

Relics of
Astral Winds



The Tear of Luminides

This short sword is passed from Monarch to Monarch and is the prized treasure of Astral Winds.

The sword can be used to summon the fury of the Northern Winter.

Once per game, the Tear may be activated to gain the following benefits:

- The bearer of the sword becomes immune to the effects of Iceball.
- The sword itself is immune to the effects Fireball
- By shouting the word "Freeze" when striking, an opponent can be frozen in place for a 150 count. This effect is considered 'engulfing'. No more than 4 players may be frozen in this way at any given time. Victims may be freed in the same manner as 'Iceball / Entangle'.

Considered a 'Subdual' Effect for the purposes of immunities.



Art by: [evilon of deviantart.com](https://www.deviantart.com/evilon)

The Guild Relic

The Guild Relic was created as a prize for Guild Wars, a competition between the various guilds of the fighting classes held once every three months.

The relic has varying properties, based on which class possesses it.

The relic is possessed by the Guildmaster of the triumphant guild, who oversees it's use and makes sure that it is used evenly amongst the players of the guild.

Only players who participated in Guild Wars may use the relic (Exception: Players who are absent and/or unable to participate may use the relic at the guildmaster's discretion.)

See the Guild Wars rules for more information about the Guild Relic.