

Who Mourns for Adonis?

Tenth am I. Last step before the great leap. Time holds no fears for me now.

Fire 2

Water 25

Blood 2

Earth 18

Air 8

Drachma 25

This Mystery must be cast with the use of a PARAMOUNT FOCUS and must be targeted on a character who is in physical contact with the focus.

The empowered character no longer ages or suffers any harm from natural causes. Please see the "Immortal Briefing Sheet" for details.

Unless a Key and Lock mystery are used, the resistance effect will last only until the next dusk or dawn, whichever is sooner.

This Mystery can be enhanced by using a KEY PARAMOUNT MYSTERY. The element of the Key Mystery used will dictate the nature of the modification, and will align the humours of the target to the requisite element.

To be made permanent this Mystery must be used in conjunction with a KEY and a LOCK. Different combinations of KEY and LOCK mystery will have differing modifications on the effects of this Mystery.

This Greater Mystery may only be cast once at the Thirteenth Annual unless otherwise specified, and may only be cast under the Sign of Taurus



This sheet represents the information available through the use of the Lesser Mystery "Wisdom of the Seer" on a Greater Mystery focus. This information is valid only for the Thirteenth Annual.

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G13-005

The Key of Air

let the world fly apart for I am Air

Fire 0

Water 0

Blood 3

Earth 0

Air 10

Drachma 35

This Mystery must be cast with the use of a PARAMOUNT FOCUS and must be targeted on a character who is in physical contact with the focus. It should be cast to complement the casting of a PARAMOUNT MYSTERY and aligns the effects of that PARAMOUNT MYSTERY to the element of Air. Casting this mystery in conjunction with a PARAMOUNT MYSTERY may change the effects of that mystery in unpredictable ways in keeping with mysteries primarily aligned with Air. If this is cast alone, it will align the caster's bodily humours solely to the element of air, granting certain powers and effects in keeping with the element of Air. Casting this mystery in conjunction with a PARAMOUNT MYSTERY extends the duration of the PARAMOUNT MYSTERY to Annual; casting this mystery in conjunction with a PARAMOUNT MYSTERY and a LOCK makes the PARAMOUNT MYSTERY permanent.

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G13-008

The Key of Water

Let the world drown, for I am water

Fire 0

Water 10

Blood 3

Earth 0

Air 0

Drachma 35

This Mystery must be cast with the use of a PARAMOUNT FOCUS and must be targeted on a character who is in physical contact with the focus. It should be cast to complement the casting of a PARAMOUNT MYSTERY and aligns the effects of that PARAMOUNT MYSTERY to the element of WATER. Casting this mystery in conjunction with a PARAMOUNT MYSTERY may change the effects of that mystery in unpredictable ways in keeping with mysteries primarily aligned with water. If this is cast alone, it will align the caster's bodily humours solely to the element of water, granting certain powers and effects in keeping with the element of water. Casting this mystery in conjunction with a PARAMOUNT MYSTERY extends the duration of the PARAMOUNT MYSTERY to Annual; casting this mystery in conjunction with a PARAMOUNT MYSTERY and a LOCK makes the PARAMOUNT MYSTERY permanent.

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G13-009

Tap the Heart's Blood

Fire 7

Water 2

Blood 3

Earth 7

Air 2

Drachma 25

This Greater Mystery is cast at the same time as a second Greater Mystery. For each blood requirement for the second mystery, this mystery requires the death of a human target - they do not have to be willing. If this condition is satisfied, all blood and quintessence costs for the second mystery are automatically satisfied. EXAMPLE: a specific mystery costs 10 earth, 10 air, 10 fire and 10 water quintessence plus 25 coin and 3 blood. By using this mystery and sacrificing three lives during the casting, the specific zodiac mystery will cost only 25 coin, though it will still require three casting participants. Note that this mystery is insufficient to offset the full casting cost of the Paramount Mystery Prometheus Unbound but if cast in conjunction with that mystery will halve the casting cost.

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G13-010

Quicken the Frozen Climber

Borrow the mountain's magic to bring back a soul from the the threshold.

Fire 2

Water 2

Blood 4

Earth 3

Air 5

Drachma 20

A philosopher may return a Champion or Warleader temporarily to life if they have not had a death audience. This Greater Mystery must be cast during or after the Death Rites have been performed but before any spirit arrives to collect the soul. Performing this mystery requires around five minutes of ritual involving the philosophers, the mystery focus and the target priest. This mystery is FOREIGN - it seems to have come from the uttermost east, and may not work precisely as described if the philosopher leading the casting is not suitably skilled. There is however a terrible price to be paid for this resurrection - the Champion or Warleader so resurrected will live on as a fading soul until at the very latest, the end of the 1pm fight on Sunday. They will die before the beginning of the Battle for the Age, and will receive no death audience or psychopomp - their soul will have been completely burned up by the process of en during alive. They will not pass to the afterlife, nor be judged by their gods.

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G13-011

Tiamat Devours Her Tail

There will be no monsters in my army.

Fire 9

Water 9

Blood 4

Earth 9

Air 9

Drachma 40

This extremely powerful Greater Mystery can be cast only on an arena battle during the Saturday of the Final Annual. Casting must be complete a half-hour before the arena battle and the city or cities which are the target of the battle must be in Aries. This Greater Mystery prevents any named Divine Champion or Warleader, N'Hru, Ghul, Ifrit, Demigod, Immortal man, Man of Bronze, Lamia, Lich or Lycanthrope from participating in the arena battle. Instead, they may enter the next arena battle which their nation is participating in, either attack or defence, irrespective of whether their warband is fighting. This mystery applies equally to both sides of the combat.

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G13-012

The Second Rite of the Black Path

My life, and its ending, are my own affair

Fire 1

Water 2

Blood 2

Earth 2

Air 1

Drachma 10

Performing this mystery requires around five minutes of ritual involving the philosophers, the mystery focus and a specially prepared dagger. To prepare the dagger the philosopher must have access to or obtain a small amount of the mystical metal ORICHALCUM. The more unique-looking the dagger is, the better. During the ritual the dagger is prepared by bathing it in the blood of the target philosopher. If the target philosopher has not completed the First Rite of the Black Path, they die at the completion of the mystery and it fails. If successful, the dagger is bound to the philosopher's life force and if it is used to shed blood for the purposes of a Greater Mystery casting, that blood counts as double strength (i.e. satisfies the requirement for blood from two philosophers). The dagger is to all intents and purposes now an artifact and will respond to Wisdom of the Magi - please come to GOD to obtain a ribbon and lore sheet for the dagger. The focus can be used to perform this greater mystery once, and only during an annual under the sign of Sagittarius. Enhancement Each Philosopher who contributes blood and is bound to the order of the Black Lodge by the First Rite of the Black Path reduces the cost to perform the mystery by 1 of each type of quintessence to a maximum reduction of 3 of each type.

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G13-013

The Third Rite of the Black Path

Still living, I entomb my life, with my name, in an iron casket.

Fire 2

Water 8

Blood 3

Earth 8

Air 2

Drachma 40

Performing this mystery requires around five minutes of ritual involving the philosophers and the mystery focus. If the target philosopher has not completed the First and Second Rites of the Black Path, they die at the completion of the mystery and it fails. This mystery creates a magical phylactery tied to the subject's life force. In order to create the phylactery, the caster of this Greater Mystery must have or obtain access to a small amount of the mystical metal HEPATIZON. The subject must write their name on a strip of parchment in blood, and seal it inside the phylactery; the phylactery must then be bound onto the subject somewhere where it is in contact with their flesh. The phylactery must remain in contact with the character at all times for the benefits provided by this rite to be in effect.

- The subject gains +5 hits.
- Whenever the subject is INCAPACITATED by damage from weapons outside the arena, he regenerates one body hit per slow count of ten seconds. This applies even if the character has been subject to an EXECUTE call. Within the Arena normal injury rules apply, but any black or red bead pull results in the permanent loss of one body hit.
- The character can only be slain permanently by supernatural means such as damage scored by CURSES, poisons or powerful magical entities, or by execution with the SPEAR OF ALEXANDER, the LABRYS, the SWORD OF LUCRETIA or the HARPOON OF YAM.
- The Character must carry the phylactery on their person at all times for the above effects to be in play. Destruction of the Phylactery will mean the character's immortality is at threat and the above three effects are no longer in play. The focus can be used to perform this greater mystery once, and only during an annual under the sign of Sagittarius. Enhancement Each Philosopher who contributes blood and is bound to the order of the Black Lodge by the First Rite of the Black Path reduces the cost to perform the mystery by 1 of each type of quintessence to a maximum reduction of 3 of each type.

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G13-014

The Fourth Rite of the Black Path

Blood and nation I leave behind. Aside I stand

Fire 1

Water 8

Blood 2

Earth 4

Air 4

Drachma 30

Performing this mystery requires around five minutes of ritual involving the philosophers and the mystery focus. The results of this mystery, if successful, can be very messy and the target should consider how they intend to phys-rep the side effects.

If the target philosopher has not completed the First, Second and Third Rites of the Black Path, they die at the completion of the mystery and it fails.

This mystery creates magical fluids charged with quintessence to replace the philosopher's blood and humours. In order to create the fluids, the caster of this Greater Mystery must have or obtain access to a small amount of the four mystical metals THOKCHA, ORICHALCUM, HEPATIZON and ELEKTRUM. These metals must have been made by the philosopher who is the subject of the rite. Each metal must be dissolved in a fluid and the four fluids consumed by the philosopher as part of the ritual.

If the ritual is successful then over the course of the next several hours the mystical fluids will forcibly expel all of the blood and humours from the philosopher's body, replacing them with the metallic solutions. This expulsion can take many forms from the slow to the explosive, but is inevitably gory and messy.

At the conclusion of this process (no earlier than three hours after the casting of the rite), the following permanent effects come into play:

- You gain a further +5 hits.
- You acquire all four Apply Quintessence skills if you did not previously possess them.
- Every day, you generate five quintessence of each type from the fluid that replaces your blood. You may use this pool of power to fuel mysteries you cast. Unused power pool does not stack from day to day.
- You may never again contribute blood to a mystery, but must obtain it from other philosophers using the Knife of the Second Rite.
- You may now only be affected by preparation-based lesser mysteries (that you have to drink or apply to yourself) if you choose to be.
- You no longer count as your nation for any meaningful purpose. Your body has no humours. Mysteries which influence behaviour through the humours have no effect. You are of No Nation.

The focus can be used to perform this greater mystery once, and only during an annual under the sign of Aquarius.

Enhancement

Each Philosopher who contributes blood and is bound to the order of the Black Lodge by the First Rite of the Black Path reduces the cost to perform the mystery by 1 of each type of quintessence to a maximum reduction of 3 of each type.

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G13-015

The Final Rite of the Black Path

Death is the Road to Awe.

Fire 5

Water 5

Blood 3

Earth 5

Air 10

Drachma 50

Performing this mystery requires around five minutes of ritual involving the philosophers and the mystery focus. The subject of this mystery should immediately report to GOD to determine its success.

If the target philosopher has not completed the First, Second, Third and Fourth Rites of the Black Path, they die at the completion of the mystery and it fails. Even if they have successfully completed these rites there is a significant chance the rite will fail and the casting philosopher will die - success in this rite is not assured.

This mystery creates a brand in the shape of the left-handed spiral charged with mystical energy. In order to create the brand, the caster of this Greater Mystery must have or obtain access to a small amount of the metal ELEKTRUM which they have forged themselves.

If the ritual is successful then over the course of the rite Elektrum is woven into the fabric of the brand and the brand is tied directly to the soul of the target philosopher.

The enchantment of the brand will last only for 30 seconds after the completion of the rite so it must be used immediately. Once used, the brand will melt away.

To use the brand and complete the Black Path, the target philosopher must heat the brand to red heat with fire quintessence, apply it directly over his heart. The target philosopher must then recite The Oath of the Black Spiral, then while the flesh is still hot, drive the Dagger of the Black Path created by the Second Rite into their own heart.

The oath of the Black Spiral:

I cast aside nations; I am a Principality of Reason.
I cast aside kings; I acknowledge only my perfect will
I cast aside gods; I worship only pure knowledge
I cast aside life and death; I am beyond the cycle.
I dance the spiral; I walk the Black Path.
I preserve. I endure. I was, I am, I shall be.

If the rites have been performed correctly then the philosopher will achieve transcendence as a lich. Report to GOD for the LICH BRIEFING SHEET.

If any of the previous steps have been miscast, the philosopher will die. If the oath has not been recited, the philosopher will die. Even if all of the steps have been completed correctly there is still a chance the philosopher will die.

The focus can be used to perform this greater mystery once, and only during an annual under the sign of Aquarius.

