTE - PERMANENT".

When you activate this artefact it allows any wielder to call IMPALE five times during one Arena Combat or Quest. You must inform a referee that you have used this artefact as soon as it is practical to do so. This ability may be used in one Arena Battle or Quest during the Friday or Saturday of the Final Annual. The ability is NOT available for the Sunday of the Final Annual.

Possession of the Subtle Knife can make Zoroastrian sentiment very strong. While holding the knife in your hand you will be drawn to the ideals of dualist or monotheistic religion.

Special rules for use in the World Forge: The Subtle Knife may be taken through the Corrupted Gates into the World Forge. If the bearer of the weapon has the skill appropriate to use it, then it may be used to inflict damage normally on characters within the World Forge. Please notify a referee immediately if you intend to take the weapon into the Forge.



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## Sword of Deimos

*The difference between Fear and Terror is one of them is your friend, Fear warns you of danger and allows you to be a hero.  
Terror is not your friend, but you want it to be on your side.*

This item can only be used by a GREEK PRIEST OR ATTENDANT. The priest gains the use of the skill USE ONE-HANDED WEAPON With respect to this sword only. The wielder may enter the arena and fight with their warband as if they were a champion. During any battle on the Friday or Saturday of the Final Annual, The priest may use the sword to strike for PARALYZE once OR REPEL three times during one arena battle - once used, this power is then expended and cannot be used again at the Final Annual. This power is not available for use on the Sunday of the Final Annual. The sword may not be taken on a quest. Using this sword in the arena will draw the attention of DEIMOS onto the user. If the sword is not used to strike a blow against an enemy in every arena combat it enters, or if it does not enter an arena combat for the entire Annual, the wielder becomes subject of the CURSE OF DEIMOS.



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## Dagger

I am of Mohsen

This is a DAGGER OF THE BLACK PATH bound to a specific character (1905).



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## Wrath of Nemesis

*A small statue of a goddess. She looks... angry.*

This artefact can only be used to secure the service of the Furies of Nemesis once during an Annual and only by the Warleader who holds Epidamnos at the end of the previous Annual. It can be used to target one city on the Great Game Map on the Friday of the Thirteenth Annual. That city may not be used to bid in the Arena for battles, but equally may not be lost.



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## Akhem's Canopic Jar

*Hapi! You of the North who are protected by Nephthys. Guard my lungs, that I may have breath!*

This jar contains a mummified human organ - in this case, a set of lungs. Should anything happen to this jar or the mummified organ within, notify GOD or a Drowned Dead immediately quoting reference PID 1938 and advising them to notify Story team immediately.



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## Akhem's Canopic Jar

*Qebehsenuf! You of the West who are protected by Serket. Guard my entrails, that I may have sustenance!*

This jar contains a mummified human organ - in this case, a set of entrails. Should anything happen to this jar or the mummified organ within, notify GOD or a Drowned Dead immediately quoting reference PID 1938 and advising them to notify Story team immediately.



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## Akhem's Canopic Jar

*Imseti! You of the South who are protected by Isis, guard my liver!*

This jar contains a mummified human organ - in this case, a liver. Should anything happen to this jar or the mummified organ within, notify GOD or a Drowned Dead immediately quoting reference PID 1938 and advising them to notify Story team immediately.



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## Akhem's Canopic Jar

*Duamutef, You of the East who are protected by Neith, guard my heart!*

This jar contains a mummified human organ - in this case, a heart. Should anything happen to this jar or the mummified organ within, notify GOD or a Drowned Dead immediately quoting reference PID 1938 and advising them to notify Story team immediately.



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## Akhem's Amulet

*Hapi! You of the North who are protected by Nephthys. Let this be my lungs, that I may have breath!*

This is an amulet representing a human set of lungs. Should it be removed from the owner, notify GOD or a Drowned Dead immediately quoting reference PID 893 and advising them to notify Story team immediately.



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## Akhem's Amulet

*Qebehseuf! You of the West who are protected by Serket. Let this be my entrails, that I may have sustenance!*

This is an amulet representing a human set of entrails. Should it be removed from the owner, notify GOD or a Drowned Dead immediately quoting reference PID 893 and advising them to notify Story team immediately.