Enhancement

Each Philosopher who contributes blood and is bound to the order of the Black Lodge by the First Rite of the Black Path reduces the cost to perform the mystery by 1 of each type of quintessence to a maximum reduction of 3 of each type.

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G13-016

The Price of Power

All things are possible to those with money - just at a decreasing return.

Fire 0

Water 0

Blood 3

Earth 1

Air 0

Drachma 20

This Greater Mystery costs a minimum of 1 earth quintessence and 20 drachma. For each four drachma over and above the 20 put in, the Greater Mystery will pay out 4 earth, 2 fire or water, or 1 air quintessence. It may only be used once at the Final Annual.

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G13-018

Quicken the Frozen Climber

Borrow the mountain's magic to bring back a soul from the the threshold.

Fire 2

Water 2

Blood 4

Earth 3

Air 5

Drachma 20

A philosopher may return a Champion or Warleader temporarily to life if they have not had a death audience. This Greater Mystery must be cast during or after the Death Rites have been performed but before any spirit arrives to collect the soul. Performing this mystery requires around five minutes of ritual involving the philosophers, the mystery focus and the target priest. This mystery is FOREIGN - it seems to have come from the uttermost east, and may not work precisely as described if the philosopher leading the casting is not suitably skilled. There is however a terrible price to be paid for this resurrection - the Champion or Warleader so resurrected will live on as a fading soul until at the very latest, the end of the 1pm fight on Sunday. They will die before the beginning of the Battle for the Age, and will receive no death audience or psychopomp - their soul will have been completely burned up by the process of en during alive. They will not pass to the afterlife, nor be judged by their gods.

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G13-001

The Largesse of the Golden King

In the gift of the Golden King are many titles

Fire 0

Water 2

Blood 3

Earth 3

Air 0

Drachma 200

This Greater Mystery empowers a Warleader to transfer control of up to one third (rounding down) of the cities he owns to other warleaders within the same Vision and Nation. The Deeds of Charter for those cities must be transferred in an open ceremony under the auspices of this mystery and it cannot be cast while an Arena combat session is underway (i.e. between the hours of Friday 1830-2100, Saturday 10am-4pm. It cannot be cast at all after 5pm Saturday. This Greater Mystery must receive assent from a god or being becoming a god, and will, almost certainly, elicit a negative reaction from the gods of the pantheon in question as it directly subverts their privileges.

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G13-019

The Armour of Wisdom

Wisdom is sword and shield, but armour is armour

Fire 0

Water 0

Blood 2

Earth 3

Air 0

Drachma 20

This Greater Mystery can involve any number of casting philosophers over the initial required two. All participants in the ritual (who must be of the same Nation and Vision) may enter the next arena battle their respective warbands are due to fight in and gain the skill WEAR ARMOUR/USE SHIELD for the purposes of that arena battle only. This mystery only functions if the armour worn is culturally appropriate. ENHANCEMENT: This Greater Mystery can be used to extend this benefit to philosophers who are of the same Vision but NOT of the same Nation for an additional cost of 1 earth quintessence per philosopher so benefitting.

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G13-020

The Wheel of Khnum

Khnum! Potter of Heaven! Unmake my clay and make of me a new vessel!

Fire 0

Water 3

Blood 4

Earth 8

Air 0

Drachma 60

This Greater Mystery allows for a character to be remade on the Potter's Wheel of Khnum, He whose clay makes all things.

The target of this Greater Mystery must be willing to undergo it.

The Mystery can be used to remake one of three aspects of a character as follows.

REMAKE THE BODY: this allows a character to change class mid-Annual; they lose all knowledge and skills of their previous class and acquire the kit skills of a standard member of their new class. They will be for all intents and purposes their new class for the rest of the Annual.

REMAKE THE BLOOD: this allows the character targeted to change their blood harmonics from whatever nation they currently are to Egyptian. This change is permanent. All benefits, blessings and effects of the blood are lost.

REMAKE THE SOUL: this allows the character targeted to have their body remade whole and intact, undoing any of the Rites of Isis worked on them, and possibly undoing any other philosophical or magical transformations or changes they have undergone.

Each casting of the Wheel of Khnum may change one alone of the factors above. The Wheel may be cast a total of three times during the Final Annual using this focus.

By increasing the cost by 15 drachma and the number of casting philosophers by one, another target may be added to the casting of the Wheel up to a maximum of four targets.

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G13-022

The Armour of Wisdom

Wisdom is sword and shield, but armour is armour

Fire 0

Water 0

Blood 2

Earth 3

Air 0

Drachma 20

This Greater Mystery can involve any number of casting philosophers over the initial required two. All participants in the ritual (who must be of the same Nation and Vision) may enter the next arena battle their respective warbands are due to fight in and gain the skill WEAR ARMOUR/USE SHIELD for the purposes of that arena battle only. This mystery only functions if the armour worn is culturally appropriate. ENHANCEMENT: This Greater Mystery can be used to extend this benefit to philosophers who are of the same Vision but NOT of the same Nation for an additional cost of 1 earth quintessence per philosopher so benefitting.

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G13-024

The Price of Power

All things are possible to those with money - just at a decreasing return.

Fire 0

Water 0

Blood 3

Earth 1

Air 0

Drachma 20

This Greater Mystery costs a minimum of 1 earth quintessence and 20 drachma. For each four drachma over and above the 20 put in, the Greater Mystery will pay out 4 earth, 2 fire or water, or 1 air quintessence. It may only be used once at the Final Annual.

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G13-025

The Curse of Namtar

The god of the scales doesn't like to see one side getting away with it.

Fire 8

Water 0

Blood 3

Earth 1

Air 2

Drachma 30

This Greater Mystery invokes the power of the Persian god of the gateway, Namtar, to balance the scales in an arena battle. Kings Minos and Rhadamanthus must be informed of the intended use and target of this curse beforehand.

This mystery empowers a philosopher (who must be affiliated with one of the warbands in the arena) to enter the arena with the announcing priest. The Philosopher is empowered to call CURSE OF NAMTAR against one target warband in the Arena.

At the conclusion of the battle, the side which laid the Curse must take its bead pulls first. For every member of the cursing philosopher's warband who dies from a black or red bead pull during this battle, or is executed, the warband targeted with the curse must each take an additional bead pull and keep the worst result.

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G13-026

Subvert the Rules of Minos

As the Age of Steel ends, what shape will the future take?

Fire 10

Water 4

Blood 4

Earth 10

Air 4

Drachma 200

This Greater Mystery targets an entire warband. All members of the Warband must be present and must vocally signal their willingness to participate in this rite during the casting. It may be cast before midnight Friday to be in effect for the first Saturday morning session, or before midday Saturday to be in effect for the second Saturday session. Casting it after this (to take effect for the Sunday battles) doubles the cost of the mystery.

When cast this Greater Mystery permanently realigns a warband with a new Vision. It may only be cast once on any given Warband. It allows the target warband to act in all ways as though they were a warband belonging to the new Vision - they may participate in battles on behalf of that vision. They may not, however, participate in battles of their old vision, even to attack it. Their original cultural armour will function normally, and this mystery does not offer them any advantage from using any other cultural armour. In addition, any territories held by the Warband will be brought with them, and count towards the new Vision's territories.

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G13-027

The Armour of Wisdom

Wisdom is sword and shield, but armour is armour

Fire 0

Water 0

Blood 2

Earth 3

Air 0

Drachma 20

This Greater Mystery can involve any number of casting philosophers over the initial required two. All participants in the ritual (who must be of the same Nation and Vision) may enter the next arena battle their respective warbands are due to fight in and gain the skill WEAR ARMOUR/USE SHIELD for the purposes of that arena battle only. This mystery only functions if the armour worn is culturally appropriate. ENHANCEMENT: This Greater Mystery can be used to extend this benefit to philosophers who are of the same Vision but NOT of the same Nation for an additional cost of 1 earth quintessence per philosopher so benefitting.

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G13-028

The Double Doors of the Horizon

Unlocked are it's Bolts

Fire 0

Water 1

Blood 2

Earth 1

Air 4

Drachma 20

This Greater Mystery must be cast on a Champion or Warleader or warleader and allows them to pass through the Corrupted Gates into the space beyond as if they wrere a philosopher with the appropriate skill until the next saunrise or sun set, whichever is earlier.

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G13-029

Subvert the Rules of Minos

As the Age of Steel ends, what shape will the future take?

Fire 10

Water 4

Blood 4

Earth 10

Air 4

Drachma 200

This Greater Mystery targets an entire warband. All members of the Warband must be present and must vocally signal their willingness to participate in this rite during the casting. It may be cast before midnight Friday to be in effect for the first Saturday morning session, or before midday Saturday to be in effect for the second Saturday session. Casting it after this (to take effect for the Sunday battles) doubles the cost of the mystery.

When cast this Greater Mystery permanently realigns a warband with a new Vision. It may only be cast once on any given Warband. It allows the target warband to act in all ways as though they were a warband belonging to the new Vision - they may participate in battles on behalf of that vision. They may not, however, participate in battles of their old vision, even to attack it. Their original cultural armour will function normally, and this mystery does not offer them any advantage from using any other cultural armour. In addition, any territories held by the Warband will be brought with them, and count towards the new Vision's territories.

This Greater Mystery may only be cast once at the Thirteenth Annual unless otherwise specified, and may only be cast under the Sign of Taurus



This sheet represents the information available through the use of the Lesser Mystery "Wisdom of the Seer" on a Greater Mystery focus. This information is valid only for the Thirteenth Annual.

This is an OOC document, but represents IC knowledge your character has gained of the purpose of the Greater Mystery and the ritual and ceremony necessary for the casting of it.

G13-031

The Double Doors of the Horizon

Unlocked are it's Bolts

Fire 0

Water 1

Blood 2

Earth 1

Air 4

Drachma 20

This Greater Mystery must be cast on a Champion or Warleader or warleader and allows them to pass through the Corrupted Gates into the space beyond as if they wrere a philosopher with the appropriate skill until the next saunrise or sun set, whichever is earlier.

This Greater Mystery may only be cast once at the Thirteenth Annual unless otherwise specified, and may only be cast under the Sign of Taurus



This sheet represets the information available through the use of the Lesser Mystery "Wisdom of the Seer" on a Greater Mystery focus. This information is valid only for the Thirteenth Annual.

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G13-032

The Trident Strikes

Shh. Can you hear his pulse in the waves?

Fire 6

Water 0

Blood 4

Earth 7

Air 0

Drachma 100

This Greater Mystery targets a city within the Roman magisterium on the Great Game map.

The target city is subjected to a major earthquake. The city will be DESTROYED and all trade routes in and out will be severed until the city is restored. It will no longer be eligible for use in the Great Game at the Final Annual

This Greater Mystery may only be cast once at the Thirteenth Annual unless otherwise specified, and may only be cast under the Sign of Taurus



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G13-033

The Price of Power

All things are possible to those with money - just at a decreasing return.

Fire 0

Water 0

Blood 3

Earth 1

Air 0

Drachma 20

This Greater Mystery costs a minimum of 1 earth quintessence and 20 drachma. For each four drachma over and above the 20 put in, the Greater Mystery will pay out 4 earth, 2 fire or water, or 1 air quintessence. It may only be used once at the Final Annual.

This Greater Mystery may only be cast once at the Thirteenth Annual unless otherwise specified, and may only be cast under the Sign of Taurus



This sheet represents the information available through the use of the Lesser Mystery "Wisdom of the Seer" on a Greater Mystery focus. This information is valid only for the Thirteenth Annual.

This is an OOC document, but represents IC knowledge your character has gained of the purpose of the Greater Mystery and the ritual and ceremony necessary for the casting of it.

G13-034

Wield The Aegis of Prometheus

Sixth am I. Proof against the curses of the gods shall I be, rooted in the strength of my confidence.

Fire 18

Water 10

Blood 2

Earth 12

Air 8

Drachma 25

This Mystery must be cast with the use of a PARAMOUNT FOCUS and must be targeted on a character who is in physical contact with the focus. The empowered character may call RESIST to treat the first five special damage calls which are targeted on them as normal hits. These may come from any source, including Gods.

Unless a Key and Lock mystery are used, the resistance effect will last only until the next dusk or dawn or until the five RESISTS are used up, whichever is sooner.

This Mystery can be enhanced by using a KEY PARAMOUNT MYSTERY. The element of the Key Mystery used will dictate the nature of the modification (which may alter the number or type of resists which may be called), and will align the humours of the target to the requisite element.

To be made permanent this Mystery must be used in conjunction with a KEY and a LOCK. Different combinations of KEY and LOCK mystery will have differing modifications on the effects of this Mystery.