*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.*

203

## Akhem's Amulet

*Imseti! You of the South who are protected by Isis, let this be my liver!*

This is an amulet representing a human liver. Should it be removed from the owner, notify GOD or a Drowned Dead immediately quoting reference PID 893 and advising them to notify Story team immediately.



*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.*

204

## Akhem's Amulet

*Duamutef, You of the East who are protected by Neith, let this be my heart!*

This is an amulet representing a human heart. Should it be removed from the owner, notify GOD or a Drowned Dead immediately quoting reference PID 893 and advising them to notify Story team immediately.



*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.*

205

## Phylactery

*It is by will alone I set my flesh in motion.  
It is by the four elements that thoughts acquire speed,  
It is by the four metals that flesh becomes stone.  
It is by will alone I set my mind in motion.*

This is the phylactery of the lich Mohsen. Should it be removed from the owner, notify GOD or a Drowned Dead immediately quoting reference PID 1905 and advising them to notify Story team immediately.



*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.*

206

## Sickle of Kronus

*This is bloody sharp for an agricultural tool. It's got... blood... on it too...*

Creatures and beings executed by the SICKLE OF KRONUS will die even if in possession of blessings or skills that would otherwise allow them to escape that fate.

When executing a character with this weapon (and ONLY when executing a character with this weapon), use the call "EXECUTE - PERMANENT".

When you activate this artefact it allows any wielder to call CRUSH five times during one Arena Combat or Quest. You must inform a referee that you have used this artefact as soon as it is practical to do so. This ability may be used in one Arena Battle or Quest during the Friday or Saturday of the Final Annual. The ability is NOT available for the Sunday of the Final Annual.

Possession of the SICKLE OF KRONUS can make patricidal sentiment very strong. While holding the sickle in your hand you will be drawn to the idea that children should take over from parents - and you would be prepared to murder to do it.

Special rules for use in the World Forge: The Sickle of Kronus may be taken through the Corrupted Gates into the World Forge. If the bearer of the weapon has the skill appropriate to use it, then it may be used to inflict damage normally on characters within the World Forge. Please notify a referee immediately if you intend to take the weapon into the Forge.

Please notify a referee immediately if you intend to take the weapon into the Forge.



*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.*

207

## *Incense of Samarkhand*

*A heady scent, rich and somewhat narcotic.*

If inhaled, this will allow one character to withstand the Divine Voice for the duration of a single audience. It does not allow access to the skill Open Gate of Horn, it does not grant the ability to attend a death audience. The reaction of any God to the presence of one who is not a priest is... unpredictable. This effect will last until the next sunrise or sunset, whichever is sooner. Roleplay effect: You feel slow and groggy, and cannot concentrate well. This effect will last until you leave the presence of any god audience you attend, or until sunrise or sunset, whichever is sooner.



*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.*

209



## Helm of Neptune

*Do you think yourself fit to stand against the oncoming storm? Think again.*

The wearer of this helm may confer on up to three champions of his warband the ability to strike for STRIKEDOWN once each during one arena battle at the Twelfth Annual. The wearer of this helmet may, once during the Annual, call MASS STRIKEDOWN.



*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.*

220

## 2xFunerary Coins of Superbus

May be provided instead of the total COIN component of a Greater Mystery. When utilising such a coin, the user must proclaim "The Dead Will Pay For This Mystery".



*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.*

234

## Ghosts of the 3rd Legion

*This bloody rag is all that's left of one of the great legions. But for a true Roman service never ends.*

This item must be invoked in the opening ceremony of an arena battle which Rome participates in to be effective. Once invoked, any ROMAN involved in the battle may call RESIST to treat any call of IMPALE as a single hit. A ghost of the Third Legion rises to take the killing blow for the Roman in question. ROLEPLAYING EFFECT: Those Romans so influenced may find themselves carrying false memories, snatches of conversation or being inclined to the worship of Orcus or the Tre Madri after the battle is over; as with all roleplaying effects, the interpretation is open to the player.