This Greater Mystery may only be cast once at the Thirteenth Annual unless otherwise specified, and may only be cast under the Sign of Taurus



This sheet represents the information available through the use of the Lesser Mystery "Wisdom of the Seer" on a Greater Mystery focus. This information is valid only for the Thirteenth Annual.

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G13-035

The Exile of Aapep

There will be no monsters in my army.

Fire 9

Water 9

Blood 4

Earth 9

Air 9

Drachma 40

This extremely powerful Greater Mystery can be cast only on an arena battle during the Saturday of the Final Annual. Casting must be complete a half-hour before the arena battle and the city or cities which are the target of the battle must be in Pisces. This Greater Mystery prevents any named Divine Champion or Warleader, N'Hru, Ghul, Ifrit, Demigod, Immortal man, Man of Bronze, Lamia, Lich or Lycanthrope from participating in the arena battle. Instead, they may enter the next arena battle which their nation is participating in, either attack or defence, irrespective of whether their warband is fighting. This mystery applies equally to both sides of the combat.

This Greater Mystery may only be cast once at the Thirteenth Annual unless otherwise specified, and may only be cast under the Sign of Taurus



This sheet represents the information available through the use of the Lesser Mystery "Wisdom of the Seer" on a Greater Mystery focus. This information is valid only for the Thirteenth Annual.

This is an OOC document, but represents IC knowledge your character has gained of the purpose of the Greater Mystery and the ritual and ceremony necessary for the casting of it.

G13-036

The Price of Power

All things are possible to those with money - just at a decreasing return.

Fire 0

Water 0

Blood 3

Earth 1

Air 0

Drachma 20

This Greater Mystery costs a minimum of 1 earth quintessence and 20 drachma. For each four drachma over and above the 20 put in, the Greater Mystery will pay out 4 earth, 2 fire or water, or 1 air quintessence. It may only be used once at the Final Annual.

This Greater Mystery may only be cast once at the Thirteenth Annual unless otherwise specified, and may only be cast under the Sign of Taurus



This sheet represents the information available through the use of the Lesser Mystery "Wisdom of the Seer" on a Greater Mystery focus. This information is valid only for the Thirteenth Annual.

This is an OOC document, but represents IC knowledge your character has gained of the purpose of the Greater Mystery and the ritual and ceremony necessary for the casting of it.

G13-037

The Double Doors of the Horizon

Unlocked are it's Bolts

Fire 0

Water 1

Blood 2

Earth 1

Air 4

Drachma 20

This Greater Mystery must be cast on a Champion or Warleader or warleader and allows them to pass through the Corrupted Gates into the space beyond as if they wrere a philosopher with the appropriate skill until the next saunrise or sun set, whichever is earlier.

This Greater Mystery may only be cast once at the Thirteenth Annual unless otherwise specified, and may only be cast under the Sign of Taurus



This sheet represets the information available through the use of the Lesser Mystery "Wisdom of the Seer" on a Greater Mystery focus. This information is valid only for the Thirteenth Annual.

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G13-038

Summon the Soldiers of the Hydra's Teeth

Reap the dark crop that Aeetes sows

Fire 0

Water 6

Blood 3

Earth 6

Air 4

Drachma 50

This Greater Mystery targets a single warband, in a single arena battle. It must be cast before the battle, and Kings Minos and Rhadamanthus must be made aware before the battle begins that this greater mystery is in effect.

This mystery is for use in a close battle, or in one you fear you may lose.

At the end of the battle, once victory has been declared but before the philosophers enter to heal the wounded, one of the casters must declare from the stands in a loud voice, "ARISE, CHILDREN OF THE HYDRA'S TEETH". All members of this warband then rise from their incapacitation at full strength and may resume battle against the remainder of the winning side. Any special effects or abilities with "per arena battle" uses are NOT reset and may not be reused.

At the conclusion of the battle, all members of the warband, incapacitated or not, must take three bead pulls with bead replacement and take the worst result.

This Greater Mystery may only be cast once at the Thirteenth Annual unless otherwise specified, and may only be cast under the Sign of Taurus



This sheet represents the information available through the use of the Lesser Mystery "Wisdom of the Seer" on a Greater Mystery focus. This information is valid only for the Thirteenth Annual.

This is an OOC document, but represents IC knowledge your character has gained of the purpose of the Greater Mystery and the ritual and ceremony necessary for the casting of it.

G13-039

The Price of Power

All things are possible to those with money - just at a decreasing return.

Fire 0

Water 0

Blood 3

Earth 1

Air 0

Drachma 20

This Greater Mystery costs a minimum of 1 earth quintessence and 20 drachma. For each four drachma over and above the 20 put in, the Greater Mystery will pay out 4 earth, 2 fire or water, or 1 air quintessence. It may only be used once at the Final Annual.

This Greater Mystery may only be cast once at the Thirteenth Annual unless otherwise specified, and may only be cast under the Sign of Taurus



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G13-040

Come Leap The Bull One Last Time

As it was back in the day, so shall it be one last time.

Fire 0

Water 0

Blood 3

Earth 4

Air 0

Drachma 25

This Greater Mystery must be placed on one priest who is to announce in the Arena. It empowers that priest to call upon one of the Minoans to join their side for the battle in which the announcement will be made. The Priest should notify the Minoans well in advance that this is to occur to allow them to make appropriate arrangements. The Minoans will also inform the priest which of them are available and able to be called to so fight. Note that this Greater Mystery does not confer on the Minoan any especial abilities, and they will operate much as any other Champion or Warleader would. The Mystery allows the priest to request a specific Minoan, but circumstance and the whim of the Fates mean the requested character may not be able to participate.

This Greater Mystery may only be cast once at the Thirteenth Annual unless otherwise specified, and may only be cast under the Sign of Taurus



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G13-041

Skin in the Game

It doesn't matter how carefully you plan out immortality, the universe always has an answer.

Fire 10

Water 2

Blood 4

Earth 5

Air 0

Drachma 150

This mystery empowers a philosopher to enter the arena with a priest during the announcement phase of an arena battle to deliver a special curse at the opening of an Arena combat.

The philosopher gains the ability to deliver a CURSE during the introduction phase of an arena battle. It must be clear to all onlookers that the philosopher is delivering a CURSE. The CURSE takes effect on all warbands of both sides participating in the battle, and does not discriminate between friend and foe.

If the CURSE is not resisted, all characters participating in this arena battle who can regenerate, or who can resist black bead pulls for the loss of a permanent hit, lose that ability and function as normal mortals during the battle. If they are reduced to zero hits, they fall. If they pull a black bead (or a red one in the case of characters with no resilience) they die as would any other character.

It affects only a philosopher of the same nation as the performing philosophers. If unused, the ability to deliver a CURSE remains with the philosopher until the next sunrise or sunset, whichever comes first.

Performing this mystery requires around five minutes of ritual involving the philosophers, the mystery focus and the target priest.

This Greater Mystery may only be cast once at the Thirteenth Annual unless otherwise specified, and may only be cast under the Sign of Taurus



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This is an OOC document, but represents IC knowledge your character has gained of the purpose of the Greater Mystery and the ritual and ceremony necessary for the casting of it.

G13-042

The Price of Power

All things are possible to those with money - just at a decreasing return.

Fire 0

Water 0

Blood 3

Earth 1

Air 0

Drachma 20

This Greater Mystery costs a minimum of 1 earth quintessence and 20 drachma. For each four drachma over and above the 20 put in, the Greater Mystery will pay out 4 earth, 2 fire or water, or 1 air quintessence. It may only be used once at the Final Annual.

This Greater Mystery may only be cast once at the Thirteenth Annual unless otherwise specified, and may only be cast under the Sign of Taurus



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This is an OOC document, but represents IC knowledge your character has gained of the purpose of the Greater Mystery and the ritual and ceremony necessary for the casting of it.

G13-043

Wield The Aegis of Prometheus

Sixth am I. Proof against the curses of the gods shall I be, rooted in the strength of my confidence.

Fire 18

Water 10

Blood 2

Earth 12

Air 8

Drachma 25

This Mystery must be cast with the use of a PARAMOUNT FOCUS and must be targeted on a character who is in physical contact with the focus. The empowered character may call RESIST to treat the first five special damage calls which are targeted on them as normal hits. These may come from any source, including Gods.

Unless a Key and Lock mystery are used, the resistance effect will last only until the next dusk or dawn or until the five RESISTS are used up, whichever is sooner.

This Mystery can be enhanced by using a KEY PARAMOUNT MYSTERY. The element of the Key Mystery used will dictate the nature of the modification (which may alter the number or type of resists which may be called), and will align the humours of the target to the requisite element.

To be made permanent this Mystery must be used in conjunction with a KEY and a LOCK. Different combinations of KEY and LOCK mystery will have differing modifications on the effects of this Mystery.

This Greater Mystery may only be cast once at the Thirteenth Annual unless otherwise specified, and may only be cast under the Sign of Taurus



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G13-044

The Curse of Moloch

The god of the scales doesn't like to see one side getting away with it.

Fire 8

Water 0

Blood 3

Earth 1

Air 2

Drachma 30

This Greater Mystery invokes the power of the Phoenician god of bargains, Moloch, to basalance the scales in an arena battle. Kings Minos and Rhadamanthus must be informed of the intended use and target of this curse beforehand.

This mystery empowers a philosopher (who must be affiliated with one of the warbands in the arena) to enter the arena with the announcing priest. The Philosopher is empowered to call CURSE OF MOLOCH against one target warband in the Arena.

At the conclusion of the battle, the side which laid the Curse must take its bead pulls first. For every member of the cursing philosopher's warband who dies from a black or red bead pull during this battle, or is executed, each member of the warband targeted with the curse must each take an additional bead pull (WITHJOUT replacement) and keep the worst result.

This Greater Mystery may only be cast once at the Thirteenth Annual unless otherwise specified, and may only be cast under the Sign of Taurus



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G13-045

The Armour of Wisdom

Wisdom is sword and shield, but armour is armour

Fire 0

Water 0

Blood 2

Earth 3

Air 0

Drachma 20

This Greater Mystery can involve any number of casting philosophers over the initial required two. All participants in the ritual (who must be of the same Nation and Vision) may enter the next arena battle their respective warbands are due to fight in and gain the skill WEAR ARMOUR/USE SHIELD for the purposes of that arena battle only. This mystery only functions if the armour worn is culturally appropriate. ENHANCEMENT: This Greater Mystery can be used to extend this benefit to philosophers who are of the same Vision but NOT of the same Nation for an additional cost of 1 earth quintessence per philosopher so benefitting.

This Greater Mystery may only be cast once at the Thirteenth Annual unless otherwise specified, and may only be cast under the Sign of Taurus



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G13-046

The Largesse of the Golden King

In the gift of the Golden King are many titles

Fire 0

Water 2

Blood 3

Earth 3

Air 0

Drachma 200

This Greater Mystery empowers a Warleader to transfer control of up to one third (rounding down) of the cities he owns to other warleaders within the same Vision and Nation. The Deeds of Charter for those cities must be transferred in an open ceremony under the auspices of this mystery and it cannot be cast while an Arena combat session is underway (i.e. between the hours of Friday 1830-2100, Saturday 10am-4pm. It cannot be cast at all after 5pm Saturday. This Greater Mystery must receive assent from a god or being becoming a god, and will, almost certainly, elicit a negative reaction from the gods of the pantheon in question as it directly subverts their privileges.

This Greater Mystery may only be cast once at the Thirteenth Annual unless otherwise specified, and may only be cast under the Sign of Taurus



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G13-047

Achilles' Heel

It doesn't matter how carefully you plan out immortality, the universe always has an answer.

Fire 10

Water 2

Blood 4

Earth 5

Air 0

Drachma 150

This mystery empowers a philosopher to enter the arena with a priest during the announcement phase of an arena battle to deliver a special curse at the opening of an Arena combat.

The philosopher gains the ability to deliver a CURSE during the introduction phase of an arena battle. It must be clear to all onlookers that the philosopher is delivering a CURSE. The CURSE takes effect on all warbands of both sides participating in the battle, and does not discriminate between friend and foe.

If the CURSE is not resisted, all characters participating in this arena battle who can regenerate, or who can resist black bead pulls for the loss of a permanent hit, lose that ability and function as normal mortals during the battle. If they are reduced to zero hits, they fall. If they pull a black bead (or a red one in the case of characters with no resilience) they die as would any other character.

It affects only a philosopher of the same nation as the performing philosophers. If unused, the ability to deliver a CURSE remains with the philosopher until the next sunrise or sunset, whichever comes first.

Performing this mystery requires around five minutes of ritual involving the philosophers, the mystery focus and the target priest.

This Greater Mystery may only be cast once at the Thirteenth Annual unless otherwise specified, and may only be cast under the Sign of Taurus



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G13-048

The Shadow of the Ibis

Philosophy makes you - and can unmake you too.