*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.*

235

## Ball of String

*This was given to Theseus by Ariadne. It was given to Ariadne by Minos. And it was given to Minos by Daedalus. With that pedigree, what could go wrong?*

Allow a warband holding this item to return home from anywhere. (Exception: this will not allow a slain champion to come back from death but it will allow a warband to pass through an active funerary gate into an underworld while still alive, and return) (To activate, tell a drowned dead. That drowned dead should contact GameOps)



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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.*

236

## Bandages of Prince Nebethet

*These are the bandages used during the ceremonial transformation of Prince Nebethet of the Khemenethorus into an N'Hru by the god Sutekh. He returned her to life at the Third Annual to help Egypt when they faced their darkest hour but he did not forget the hate the Khemenethorus held for him, so with the bandages came a terrible curse, as Prince Nebethet lost her mind, and her own warband had to strike her down and end her before she lost the ability to beg them to do so.*

*The gods are kind. The gods are cruel.*

These bandages may be applied to a champion to temporarily grant them some of the abilities of an Egyptian N'Hru.

Once applied, the bandages are used for good; they may only be used once and are good for one arena battle during the Friday or Saturday of the Final Annual only.

Until the end of the Arena battle, the champion in question operates under the following rules:

- total hits rise to 10 but MAY NOT GAIN ANY FURTHER ADDITIONAL HITS BY ANY MEANS
- May not be subject to any lesser mystery preparations or effects, including on weapons and shields.
- May call RESIST to treat IMPALE or CRUSH as one normal hit:
- May strike for CRUSH twice with a 2-handed weapon.
- May strike for REPEL once with a 2-handed weapon
- Once injured, regenerates one hit per uninterrupted slow count of ten seconds if not fighting. If in combat regeneration does not occur.
- If reduced to zero hits/incapacitated the character is out of the battle as normal and this effect ends.

The bandages may only be removed by someone with the ability to lift a CURSE OF SUTEKH.

Once the arena battle is over, until the bandages are removed, the champion is subject to the CURSE OF SUTEKH. They slowly lose their ability to distinguish between friend or foe and grows ever hungrier. If the bandages are not removed by dusk, the champion becomes a bezerk animal attacking anyone they see, and the effect becomes permanent; death is the only escape.



*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.*

237

## Falx of Pan

*This is a thing of blood and horror, this sword. None can stand before it's terrifying song and it is said that the governors of that Roman city keep the sword hidden away as much to protect others from the melody of death that runs through the steel as to protect the sword from the avaricious fingers of the greedy. They say that the blade drives the wielder mad in time but that before he hurls himself against the rocks he will achieve great and terrible things.*

You can use this artefact once during the Friday or Saturday of the Final Annual. When you activate this artefact it grants use of the skill USE TWO HANDED WEAPON and allows any wielder to hit for STRIKEDOWN up to five times during one Arena Combat or Quest. You must inform a referee that you have used this artefact as soon as it is practical to do so. If the Falx of Pan is used to execute a helpless opponent, the wielder gains RESILIENCE until the next dawn. Roleplaying Effect: The sword's whispers can drive even strong men to acts of savagery. When given a choice between allowing a fallen foe to live and slaying them outright, it will require an act of will to resist slaying the fallen foe. The longer one person carries the sword, the harder this effect can become to shake off. As with all roleplaying effects, whether or not to act on these impulses is at the discretion of the player. Remember; it's only whispers, after all ...



*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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*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.*

238



## Armour of Ridea

*Rome's hereos leave behind relics. Use them well and with respect.*

This armour may be worn by any ROMAN character of the Priest, Philosopher or Attendant classes. It confers on them the kit, entry permissions and skills of a Roman Champion. It may only be worn by one person during the Final Annual. While wearing these robes, you are under a ROLEPLAYING EFFECT: you have a deep aversion to anything that could be interpreted to be a dictator, tyrant or worst of all, monarch. As with all roleplaying effects, the interpretation is down to the player.