Fire 8

Water 2

Blood 2

Earth 2

Air 8

Drachma 15

This Greater Mystery may only be cast upon a Champion or Warleader or WARLEADER. It grants to the target character the ability three times during the Final Annual to call CURSE OF THOTH on any N'Hru, Ghul or Ifrit

This Greater Mystery may only be cast once at the Thirteenth Annual unless otherwise specified, and may only be cast under the Sign of Taurus



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G13-050

Quicken the Frozen Climber

Borrow the mountain's magic to bring back a soul from the the threshold.

Fire 2

Water 2

Blood 4

Earth 3

Air 5

Drachma 20

A philosopher may return a Champion or Warleader temporarily to life if they have not had a death audience. This Greater Mystery must be cast during or after the Death Rites have been performed but before any spirit arrives to collect the soul. Performing this mystery requires around five minutes of ritual involving the philosophers, the mystery focus and the target priest. This mystery is FOREIGN - it seems to have come from the uttermost east, and may not work precisely as described if the philosopher leading the casting is not suitably skilled. There is however a terrible price to be paid for this resurrection - the Champion or Warleader so resurrected will live on as a fading soul until at the very latest, the end of the 1pm fight on Sunday. They will die before the beginning of the Battle for the Age, and will receive no death audience or psychopomp - their soul will have been completely burned up by the process of en during alive. They will not pass to the afterlife, nor be judged by their gods.

This Greater Mystery may only be cast once at the Thirteenth Annual unless otherwise specified, and may only be cast under the Sign of Taurus



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G13-052

The Nine Sages' Word Turns Back the Wolf

Where battle is for the wise, there will be no place for monsters

Fire 9

Water 9

Blood 4

Earth 9

Air 9

Drachma 40

This extremely powerful Greater Mystery can be cast only on an arena battle during the Saturday of the Final Annual. Casting must be complete a half-hour before the arena battle. This Greater Mystery prevents any named Divine Champion or Warleader, N'Hru, Ghul, Ifrit, Demigod, Immortal man, Man of Bronze, Lamia, Lich or Lycanthrope from participating in the arena battle. Instead, they may enter the next arena battle which their nation is participating in, either attack or defence, irrespective of whether their warband is fighting. This mystery applies equally to both sides of the combat.

This Greater Mystery may only be cast once at the Thirteenth Annual unless otherwise specified, and may only be cast under the Sign of Taurus



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G13-053

The Double Doors of the Horizon

Unlocked are it's Bolts

Fire 0

Water 1

Blood 2

Earth 1

Air 4

Drachma 20

This Greater Mystery must be cast on a Champion or Warleader or warleader and allows them to pass through the Corrupted Gates into the space beyond as if they wrere a philosopher with the appropriate skill until the next saunrise or sun set, whichever is earlier.

This Greater Mystery may only be cast once at the Thirteenth Annual unless otherwise specified, and may only be cast under the Sign of Taurus



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G13-055

The Price of Power

All things are possible to those with money - just at a decreasing return.

Fire 0

Water 0

Blood 3

Earth 1

Air 0

Drachma 20

This Greater Mystery costs a minimum of 1 earth quintessence and 20 drachma. For each four drachma over and above the 20 put in, the Greater Mystery will pay out 4 earth, 2 fire or water, or 1 air quintessence. It may only be used once at the Final Annual.

This Greater Mystery may only be cast once at the Thirteenth Annual unless otherwise specified, and may only be cast under the Sign of Taurus



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G13-056

The Doom of All Who Fight the Future

Your deeds will be like words written on water - forgotten quickly.

Fire 10

Water 3

Blood 4

Earth 0

Air 0

Drachma 40

This mystery empowers a philosopher to enter the arena with a priest during the announcement phase of an arena battle to deliver a special curse at the opening of an Arena combat.

The philosopher gains the ability to deliver a CURSE during the introduction phase of an arena battle. It must be clear to all onlookers that the philosopher is delivering a CURSE. The CURSE must target a warband by name, and only targets a warband participating in the coming arena battle. When delivering the CURSE, the philosopher must announce that the target warband "will be cut from the weft of Fate" and otherwise declare that a great doom lies on them.

If the CURSE is not resisted, all members of the target warband who reach zero hits must take an additional bead pull for each special creature (defined as any creature not eligible for the mortal laurels) among their number participating in the battle. Once the curse is pronounced, all creatures committed to the battle count even if they then withdraw.

It affects only a philosopher of the same nation as the performing philosophers. If unused, the ability to deliver a CURSE remains with the philosopher until the next sunrise or sunset, whichever comes first.

Performing this mystery requires around five minutes of ritual involving the philosophers, the mystery focus and the target priest. This mystery is FOREIGN - it seems to have come from the uttermost east, and may not work precisely as described if the philosopher leading the casting is not suitably skilled.

This Greater Mystery may only be cast once at the Thirteenth Annual unless otherwise specified, and may only be cast under the Sign of Taurus



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G13-057

Subvert the Rules of Minos

As the Age of Steel ends, what shape will the future take?

Fire 10

Water 4

Blood 4

Earth 10

Air 4

Drachma 200

This Greater Mystery targets an entire warband. All members of the Warband must be present and must vocally signal their willingness to participate in this rite during the casting. It may be cast before midnight Friday to be in effect for the first Saturday morning session, or before midday Saturday to be in effect for the second Saturday session. Casting it after this (to take effect for the Sunday battles) doubles the cost of the mystery.

When cast this Greater Mystery permanently realigns a warband with a new Vision. It may only be cast once on any given Warband. It allows the target warband to act in all ways as though they were a warband belonging to the new Vision - they may participate in battles on behalf of that vision. They may not, however, participate in battles of their old vision, even to attack it. Their original cultural armour will function normally, and this mystery does not offer them any advantage from using any other cultural armour. In addition, any territories held by the Warband will be brought with them, and count towards the new Vision's territories.

This Greater Mystery may only be cast once at the Thirteenth Annual unless otherwise specified, and may only be cast under the Sign of Taurus



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G13-059

The Curse of Janus

The god of the gateway doesn't like to see one side getting away with it.

Fire 8

Water 0

Blood 3

Earth 1

Air 2

Drachma 30

This Greater Mystery invokes the power of the Roman god of gateways and transitions, Janus, to balance the scales in an arena battle. Kings Minos and Rhadamanthus must be informed of the intended use and target of this curse beforehand.

This mystery empowers a philosopher (who must be affiliated with one of the warbands in the arena) to enter the arena with the announcing priest. The Philosopher is empowered to call CURSE OF MOLOCH against one target warband in the Arena.

At the conclusion of the battle, the side which laid the Curse must take its bead pulls first. For every member of the cursing philosopher's warband who dies from a black or red bead pull during this battle, or is executed, the warband targeted with the curse must each take an additional bead pull and keep the worst result.

This Greater Mystery may only be cast once at the Thirteenth Annual unless otherwise specified, and may only be cast under the Sign of Taurus



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This is an OOC document, but represents IC knowledge your character has gained of the purpose of the Greater Mystery and the ritual and ceremony necessary for the casting of it.

G13-061

Subvert the Rules of Minos

As the Age of Steel ends, what shape will the future take?

Fire 10

Water 4

Blood 4

Earth 10

Air 4

Drachma 200

This Greater Mystery targets an entire warband. All members of the Warband must be present and must vocally signal their willingness to participate in this rite during the casting. It may be cast before midnight Friday to be in effect for the first Saturday morning session, or before midday Saturday to be in effect for the second Saturday session. Casting it after this (to take effect for the Sunday battles) doubles the cost of the mystery.

When cast this Greater Mystery permanently realigns a warband with a new Vision. It may only be cast once on any given Warband. It allows the target warband to act in all ways as though they were a warband belonging to the new Vision - they may participate in battles on behalf of that vision. They may not, however, participate in battles of their old vision, even to attack it. Their original cultural armour will function normally, and this mystery does not offer them any advantage from using any other cultural armour. In addition, any territories held by the Warband will be brought with them, and count towards the new Vision's territories.

This Greater Mystery may only be cast once at the Thirteenth Annual unless otherwise specified, and may only be cast under the Sign of Taurus



This sheet represents the information available through the use of the Lesser Mystery "Wisdom of the Seer" on a Greater Mystery focus. This information is valid only for the Thirteenth Annual.

This is an OOC document, but represents IC knowledge your character has gained of the purpose of the Greater Mystery and the ritual and ceremony necessary for the casting of it.

G13-062

Thieves Never Prosper

The cities may be yours but you will not enjoy the spoils.

Fire 8

Water 2

Blood 4

Earth 2

Air 4

Drachma 50

This mystery empowers a philosopher to enter the arena with a priest during the announcement phase of an arena battle to deliver a special curse at the opening of an Arena combat.

The philosopher gains the ability to deliver a CURSE during the introduction phase of an arena battle. It must be clear to all onlookers that the philosopher is delivering a CURSE. The CURSE must target a warband by name, and only targets a warband participating in the coming arena battle. When delivering the CURSE, the philosopher must announce that the target warband "will be cut from the weft of Fate" and otherwise declare that a great doom lies on them.

If the CURSE is not resisted, the warleader of the targeted warband, should they be on the winning side of this battle, will take one additional bead pull (WITHOUT replacement) for every city they claim in spoils from this battle.

It affects only a philosopher of the same nation as the performing philosophers. If unused, the ability to deliver a CURSE remains with the philosopher until the next sunrise or sunset, whichever comes first.

Performing this mystery requires around five minutes of ritual involving the philosophers, the mystery focus and the target priest.

This Greater Mystery may only be cast once at the Thirteenth Annual unless otherwise specified, and may only be cast under the Sign of Taurus



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G13-064

Harness the Tides of Oceanus and Tethys

Like the Inundation, when we ebb away we come crashing

Fire 2

Water 10

Blood 4

Earth 0

Air 0

Drachma 40

This Greater Mystery empowers a single warband of up to eight people for a single arena battle. During the casting of the rite each member of the warband must symbolically consume water quintessence.

During the arena battle every time a Champion or Warleader or the warleader is reduced to zero hits in the arena, after a slow count of ten seconds they resume their feet, retreat to their entry gate and rejoin the battle with one fewer body hit. These body hits are lost PERMANENTLY and cannot be healed by a physician's attentions - other means to recover them may exist.

This effect remains in play for the entire battle - if a Champion or Warleader with four hits is reduced to zero and resumes fighting on three hits, then is slain again they will resume on two hits, then on one. Only when the Champion or Warleader has zero hits do they remain down - but at that point the Champion or Warleader will be slain, with no need for a bead pull.

This rite cannot be used on any character who has undergone any character who is not eligible for the Mortal Laurels.

This rite can be broken on any Champion or Warleader at any time by execution - if a character is executed they will not regenerate and die as normal at that point.

This Greater Mystery may only be cast once at the Thirteenth Annual unless otherwise specified, and may only be cast under the Sign of Taurus



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G13-065

The Trident Strikes

Shh. Can you hear his pulse in the waves?

Fire 6

Water 0

Blood 4

Earth 7

Air 0

Drachma 100

This Greater Mystery targets a city within the Greek magisterium on the Great Game map.

The target city is subjected to a major earthquake. The city will be DESTROYED and all trade routes in and out will be severed until the city is restored. It will no longer be eligible for use in the Great Game at the Final Annual

This Greater Mystery may only be cast once at the Thirteenth Annual unless otherwise specified, and may only be cast under the Sign of Taurus



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G13-066

Poseidon's Wrath

Lie in wait and then strike like lightning

Fire 0

Water 0

Blood 2

Earth 3

Air 0

Drachma 20

This Greater Mystery may only be cast upon a mortal, unblessed Champion or Warleader. It grants them temporary great reserves of strength to be used to shake the earth. The empowered Champion or Warleader may, once only, during an Arena battle, call MASS STRIKEDOWN by slamming his weapon into the ground. Poseidon's trident will strike the earth and rock it; all those unprepared will be thrown from their feet.

This Greater Mystery may only be cast once at the Thirteenth Annual unless otherwise specified, and may only be cast under the Sign of Taurus



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G13-067

Quicken the Frozen Climber

Borrow the mountain's magic to bring back a soul from the the threshold.

Fire 2

Water 2

Blood 4

Earth 3

Air 5

Drachma 20

A philosopher may return a Champion or Warleader to life if they have not had a death audience. This Greater Mystery must be cast during or after the Death Rites have been performed but before any spirit arrives to collect the soul. Performing this mystery requires around five minutes of ritual involving the philosophers, the mystery focus and the target priest. This mystery is FOREIGN - it seems to have come from the uttermost east, and may not work precisely as described if the philosopher leadign the casting is not suitably skilled.

This Greater Mystery may only be cast once at the Thirteenth Annual unless otherwise specified, and may only be cast under the Sign of Taurus



This sheet represets the information available through the use of the Lesser Mystery "Wisdom of the Seer" on a Greater Mystery focus. This information is valid only for the Thirteenth Annual.

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G13-069

Subvert the Rules of Minos

As the Age of Steel ends, what shape will the future take?

Fire 10

Water 4

Blood 4

Earth 10

Air 4

Drachma 200

This Greater Mystery targets an entire warband. All members of the Warband must be present and must vocally signal their willingness to participate in this rite during the casting. It may be cast before midnight Friday to be in effect for the first Saturday morning session, or before midday Saturday to be in effect for the second Saturday session. Casting it after this (to take effect for the Sunday battles) doubles the cost of the mystery.

When cast this Greater Mystery permanently realigns a warband with a new Vision. It may only be cast once on any given Warband. It allows the target warband to act in all ways as though they were a warband belonging to the new Vision - they may participate in battles on behalf of that vision. They may not, however, participate in battles of their old vision, even to attack it. Their original cultural armour will function normally, and this mystery does not offer them any advantage from using any other cultural armour. In addition, any territories held by the Warband will be brought with them, and count towards the new Vision's territories.

This Greater Mystery may only be cast once at the Thirteenth Annual unless otherwise specified, and may only be cast under the Sign of Taurus



This sheet represents the information available through the use of the Lesser Mystery "Wisdom of the Seer" on a Greater Mystery focus. This information is valid only for the Thirteenth Annual.

This is an OOC document, but represents IC knowledge your character has gained of the purpose of the Greater Mystery and the ritual and ceremony necessary for the casting of it.

G13-070

Wield The Aegis of Prometheus

Sixth am I. Proof against the curses of the gods shall I be, rooted in the strength of my confidence.

Fire 18

Water 10

Blood 2

Earth 12

Air 8

Drachma 25

This Mystery must be cast with the use of a PARAMOUNT FOCUS and must be targeted on a character who is in physical contact with the focus. The empowered character may call RESIST to treat the first five special damage calls which are targeted on them as normal hits. These may come from any source, including Gods.

Unless a Key and Lock mystery are used, the resistance effect will last only until the next dusk or dawn or until the five RESISTS are used up, whichever is sooner.

This Mystery can be enhanced by using a KEY PARAMOUNT MYSTERY. The element of the Key Mystery used will dictate the nature of the modification (which may alter the number or type of resists which may be called), and will align the humours of the target to the requisite element.

To be made permanent this Mystery must be used in conjunction with a KEY and a LOCK. Different combinations of KEY and LOCK mystery will have differing modifications on the effects of this Mystery.

This Greater Mystery may only be cast once at the Thirteenth Annual unless otherwise specified, and may only be cast under the Sign of Taurus



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G13-073

Fire the Mortal Clay

Seventh am I. Strong in the flesh must a mortal be to bear the power that comes.

Fire 0

Water 10

Blood 2

Earth 10

Air 5

Drachma 30

This Mystery must be cast with the use of a PARAMOUNT FOCUS and must be targeted on a character who is in physical contact with the focus. The body of the character has been fortified and strengthened in such a way that their flesh can bear divine strength. This allows a mother to bear a divine child without injury, or for a mortal to bear the essence of a god within them.

The target of the Mystery will gain a base of +8 additional body hits.

All physical CURSES diseases and injuries are healed and negated through the use of this Mystery.

Unless a Key and Lock mystery are used, the resistance effect will last only until the next dusk or dawn, whichever is sooner.

This Mystery can be enhanced by using a KEY PARAMOUNT MYSTERY. The element of the Key Mystery used will dictate the nature of the modification, and will align the humours of the target to the requisite element.

To be made permanent this Mystery must be used in conjunction with a KEY and a LOCK. Different combinations of KEY and LOCK mystery will have differing modifications on the effects of this Mystery.

This Greater Mystery may only be cast once at the Thirteenth Annual unless otherwise specified, and may only be cast under the Sign of Taurus



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G13-074

I Bid the Gatekeeper

Eighth am I. No door is barred to me.

Fire 2

Water 9

Blood 4

Earth 8

Air 9

Drachma 50

This Mystery must be cast with the use of a PARAMOUNT FOCUS and must be targeted on a character who is in physical contact with the focus. This rite allows the targeted character to OPEN GATE OF HORN directly to the audience space where the gods meet with the priests whenever an audience is underway, and can under certain circumstances allow access the realm of the gods beyond.

This Mystery can be enhanced by using a KEY PARAMOUNT MYSTERY. The element of the Key Mystery used will dictate the nature of the modification, and will align the humours of the target to the requisite element. If the KEY rite is cast at the same time as this mystery, the benefits of consuming quintessence of a specific type associated with the KEY are enhanced and those of consuming the other three types are reduced.

To be made permanent this Mystery must be used in conjunction with a KEY and a LOCK. Different combinations of KEY and LOCK mystery will have differing modifications on the effects of this Mystery.

If this rite is cast without a LOCK, then the effects of the mystery are only in play until the end of the Annual where the rite is cast.

This Greater Mystery may only be cast once at the Thirteenth Annual unless otherwise specified, and may only be cast under the Sign of Taurus



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G13-075

The Blood of Family

Ninth am I. Of my blood I am.

Fire 10

Water 8

Blood 4

Earth 6

Air 6

Drachma 50

This Mystery must be cast with the use of a PARAMOUNT FOCUS and must be targeted on a character who is in physical contact with the focus. This rite attunes a character definitively to the target magisterium by enacting a passage through the Underworld of the culture in question. After this rite is cast, the target character may OPEN GATE OF IVORY to the target underworld, act as a psychopomp and move back and forth between the lands of the living and the dead more or less at will.

In the rare case where a nation has no god of death for an extended period of time or is about to be overwhelmed, a character who has been the subject of this mystery may "save" their underworld from being absorbed into a new culture by "embodying it" within their own psyche. This can lead to significant psychological effects in the long term.

To be made permanent this Mystery must be used in conjunction with a KEY and a LOCK. Different combinations of KEY and LOCK mystery will have differing modifications on the effects of this Mystery.

This Greater Mystery may only be cast once at the Thirteenth Annual unless otherwise specified, and may only be cast under the Sign of Taurus



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G13-076

Who Mourns for Adonis?

Tenth am I. Last step before the great leap. Time holds no fears for me now.

Fire 2

Water 25

Blood 2

Earth 18

Air 8

Drachma 25

This Mystery must be cast with the use of a PARAMOUNT FOCUS and must be targeted on a character who is in physical contact with the focus.

The empowered character no longer ages or suffers any harm from natural causes. Please see the "Immortal Briefing Sheet" for details.

Unless a Key and Lock mystery are used, the resistance effect will last only until the next dusk or dawn, whichever is sooner.

This Mystery can be enhanced by using a KEY PARAMOUNT MYSTERY. The element of the Key Mystery used will dictate the nature of the modification, and will align the humours of the target to the requisite element.

To be made permanent this Mystery must be used in conjunction with a KEY and a LOCK. Different combinations of KEY and LOCK mystery will have differing modifications on the effects of this Mystery.

This Greater Mystery may only be cast once at the Thirteenth Annual unless otherwise specified, and may only be cast under the Sign of Taurus



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G13-077

The Key of Earth

Let the world be buried for I am Earth

Fire 0

Water 0

Blood 3

Earth 10

Air 0

Drachma 35

This Mystery must be cast with the use of a PARAMOUNT FOCUS and must be targeted on a character who is in physical contact with the focus. It should be cast to complement the casting of a PARAMOUNT MYSTERY and aligns the effects of that PARAMOUNT MYSTERY to the element of Earth. Casting this mystery in conjunction with a PARAMOUNT MYSTERY may change the effects of that mystery in unpredictable ways in keeping with mysteries primarily aligned with Earth. If this is cast alone, it will align the caster's bodily humours solely to the element of earth, granting certain powers and effects in keeping with the element of Earth. Casting this mystery in conjunction with a PARAMOUNT MYSTERY extends the duration of the PARAMOUNT MYSTERY to Annual; casting this mystery in conjunction with a PARAMOUNT MYSTERY and a LOCK makes the PARAMOUNT MYSTERY permanent.

This Greater Mystery may only be cast once at the Thirteenth Annual unless otherwise specified, and may only be cast under the Sign of Taurus



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G13-078

The Key of Fire

Let the world burn, for I am Fire.

Fire 10

Water 0

Blood 3

Earth 0

Air 0

Drachma 35

This Mystery must be cast with the use of a PARAMOUNT FOCUS and must be targeted on a character who is in physical contact with the focus. It should be cast to complement the casting of a PARAMOUNT MYSTERY and aligns the effects of that PARAMOUNT MYSTERY to the element of FIRE. Casting this mystery in conjunction with a PARAMOUNT MYSTERY may change the effects of that mystery in unpredictable ways in keeping with mysteries primarily aligned with fire. If this is cast alone, it will align the caster's bodily humours solely to the element of fire, granting certain powers and effects in keeping with the element of fire. Casting this mystery in conjunction with a PARAMOUNT MYSTERY extends the duration of the PARAMOUNT MYSTERY to Annual; casting this mystery in conjunction with a PARAMOUNT MYSTERY and a LOCK makes the PARAMOUNT MYSTERY permanent.

This Greater Mystery may only be cast once at the Thirteenth Annual unless otherwise specified, and may only be cast under the Sign of Taurus



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G13-079

The Armour of Wisdom

Wisdom is sword and shield, but armour is armour

Fire 0

Water 0

Blood 2

Earth 3

Air 0

Drachma 20

This Greater Mystery can involve any number of casting philosophers over the initial required two. All participants in the ritual (who must be of the same Nation and Vision) may enter the next arena battle their respective warbands are due to fight in and gain the skill WEAR ARMOUR/USE SHIELD for the purposes of that arena battle only. This mystery only functions if the armour worn is culturally appropriate. ENHANCEMENT: This Greater Mystery can be used to extend this benefit to philosophers who are of the same Vision but NOT of the same Nation for an additional cost of 1 earth quintessence per philosopher so benefitting.

This Greater Mystery may only be cast once at the Thirteenth Annual unless otherwise specified, and may only be cast under the Sign of Taurus



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G13-081

Quicken the Frozen Climber

Borrow the mountain's magic to bring back a soul from the the threshold.

Fire 2

Water 2

Blood 4

Earth 3

Air 5

Drachma 20

A philosopher may return a Champion or Warleader temporarily to life if they have not had a death audience. This Greater Mystery must be cast during or after the Death Rites have been performed but before any spirit arrives to collect the soul. Performing this mystery requires around five minutes of ritual involving the philosophers, the mystery focus and the target priest. This mystery is FOREIGN - it seems to have come from the uttermost east, and may not work precisely as described if the philosopher leading the casting is not suitably skilled. There is however a terrible price to be paid for this resurrection - the Champion or Warleader so resurrected will live on as a fading soul until at the very latest, the end of the 1pm fight on Sunday. They will die before the beginning of the Battle for the Age, and will receive no death audience or psychopomp - their soul will have been completely burned up by the process of en during alive. They will not pass to the afterlife, nor be judged by their gods.

This Greater Mystery may only be cast once at the Thirteenth Annual unless otherwise specified, and may only be cast under the Sign of Taurus



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G13-082

Thieves Never Prosper

The cities may be yours but you will not enjoy the spoils.

Fire 8

Water 2

Blood 4

Earth 2

Air 4

Drachma 50

This mystery empowers a philosopher to enter the arena with a priest during the announcement phase of an arena battle to deliver a special curse at the opening of an Arena combat.

The philosopher gains the ability to deliver a CURSE during the introduction phase of an arena battle. It must be clear to all onlookers that the philosopher is delivering a CURSE. The CURSE must target a warband by name, and only targets a warband participating in the coming arena battle. When delivering the CURSE, the philosopher must announce that the target warband "will be cut from the weft of Fate" and otherwise declare that a great doom lies on them.

If the CURSE is not resisted, the warleader of the targeted warband, should they be on the winning side of this battle, will take one additional bead pull (WITHOUT replacement) for every city they claim in spoils from this battle.

It affects only a philosopher of the same nation as the performing philosophers. If unused, the ability to deliver a CURSE remains with the philosopher until the next sunrise or sunset, whichever comes first.

Performing this mystery requires around five minutes of ritual involving the philosophers, the mystery focus and the target priest.

This Greater Mystery may only be cast once at the Thirteenth Annual unless otherwise specified, and may only be cast under the Sign of Taurus



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G13-083

The Double Doors of the Horizon

Unlocked are it's Bolts

Fire 0

Water 1

Blood 2

Earth 1

Air 4

Drachma 20

This Greater Mystery must be cast on a Champion or Warleader or warleader and allows them to pass through the Corrupted Gates into the space beyond as if they wrere a philosopher with the appropriate skill until the next saunrise or sun set, whichever is earlier.