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*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.*

239

## Belt of the Beast of Carthage

*The Beast of Carthage ruled the arena, won the crowd, and died a king of the world with the Lioness weeping over his corpse. If you wear his belt know no less a fate is expected of you.*

Belt of the Beast of Carthage - Once during the Friday or Saturday of the Final annual, the wearer of this item may participate in any arena fight of their choosing, on any side, even if the rules of that battle would normally prevent or preclude them from doing so. However, where this power is used to permit a special creature to participate in a battle which should by rights only include mortals, King Minos may nominate a champion of any kind to participate on the opposing side(s) to even the score. This can be from a Middle Sea Nation, or can be his Champion or indeed himself or king Rhadamanthus if he chooses.



*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.*

240

## Olympian Flame

*These are the best of us. These are the mightiest, who follow this flame. These are heroes.*

This item may be used in the announcement phase of one arena battle during the Friday or Saturday of the Final annual.

At the end of the announcement phase all friendly participants in the arena battle must do a lap of honour around the inside of the arena following the flame held high. Upon successful completion, all friendly participants may call RESIST to the first call of PARALYZE, IMPALE, CRUSH, REPEL or STRIKEDOWN that strikes them during that battle.



*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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241

## Bones of the Sphinx

*A cold shard of bone. It has been... gnawed... by something that isn't teeth. A beak? Lots of beaks? Lots of big, sharp, serrated beaks? It's okay, I didn't want to sleep tonight anyway.*

At sunset you may use the Bone to invoke the spirit of the sphinx and ask one question of it. You will receive an answer by Sunrise. (Deliver your question to a Drowned Dead or GOD; there will be an envelope waiting the following morning).



*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.*

242

## Fragments of Babel

*A shard of mud brick, chipped from the base of a tower so tall it dwarfed the mountains...*

At sunset you may use the Fragment and ask one question of it. You will receive an answer by Sunrise. (Deliver your question to a Drowned Dead or GOD; there will be an envelope waiting the following morning).



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*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.*

243

## Armour of Prince Kesh

*Khem's heroes leave behind relics. Use them well and with respect.*

This armour may be worn by any EGYPTIAN character of the Priest, Philosopher or Attendant classes. It confers on them the kit, entry permissions and skills of a EGYPTIAN Champion. It may only be worn by one person during the Final Annual. While wearing these robes, you are under a ROLEPLAYING EFFECT: you have an admiration for the more civilised, respectable and honourable parts of Carthage, and strive to bring any you so identify into the Egyptian fold. As with all roleplaying effects, the interpretation is down to the player.



*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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244



## 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.*

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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.*

245

## Blood Spice x3

*You Are What you Eat, they say, unless It Eats You First*

May be used to alter the HUNGER or BEAST of a ghul, lamia or lycanthrope. Each dose may be used to reduce or increase the creature's HUNGER or equivalent rating by 1 rank (e.g., Lesser Hunger to Greater Hunger, Lesser Hunger to no hunger, or even triggering the Lesser Hunger). A special creature may not benefit from more than 1 dose of Blood Spice, but may suffer from multiple doses of Blood Spice. Ideally, please notify a referee before you intend to use Blood Spice, or as soon as practical afterwards.



*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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*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.*

246

## Gold Chain of the Sibyl's Foresight

*Family are matters that we cannot dictate but one chooses one's friends, lovers and those we choose to die with.*

This chain may be used ONCE at the Final Annual to link two champions. Once linked, if they fight together in an arena battle, they may both take two bead pulls and choose the best if incapacitated. If, however, one dies then the other will also die within 15 minutes. The chain must be worn by one of the linked champions. The effect lasts for the remainder of the Annual. Note: this effect does not function on quests.



*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.*

247

## 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.



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249

## Lorica of Calida Flavius Aquila

Rome's heroes leave behind relics. Use them well and with respect.

When wearing this armour, you are protected from the effects of Divine Voice and may be in the presence of Gods and Titans without any negative consequences from their voice.