This Greater Mystery may only be cast once at the Thirteenth Annual unless otherwise specified, and may only be cast under the Sign of Taurus



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G13-084

The Price of Power

All things are possible to those with money - just at a decreasing return.

Fire 0

Water 0

Blood 3

Earth 1

Air 0

Drachma 20

This Greater Mystery costs a minimum of 1 earth quintessence and 20 drachma. For each four drachma over and above the 20 put in, the Greater Mystery will pay out 4 earth, 2 fire or water, or 1 air quintessence. It may only be used once at the Final Annual.

This Greater Mystery may only be cast once at the Thirteenth Annual unless otherwise specified, and may only be cast under the Sign of Taurus



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G13-085

Wield The Aegis of Prometheus

Sixth am I. Proof against the curses of the gods shall I be, rooted in the strength of my confidence.

Fire 18

Water 10

Blood 2

Earth 12

Air 8

Drachma 25

This Mystery must be cast with the use of a PARAMOUNT FOCUS and must be targeted on a character who is in physical contact with the focus. The empowered character may call RESIST to treat the first five special damage calls which are targeted on them as normal hits. These may come from any source, including Gods.

Unless a Key and Lock mystery are used, the resistance effect will last only until the next dusk or dawn or until the five RESISTS are used up, whichever is sooner.

This Mystery can be enhanced by using a KEY PARAMOUNT MYSTERY. The element of the Key Mystery used will dictate the nature of the modification (which may alter the number or type of resists which may be called), and will align the humours of the target to the requisite element.

To be made permanent this Mystery must be used in conjunction with a KEY and a LOCK. Different combinations of KEY and LOCK mystery will have differing modifications on the effects of this Mystery.

This Greater Mystery may only be cast once at the Thirteenth Annual unless otherwise specified, and may only be cast under the Sign of Taurus



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G13-086

The Key of Air

let the world fly apart for I am Air

Fire 0

Water 0

Blood 3

Earth 0

Air 10

Drachma 35

This Mystery must be cast with the use of a PARAMOUNT FOCUS and must be targeted on a character who is in physical contact with the focus. It should be cast to complement the casting of a PARAMOUNT MYSTERY and aligns the effects of that PARAMOUNT MYSTERY to the element of Air. Casting this mystery in conjunction with a PARAMOUNT MYSTERY may change the effects of that mystery in unpredictable ways in keeping with mysteries primarily aligned with Air. If this is cast alone, it will align the caster's bodily humours solely to the element of air, granting certain powers and effects in keeping with the element of Air. Casting this mystery in conjunction with a PARAMOUNT MYSTERY extends the duration of the PARAMOUNT MYSTERY to Annual; casting this mystery in conjunction with a PARAMOUNT MYSTERY and a LOCK makes the PARAMOUNT MYSTERY permanent.

This Greater Mystery may only be cast once at the Thirteenth Annual unless otherwise specified, and may only be cast under the Sign of Taurus



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G13-087

Prometheus Unbound

I am the Last. Behold your destiny come at last, mortal man.

Fire 50

Water 50

Blood 10

Earth 50

Air 50

Drachma 150

This Mystery must be cast with the use of a PARAMOUNT FOCUS and must be targeted on a character who is in physical contact with the focus. This mystery also requires that an appropriate number of the previous Promethean rites have been cast on the subject. If any of the rites have not been cast or if they are of temporary duration, please report these facts to the referee handling the casting of the Mystery.

The empowered character becomes a god and immediately discarnates from Atlantis. An extensive briefing will be required. Please report to GOD immediately.

Unless a Key and Lock mystery are used, the effect of this mystery will last only until the next dusk or dawn, whichever is sooner.

This Mystery can be enhanced by using a KEY PARAMOUNT MYSTERY. The element of the Key Mystery used will dictate the nature of the modification, and will align the humours of the target to the requisite element.

To be made permanent this Mystery must be used in conjunction with a KEY and a LOCK. Different combinations of KEY and LOCK mystery will have differing modifications on the effects of this Mystery.

This Greater Mystery may only be cast once at the Thirteenth Annual unless otherwise specified, and may only be cast under the Sign of Taurus



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This is an OOC document, but represents IC knowledge your character has gained of the purpose of the Greater Mystery and the ritual and ceremony necessary for the casting of it.

G13-088

The Key of Air

let the world fly apart for I am Air

Fire 0

Water 0

Blood 3

Earth 0

Air 10

Drachma 35

This Mystery must be cast with the use of a PARAMOUNT FOCUS and must be targeted on a character who is in physical contact with the focus. It should be cast to complement the casting of a PARAMOUNT MYSTERY and aligns the effects of that PARAMOUNT MYSTERY to the element of Air. Casting this mystery in conjunction with a PARAMOUNT MYSTERY may change the effects of that mystery in unpredictable ways in keeping with mysteries primarily aligned with Air. If this is cast alone, it will align the caster's bodily humours solely to the element of air, granting certain powers and effects in keeping with the element of Air. Casting this mystery in conjunction with a PARAMOUNT MYSTERY extends the duration of the PARAMOUNT MYSTERY to Annual; casting this mystery in conjunction with a PARAMOUNT MYSTERY and a LOCK makes the PARAMOUNT MYSTERY permanent.

This Greater Mystery may only be cast once at the Thirteenth Annual unless otherwise specified, and may only be cast under the Sign of Taurus



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G13-089

The Cardinal Lock

Let there be Light.

Fire 0

Water 0

Blood 5

Earth 0

Air 0

Drachma 25

This mystery may only be cast in conjunction with a PARAMOUNT MYSTERY and a KEY MYSTERY. It has no effect other than in those circumstances. This Lock aligns the target PARAMOUNT MYSTERY to the alignment of LIGHT. If both lock mysteries are being cast together to create the MUTABLE LOCK then coin cost is halved for both.

This Greater Mystery may only be cast once at the Thirteenth Annual unless otherwise specified, and may only be cast under the Sign of Taurus



This sheet represents the information available through the use of the Lesser Mystery "Wisdom of the Seer" on a Greater Mystery focus. This information is valid only for the Thirteenth Annual.

This is an OOC document, but represents IC knowledge your character has gained of the purpose of the Greater Mystery and the ritual and ceremony necessary for the casting of it.

G13-090

Partake of the Bounty of the Divine

Fourth am I. Sup deep of the strength of the elements.

Fire 2

Water 10

Blood 3

Earth 5

Air 10

Drachma 20

This Mystery must be cast with the use of a PARAMOUNT FOCUS and must be targeted on a character who is in physical contact with the focus. The empowered character is now a legitimate target for sacrifice of quintessence and coin; a priest may use the SACRIFICE skill to sacrifice coin and quintessence to the character as though they were a god. Sacrifices of lives are ineffective.

Further, the character may sacrifice "to themselves" by consuming one of a specific type of quintessence. Once selected, the type may not be changed.

The character will be aware of how much tribute they have received over an annual and may enquire at the GOD desk as to their relative position within their national pantheon during the Annual.

This Mystery can be enhanced by using a KEY PARAMOUNT MYSTERY. The element of the Key Mystery used will dictate the nature of the modification, and will align the humours of the target to the requisite element. If the KEY rite is cast at the same time as this mystery, the benefits of consuming quintessence of a specific type associated with the KEY are enhanced and those of consuming the other three types are reduced.

To be made permanent this Mystery must be used in conjunction with a KEY and a LOCK. Different combinations of KEY and LOCK mystery will have differing modifications on the effects of this Mystery.

If this rite is cast without a LOCK, then the effects of the mystery are only in play until the end of the Annual FOLLOWING the one where the rite is cast. Any quintessence consumed by the character, or any sacrifices made to the character remain "on the record" - but further sacrifices or acts of consumption are ineffective unless this rite is recast.

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G13-P04

Wield The Aegis of Prometheus

Sixth am I. Proof against the curses of the gods shall I be, rooted in the strength of my confidence.

Fire 18

Water 10

Blood 2

Earth 12

Air 8

Drachma 25

This Mystery must be cast with the use of a PARAMOUNT FOCUS and must be targeted on a character who is in physical contact with the focus. The empowered character may call RESIST to treat the first five special damage calls which are targeted on them as normal hits. These may come from any source, including Gods.

Unless a Key and Lock mystery are used, the resistance effect will last only until the next dusk or dawn or until the five RESISTS are used up, whichever is sooner.

This Mystery can be enhanced by using a KEY PARAMOUNT MYSTERY. The element of the Key Mystery used will dictate the nature of the modification (which may alter the number or type of resists which may be called), and will align the humours of the target to the requisite element.

To be made permanent this Mystery must be used in conjunction with a KEY and a LOCK. Different combinations of KEY and LOCK mystery will have differing modifications on the effects of this Mystery.

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G13-P06

The Blood of Family

Ninth am I. Of my blood I am.

Fire 10

Water 8

Blood 4

Earth 6

Air 6

Drachma 50

This Mystery must be cast with the use of a PARAMOUNT FOCUS and must be targeted on a character who is in physical contact with the focus. This rite attunes a character definitively to the target magisterium by enacting a passage through the Underworld of the culture in question. After this rite is cast, the target character may OPEN GATE OF IVORY to the target underworld, act as a psychopomp and move back and forth between the lands of the living and the dead more or less at will.

In the rare case where a nation has no god of death for an extended period of time or is about to be overwhelmed, a character who has been the subject of this mystery may "save" their underworld from being absorbed into a new culture by "embodying it" within their own psyche. This can lead to significant psychological effects in the long term.

To be made permanent this Mystery must be used in conjunction with a KEY and a LOCK. Different combinations of KEY and LOCK mystery will have differing modifications on the effects of this Mystery.

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G13-P09

Who Mourns for Adonis?

Tenth am I. Last step before the great leap. Time holds no fears for me now.

Fire 2

Water 25

Blood 2

Earth 18

Air 8

Drachma 25

This Mystery must be cast with the use of a PARAMOUNT FOCUS and must be targeted on a character who is in physical contact with the focus.

The empowered character no longer ages or suffers any harm from natural causes. Please see the "Immortal Briefing Sheet" for details.

Unless a Key and Lock mystery are used, the resistance effect will last only until the next dusk or dawn, whichever is sooner.

This Mystery can be enhanced by using a KEY PARAMOUNT MYSTERY. The element of the Key Mystery used will dictate the nature of the modification, and will align the humours of the target to the requisite element.

To be made permanent this Mystery must be used in conjunction with a KEY and a LOCK. Different combinations of KEY and LOCK mystery will have differing modifications on the effects of this Mystery.

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G13-P10

Prometheus Unbound

I am the Last. Behold your destiny come at last, mortal man.

Fire 50

Water 50

Blood 10

Earth 50

Air 50

Drachma 150

This Mystery must be cast with the use of a PARAMOUNT FOCUS and must be targeted on a character who is in physical contact with the focus. This mystery also requires that all ten of the previous Promethean rites have been cast on the subject. If any of the rites have not been cast or if they are of temporary duration, please report these facts to the referee handling the casting of the Mystery.

The empowered character becomes a god and immediately discarnates from Atlantis. An extensive briefing will be required. Please report to GOD immediately.

Please see the "Newborn God Briefing Sheet" for details.

Unless a Key and Lock mystery are used, the effect of this mystery will last only until the next dusk or dawn, whichever is sooner.

This Mystery can be enhanced by using a KEY PARAMOUNT MYSTERY. The element of the Key Mystery used will dictate the nature of the modification, and will align the humours of the target to the requisite element.

To be made permanent this Mystery must be used in conjunction with a KEY and a LOCK. Different combinations of KEY and LOCK mystery will have differing modifications on the effects of this Mystery.

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G13-P11

The Key of Air

let the world fly apart for I am Air

Fire 0

Water 0

Blood 3

Earth 0

Air 10

Drachma 35

This Mystery must be cast with the use of a PARAMOUNT FOCUS and must be targeted on a character who is in physical contact with the focus. It should be cast to complement the casting of a PARAMOUNT MYSTERY and aligns the effects of that PARAMOUNT MYSTERY to the element of Air. Casting this mystery in conjunction with a PARAMOUNT MYSTERY may change the effects of that mystery in unpredictable ways in keeping with mysteries primarily aligned with Air. If this is cast alone, it will align the caster's bodily humours solely to the element of air, granting certain powers and effects in keeping with the element of Air. Casting this mystery in conjunction with a PARAMOUNT MYSTERY extends the duration of the PARAMOUNT MYSTERY to Annual; casting this mystery in conjunction with a PARAMOUNT MYSTERY and a LOCK makes the PARAMOUNT MYSTERY permanent.

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G13-P12

The Key of Earth

Let the world be buried for I am Earth

Fire 0

Water 0

Blood 3

Earth 10

Air 0

Drachma 35

This Mystery must be cast with the use of a PARAMOUNT FOCUS and must be targeted on a character who is in physical contact with the focus. It should be cast to complement the casting of a PARAMOUNT MYSTERY and aligns the effects of that PARAMOUNT MYSTERY to the element of Earth. Casting this mystery in conjunction with a PARAMOUNT MYSTERY may change the effects of that mystery in unpredictable ways in keeping with mysteries primarily aligned with Earth. If this is cast alone, it will align the caster's bodily humours solely to the element of earth, granting certain powers and effects in keeping with the element of Earth. Casting this mystery in conjunction with a PARAMOUNT MYSTERY extends the duration of the PARAMOUNT MYSTERY to Annual; casting this mystery in conjunction with a PARAMOUNT MYSTERY and a LOCK makes the PARAMOUNT MYSTERY permanent.

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G13-P13

The Key of Fire

Let the world burn, for I am Fire.

Fire 10

Water 0

Blood 3

Earth 0

Air 0

Drachma 35

This Mystery must be cast with the use of a PARAMOUNT FOCUS and must be targeted on a character who is in physical contact with the focus. It should be cast to complement the casting of a PARAMOUNT MYSTERY and aligns the effects of that PARAMOUNT MYSTERY to the element of FIRE. Casting this mystery in conjunction with a PARAMOUNT MYSTERY may change the effects of that mystery in unpredictable ways in keeping with mysteries primarily aligned with fire. If this is cast alone, it will align the caster's bodily humours solely to the element of fire, granting certain powers and effects in keeping with the element of fire. Casting this mystery in conjunction with a PARAMOUNT MYSTERY extends the duration of the PARAMOUNT MYSTERY to Annual; casting this mystery in conjunction with a PARAMOUNT MYSTERY and a LOCK makes the PARAMOUNT MYSTERY permanent.

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G13-P14

The Key of Water

Let the world drown, for I am water

Fire 0

Water 10

Blood 3

Earth 0

Air 0

Drachma 35

This Mystery must be cast with the use of a PARAMOUNT FOCUS and must be targeted on a character who is in physical contact with the focus. It should be cast to complement the casting of a PARAMOUNT MYSTERY and aligns the effects of that PARAMOUNT MYSTERY to the element of WATER. Casting this mystery in conjunction with a PARAMOUNT MYSTERY may change the effects of that mystery in unpredictable ways in keeping with mysteries primarily aligned with water. If this is cast alone, it will align the caster's bodily humours solely to the element of water, granting certain powers and effects in keeping with the element of water. Casting this mystery in conjunction with a PARAMOUNT MYSTERY extends the duration of the PARAMOUNT MYSTERY to Annual; casting this mystery in conjunction with a PARAMOUNT MYSTERY and a LOCK makes the PARAMOUNT MYSTERY permanent.

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G13-P15

The Cardinal Lock

Let there be Light.

Fire 0

Water 0

Blood 5

Earth 0

Air 0

Drachma 25

This mystery may only be cast in conjunction with a PARAMOUNT MYSTERY and a KEY MYSTERY. It has no effect other than in those circumstances. This Lock aligns the target PARAMOUNT MYSTERY to the alignment of LIGHT. If both lock mysteries are being cast together to create the MUTABLE LOCK then coin cost is halved for both.

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G13-P16

The Fixed Lock

Let there be Darkness.

Fire 0

Water 0

Blood 5

Earth 0

Air 0

Drachma 25

This mystery may only be cast in conjunction with a PARAMOUNT MYSTERY and a KEY MYSTERY. It has no effect other than in those circumstances. This Lock aligns the target PARAMOUNT MYSTERY to the alignment of DARKNESS. If both lock mysteries are being cast together to create the MUTABLE LOCK then coin cost is halved for both.

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G13-P17

Where Once Were Warriors

Fire 0

Water 3

Blood 3

Earth 9

Air 3

Drachma 20

This Zodiac Mystery can be used to evoke the gathered memories of cities lost to the Annuals through the pulses of the Pivot which, through the power inherent in the pivot and the Zodiac, assume reality just long enough for a Deed of Charter to form and be usable in the Arena. During the casting the casters must evoke memories of the three cities in question from those who remember them well.

These deeds can be used by the philosopher who owns them (i.e. the lead caster in this rite, who does not need to be the Zodiac chair of Libra though they need to participate) to declare themselves a Philosopher-warleader and to bid themselves and one other warband into a single battle for "free".

Note that the deeds expire immediately after the battle is ended, which may upset the winners should they be on the other side. This rite does not offer any supernatural protection from angry opponents save three magical words "caveat emptor".

Philosopher-warleader status, once claimed, continues into the remainder of the Annual.

The three territories so described are:

Where Once Was Marrakesh

Where Once Was Ithaca

Where Once Was Corinth

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G13-Z02

Bend the Rules of Minos

Fire 5

Water 5

Blood 4

Earth 5

Air 5

Drachma 100

This mystery must be cast on the warleader of one warband. It allows that warleader to freely participate in ONE battle on the side of the Zodiac Council (which must be the NEXT battle that warband participates in), IF the Zodiac Council vision is active at that point. After the battle, the warband in question may return to the support of their original vision. Their participation in the Zodiac Council battle does not require cities to be bid.

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G13-Z03

Plumb the Wisdom of the Ages

Those who are gone, are gone. But echoes of them cling to the pivot.

Fire 1

Water 7

Blood 3

Earth 7

Air 2

Drachma 50

This Greater Mystery targets one character who may be but does not have to be the casting philosopher. The character so targeted gains access to the confusing, many and varied memories of previous Councillors imprinted on the Pivot over the ages. The targeted character will receive one dream or vision experience shortly after the casting is complete and then one per full night of sleep spent on Atlantis. Come to GOD on Saturday and Sunday mornings to collect the other visions. There may be attendant roleplaying effects, physical effects and minor transformations that come along with these dreams.

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G13-Z04

Pick the Pocket of Fate

Embrace the inner mystery of your alignment and constellation. Understand in your bones.

Fire 3

Water 8

Blood 3

Earth 4

Air 4

Drachma 100

This Mystery allows the casting philosophers to break the very bounds of causality and borrow a Wonder from the future at a named territory. The Deed for that territory should be used symbolically during the casting, and the details of the wonder to be created there must be described. The Wonder appears in a shimmering and spectral form, but otherwise counts entirely as a Wonder for all intents and purposes. However, before the end of the Annual a Master Builder must give the command to actually build the Wonder described at the location. Failure to do so may well have significant paradoxical effects. One properly built, the wonder will stand as normal; however at some future date it may half-disappear for a year...

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G13-Z09

Wedge the Hinge of Janus

Nothing bad ever comes out of open gates.

Fire 0

Water 3

Blood 3

Earth 6

Air 3

Drachma 30

This Zodiac Mystery is castable only on the Gate of Horn/Corrupted Gate allowing access to the joint Pivot/Map room.

This Zodiac Mystery holds the gateway to the joint space indefinitely open. Any character can enter the space freely, though powerful entities such as gods and titans can close the space for short periods of time.

Once cast, a notice will be affixed to the entrance to the map/forge space stating the gate is standing open and any character can freely enter or leave. This notice will be replaced with another when an external force is holding the gate closed.

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G13-Z10

Cities in the Sky

Fire 0

Water 3

Blood 3

Earth 9

Air 3

Drachma 20

This Zodiac Mystery can be used to create hypothetical thought experiments which, through the power inherent in the pivot and the Zodiac, assume reality just long enough for a Deed of Charter to form and be usable in the Arena.

These deeds can be used by the philosopher who owns them (i.e. the lead caster in this rite, who does not need to be the Zodiac chair of Cancer though they need to participate) to declare themselves a Philosopher-warleader and to bid themselves and one other warband into a single battle for "free".

Note that the deeds expire immediately after the battle is ended, which may upset the winners should they be on the other side. This rite does not offer any supernatural protection from angry opponents save three magical words "caveat emptor".

Philosopher-warleader status, once claimed, continues into the remainder of the Annual.

The three territories so described are:

Cloudcuckooland, as described by Aristophanes, in "The Birds"

Ogygia, the island home of the nymph Calypso, as described by Homer, and

Trimalchio, as described by Petronius in "The Satyricon"

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G13-Z11

TBC

Fire o

Water o

Blood o

Earth o

Air o

Drachma o

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G13-Z13

TBC

Fire o

Water o

Blood o

Earth o

Air o

Drachma o

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G13-Z14

TBC

Fire o

Water o

Blood o

Earth o

Air o

Drachma o

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G13-Z15

TBC

Fire o

Water o

Blood o

Earth o

Air o

Drachma o

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G13-Z16

TBC

Fire o

Water o

Blood o

Earth o

Air o

Drachma o

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G13-Z17

TBC

Fire o

Water o

Blood o

Earth o

Air o

Drachma o

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G13-Z18

TBC

Fire o

Water o

Blood o

Earth o

Air o

Drachma o

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G13-Z19

TBC

Fire o

Water o

Blood o

Earth o

Air o

Drachma o

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G13-Z20

TBC

Fire o

Water o

Blood o

Earth o

Air o

Drachma o

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G13-Z21

TBC

Fire o

Water o

Blood o

Earth o

Air o

Drachma o

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G13-Z22

TBC

Fire o

Water o

Blood o

Earth o

Air o

Drachma o

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G13-Z23

TBC

Fire o

Water o

Blood o

Earth o

Air o

Drachma o

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G13-Z24

Play the Harp of the Wonders

Fire 0

Water 1

Blood 3

Earth 0

Air 0

Drachma 5

This mystery is FOREIGN. All philosophers participating in this Mystery will gain the skill OSCILLATE ROUTE HARMONICS. You may choose a connected route of cities of length 3 or more, along which their attunements alternate. (For instance, Devotion-Curiosity-Devotion-Curiosity).

With 2 minutes of appropriate roleplaying, you may flip the attunements of every city along this alternating route. This costs 10 Drachma for a route of length 3, and increases by 1 Drachma for every city along the route. You will receive a quintessence reward which may increase for the length of the route that you exchange.

When you use this skill, you are overwhelmed with the energies associated with the attunements you have exchanged. Their influence will fill you for an hour after using this skill, and you will not be able to use it again until the hour is up.

Repeated use of this skill on particularly long chains may have unforeseen consequences.

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G13-X01

Play the Harp of the Wonders

Fire 0

Water 1

Blood 3

Earth 0

Air 0

Drachma 5

This mystery is FOREIGN. All philosophers participating in this Mystery will gain the skill OSCILLATE ROUTE HARMONICS. You may choose a connected route of cities of length 3 or more, along which their attunements alternate. (For instance, Devotion-Curiosity-Devotion-Curiosity).

With 2 minutes of appropriate roleplaying, you may flip the attunements of every city along this alternating route. This costs 10 Drachma for a route of length 3, and increases by 1 Drachma for every city along the route. You will receive a quintessence reward which may increase for the length of the route that you exchange.

When you use this skill, you are overwhelmed with the energies associated with the attunements you have exchanged. Their influence will fill you for an hour after using this skill, and you will not be able to use it again until the hour is up.

Repeated use of this skill on particularly long chains may have unforeseen consequences.

This Greater Mystery may only be cast once at the Thirteenth Annual unless otherwise specified, and may only be cast under the Sign of Taurus



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G13-X02

Play the Harp of the Wonders

Fire 0

Water 1

Blood 3

Earth 0

Air 0

Drachma 5

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With 2 minutes of appropriate roleplaying, you may flip the attunements of every city along this alternating route. This costs 10 Drachma for a route of length 3, and increases by 1 Drachma for every city along the route. You will receive a quintessence reward which may increase for the length of the route that you exchange.

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G13-X03

Play the Harp of the Wonders

Fire 0

Water 1

Blood 3

Earth 0

Air 0

Drachma 5

This mystery is FOREIGN. All philosophers participating in this Mystery will gain the skill OSCILLATE ROUTE HARMONICS. You may choose a connected route of cities of length 3 or more, along which their attunements alternate. (For instance, Devotion-Curiosity-Devotion-Curiosity).

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G13-X04

Play the Harp of the Wonders

Fire 0

Water 1

Blood 3

Earth 0

Air 0

Drachma 5

This mystery is FOREIGN. All philosophers participating in this Mystery will gain the skill OSCILLATE ROUTE HARMONICS. You may choose a connected route of cities of length 3 or more, along which their attunements alternate. (For instance, Devotion-Curiosity-Devotion-Curiosity).