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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.*

271

## Phylactery

*It is by will alone I set my flesh in motion.  
It is by the four elements that thoughts acquire speed,  
It is by the four metals that flesh becomes stone.  
It is by will alone I set my mind in motion.*

This is the phylactery of the lich Jeron. Should it be removed from the owner, notify GOD or a Drowned Dead immediately quoting reference PID 2621 and advising them to notify Story team immediately.



*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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*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.*

290



## Phylactery

*It is by will alone I set my flesh in motion.  
It is by the four elements that thoughts acquire speed,  
It is by the four metals that flesh becomes stone.  
It is by will alone I set my mind in motion.*

This is the phylactery of the lich Thutpe. Should it be removed from the owner, notify GOD or a Drowned Dead immediately quoting reference PID 3650 and advising them to notify Story team immediately.



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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.*

291

## Dagger

I am of Mohsen

This is a DAGGER OF THE BLACK PATH bound to a specific character (2921).



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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.*

292

## Dagger

I am of Mohsen

This is a DAGGER OF THE BLACK PATH bound to a specific character (3620).



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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.*

293

## Spear of Alexander

*Everything dies eventually. Everything.*

Creatures and beings executed by the SPEAR OF ALEXANDER will die even if in possession of blessings or skills that would otherwise allow them to escape that fate.

When executing with this weapon, (and ONLY when executing with this wepaon) use the call "EXECUTE - PERMANENT". The bearer may resist the effect of divine voice and survive the presence of the gods if not a priest.

The spear whispers to the bearer. One would have to posses it for a long time to make sense of them; they are in no language anyone understands. Overnight possession of the spear may lead to DREAMS - enquire at GOD in the morning asking for DREAMS OF AION.

Special rules for use in the World Forge: The Spear of Alexander may be taken through the Corrupted Gates into the World Forge. If the bearer of the weapon has the skill appropriate to use it, then it may be used to inflict damage normally on characters (or objects) within the World Forge. Please notify a referee immediately if you intend to take the weapon into the Forge.

The Spear... may have other powers. Perhaps they will present themselves at a key moment.



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## The Chains of Hecate

*O friend and companion of night,  
thou who rejoicest in the baying of dogs and spilt blood,  
who wanderest in the midst of shades among the tombs,  
who longest for blood and bringest terror to mortals,  
Gorgo, Mormo, thousand-faced moon, look favourably upon our sacrifices!*

These artifacts are sacred to the three Minoan gods, and may only be wielded by one sworn to their service.

The chains allow a devotee of DIONYSOS or HECATE to entrap PAN. The entrapment also confers upon the wielder of the chains functional immortality - please see the briefing sheet. The act of binding requires a major ritual at a location of religious significance to the Minoan gods, at midnight under a star sign other than Taurus, Virgo or Aquarius. It is highly likely that PAN will manifest to try and disrupt any such ritual with great force.

If the binding is successful, the bearer of the chains will live for as long as the binding holds; but they are constantly aware of the pressures, the fragility of the binding and the fact that their life is the fragile string which holds shut the greatest of locks.

Should something... dramatic... occur which the wielder thinks might materially change the circumstances of the Binding of PAN, come to GOD and ask for Ian, Aquarion or Simon M.

These artifacts are sacred to the three Minoan gods, and may only be wielded by one sworn to their service.

The chains allow a devotee of DIONYSOS or HECATE to entrap PAN. The entrapment also confers upon the wielder of the chains functional immortality - please see the briefing sheet. The act of binding requires a major ritual at a location of religious significance to the Minoan gods, at midnight under a star sign other than Taurus, Virgo or Aquarius. It is highly likely that PAN will manifest to try and disrupt any such ritual with great force.

If the binding is successful, the bearer of the chains will live for as long as the binding holds; but they are constantly aware of the pressures, the fragility of the binding and the fact that their life is the fragile string which holds shut the greatest of locks.

Should something... dramatic... occur which the wielder thinks might materially change the circumstances of the Binding of PAN, come to GOD and ask for Ian, Aquarion or Simon M.



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*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.*

275

## Omphalos of Alexander

Operates as noted in Alexander's briefing sheet. It's uses and functions are opaque to others.



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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.*

294