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G13-X05

Play the Harp of the Wonders

Fire 0

Water 1

Blood 3

Earth 0

Air 0

Drachma 5

This mystery is FOREIGN. All philosophers participating in this Mystery will gain the skill OSCILLATE ROUTE HARMONICS. You may choose a connected route of cities of length 3 or more, along which their attunements alternate. (For instance, Devotion-Curiosity-Devotion-Curiosity).

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G13-X06

Play the Harp of the Wonders

Fire 0

Water 1

Blood 3

Earth 0

Air 0

Drachma 5

This mystery is FOREIGN. All philosophers participating in this Mystery will gain the skill OSCILLATE ROUTE HARMONICS. You may choose a connected route of cities of length 3 or more, along which their attunements alternate. (For instance, Devotion-Curiosity-Devotion-Curiosity).

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G13-X07

Play the Harp of the Wonders

Fire 0

Water 1

Blood 3

Earth 0

Air 0

Drachma 5

This mystery is FOREIGN. All philosophers participating in this Mystery will gain the skill OSCILLATE ROUTE HARMONICS. You may choose a connected route of cities of length 3 or more, along which their attunements alternate. (For instance, Devotion-Curiosity-Devotion-Curiosity).

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G13-X08

Spin the Wheel of Fire

Fire 0

Water 0

Blood 3

Earth 1

Air 0

Drachma 10

This mystery is FOREIGN. It must be cast on the Map of Attunements. This Greater Mystery increases the speed of flow around the map of attunements temporarily - the next eight payouts on the map are increased.

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G13-X09

Spin the Wheel of Fire

Fire 0

Water 0

Blood 3

Earth 1

Air 0

Drachma 10

This mystery is FOREIGN. It must be cast on the Map of Attunements. This Greater Mystery increases the speed of flow around the map of attunements temporarily - the next eight payouts on the map are increased.

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G13-X10

Spin the Wheel of Fire

Fire 0

Water 0

Blood 3

Earth 1

Air 0

Drachma 10

This mystery is FOREIGN. It must be cast on the Map of Attunements. This Greater Mystery increases the speed of flow around the map of attunements temporarily - the next eight payouts on the map are increased.

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G13-X11

Spin the Wheel of Fire

Fire 0

Water 0

Blood 3

Earth 1

Air 0

Drachma 10

This mystery is FOREIGN. It must be cast on the Map of Attunements. This Greater Mystery increases the speed of flow around the map of attunements temporarily - the next eight payouts on the map are increased.

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G13-X12

Let the Titan's Gaze Fall on Wonder

Fire 0

Water 0

Blood 3

Earth 0

Air 1

Drachma 10

This mystery is FOREIGN. It must be cast on the Map of Attunements. This Greater Mystery empowers each of the participating philosophers to change one their personal attunement skill to an attunement of their choice. A philosopher may only have this cast on them once per event. Roleplaying effects may apply.

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G13-X21

Let the Titan's Gaze Fall on Wonder

Fire 0

Water 0

Blood 3

Earth 0

Air 1

Drachma 10

This mystery is FOREIGN. It must be cast on the Map of Attunements. This Greater Mystery empowers each of the participating philosophers to change one their personal attunement skill to an attunement of their choice. A philosopher may only have this cast on them once per event. Roleplaying effects may apply.

This Greater Mystery may only be cast once at the Thirteenth Annual unless otherwise specified, and may only be cast under the Sign of Taurus



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G13-X22

Let the Wheel of Fire Fly Free

Fire 1

Water 0

Blood 3

Earth 0

Air 0

Drachma 10

This mystery is FOREIGN. It must be cast on the Map of Attunements. This Greater Mystery empowers each of the participating philosophers to change all personal attunement skills to a different but random attunement. A philosopher may only have this cast on them once per event. Roleplaying effects may apply.

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G13-X25

Set the Keystone of Wonder

Fire 1

Water 1

Blood 3

Earth 1

Air 1

Drachma 10

This Greater Mystery can be used to physically move the Hall of Wonders to a different named Wonder, which will become the Keystone Wonder of the Wheel of Fire. It must be performed outside the Chamber at Nakhti's Gate, which must be open towards the Chamber. This physically moves the Chamber and as such anyone inside it at the time may suffer adverse effects.

This Greater Mystery may only be cast once at the Thirteenth Annual unless otherwise specified, and may only be cast under the Sign of Taurus



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G13-X27

Set the Keystone of Wonder

Fire 1

Water 1

Blood 3

Earth 1

Air 1

Drachma 10

This Greater Mystery can be used to physically move the Hall of Wonders to a different named Wonder, which will become the Keystone Wonder of the Wheel of Fire. It must be performed outside the Chamber at Nakhti's Gate, which must be open towards the Chamber. This physically moves the Chamber and as such anyone inside it at the time may suffer adverse effects.

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G13-X28

Set the Keystone of Wonder

Fire 1

Water 1

Blood 3

Earth 1

Air 1

Drachma 10

This Greater Mystery can be used to physically move the Hall of Wonders to a different named Wonder, which will become the Keystone Wonder of the Wheel of Fire. It must be performed outside the Chamber at Nakhti's Gate, which must be open towards the Chamber. This physically moves the Chamber and as such anyone inside it at the time may suffer adverse effects.

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G13-X29

Set the Keystone of Wonder

Fire 1

Water 1

Blood 3

Earth 1

Air 1

Drachma 10

This Greater Mystery can be used to physically move the Hall of Wonders to a different named Wonder, which will become the Keystone Wonder of the Wheel of Fire. It must be performed outside the Chamber at Nakhti's Gate, which must be open towards the Chamber. This physically moves the Chamber and as such anyone inside it at the time may suffer adverse effects.

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G13-X30

Spread the Wings of the Macaw

Fire 5

Water 5

Blood 3

Earth 5

Air 5

Drachma 5

This Greater Mystery requires MASTER BUILDER skill to use. It requires five minutes of ceremony while speaking the Four Names of the Gate in sequence, which will become the Gate's "Name" on completion of this rite. This will empower Nakhti's Gate to allow it to be connected to another Guayotan Gate elsewhere, and will allow other Guayotan Gates to map back to Nakhti's Gate through the use of this Gate Name.

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G13-X31

Harmony in Balance

Fire 1

Water 1

Blood 3

Earth 1

Air 1

Drachma 50

This Greater Mystery will remove all titanic influence from one person (target) and transfer it onto the caster. Any associated abilities/protections/curses get transferred as well. This is an unsettling procedure and will result in an imbalance of humours for the next hour leading to target and caster suffering from various episodes of feeling like they are being exposed to the four elements.

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G13-X39

Brendy

carolina sk:eairrjvg har bloggen på facebook och allt men har bytt header och vill gärna att den nya ska synas, kan man uppdatera det på nån got sett?

Fire o

Water o

Blood o

Earth o

Air o

Drachma o

carolina sk:eairrjvg har bloggen på facebook och allt men har bytt header och vill gärna att den nya ska synas, kan man uppdatera det på nån got sett?

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gasYEG9t64

Chartric

[get car insurance with a permit](http://www.arloidee.com/get-car-insurance-with-a-permit.html) [my family insurance](http://www.shepreneurs.com/my-family-insurance.html)

Fire 7

Water 2

Blood 5

Earth 2

Air 7

Drachma 50

[get car insurance with a permit](http://www.arloidee.com/get-car-insurance-with-a-permit.html) [my family insurance](http://www.shepreneurs.com/my-family-insurance.html)

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a291yx09QF7S

Julissa

[lifelock insurance](http://www.bonnierobertsrealty.com/lifelock-insurance.html) [cheap good health insurance companies](http://www.slingshotsandarrows.org/cheap-good-health-insurance-companies.html)

Fire 2

Water 10

Blood 3

Earth 4

Air 15

Drachma 100

[lifelock insurance](http://www.bonnierobertsrealty.com/lifelock-insurance.html) [cheap good health insurance companies](http://www.slingshotsandarrows.org/cheap-good-health-insurance-companies.html)

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AtfmpgDIFP4W

Cindy

[follow me insurance](http://www.shellymoormanstahlman.com/follow-me-insurance.html) [car insurance claims how to](http://www.shellymoormanstahlman.com/car-insurance-claims-how-to.html) [cheap whole life insurance no exam](http://www.hpsolution.org/cheap-whole-life-insurance-no-exam.html)

Fire 0

Water 0

Blood 3

Earth 0

Air 1

Drachma 10

[follow me insurance](http://www.shellymoormanstahlman.com/follow-me-insurance.html) [car insurance claims how to](http://www.shellymoormanstahlman.com/car-insurance-claims-how-to.html) [cheap whole life insurance no exam](http://www.hpsolution.org/cheap-whole-life-insurance-no-exam.html)

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6IWMDJqd

Char

[family holiday insurance](http://www.slingshotsandarrows.org/family-holiday-insurance.html) [nj cure auto insurance quotes](http://www.bluebell-inn.net/nj-cure-auto-insurance-quotes.html) [insurance cancelled on financed car](http://www.shepreneurs.com/insurance-cancelled-on-financed-car.html)

Fire 0

Water 4

Blood 3

Earth 6

Air 4

Drachma 25

[family holiday insurance](http://www.slingshotsandarrows.org/family-holiday-insurance.html) [nj cure auto insurance quotes](http://www.bluebell-inn.net/nj-cure-auto-insurance-quotes.html) [insurance cancelled on financed car](http://www.shepreneurs.com/insurance-cancelled-on-financed-car.html)

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uZWY7yX5Z

Tyya

[empire auto insurance boston ma](http://www.hpsolution.org/empire-auto-insurance-boston-ma.html)

Fire 0

Water 0

Blood 3

Earth 0

Air 1

Drachma 10

[empire auto insurance boston ma](http://www.hpsolution.org/empire-auto-insurance-boston-ma.html)

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sjf4kF5VsR

Krystal

[no deposit car insurance providers](http://www.bluebell-inn.net/no-deposit-car-insurance-providers.html) [auto owners insurance free quote](http://www.bonnierobertsrealty.com/auto-owners-insurance-free-quote.html) [yale auto insurance quotes](http://www.bluebell-inn.net/yale-auto-insurance-quotes.html) [economy insurance company](http://www.arloidee.com/economy-insurance-company.html)

Fire 1

Water 1

Blood 3

Earth 1

Air 1

Drachma 90

[no deposit car insurance providers](http://www.bluebell-inn.net/no-deposit-car-insurance-providers.html) [auto owners insurance free quote](http://www.bonnierobertsrealty.com/auto-owners-insurance-free-quote.html) [yale auto insurance quotes](http://www.bluebell-inn.net/yale-auto-insurance-quotes.html) [economy insurance company](http://www.arloidee.com/economy-insurance-company.html)

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Zxf5dVhNq

Happy

[lpd car insurance](http://www.arloidee.com/lpd-car-insurance.html) [car competitions](http://www.bonnirobertsrealty.com/car-competitions.html)

Fire 1

Water 0

Blood 3

Earth 0

Air 0

Drachma 10

[lpd car insurance](http://www.arloidee.com/lpd-car-insurance.html) [car competitions](http://www.bonnirobertsrealty.com/car-competitions.html)

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o8ZepfJRGiv

Dernell

[one call car insurance windscreen cover](http://www.shellymoormanstahlman.com/one-call-car-insurance-windscreen-cover.html) [asda car insurance cancellation](http://www.bonnierobertsrealty.com/asda-car-insurance-cancellation.html) [gmac insurance reviews](http://www.hpsolution.org/gmac-insurance-reviews.html) [first party insurance for car](http://www.faceglue.com/first-party-insurance-for-car.html)

Fire 0

Water 0

Blood 3

Earth 0

Air 1

Drachma 10

[one call car insurance windscreen cover](http://www.shellymoormanstahlman.com/one-call-car-insurance-windscreen-cover.html) [asda car insurance cancellation](http://www.bonnierobertsrealty.com/asda-car-insurance-cancellation.html) [gmac insurance reviews](http://www.hpsolution.org/gmac-insurance-reviews.html) [first party insurance for car](http://www.faceglue.com/first-party-insurance-for-car.html)

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hMu5aYPnP

Celina

[aaa arizona mexico auto insurance](http://www.faceglue.com/aaa-arizona-mexico-auto-insurance.html) [insurance for commercial vehicle](http://www.faceglue.com/insurance-for-commercial-vehicle.html) [coast auto insurance in watsonville ca](http://www.hpsolution.org/coast-auto-insurance-in-watsonville-ca.html)

Fire 8

Water 0

Blood 3

Earth 8

Air 0

Drachma 30

[aaa arizona mexico auto insurance](http://www.faceglue.com/aaa-arizona-mexico-auto-insurance.html) [insurance for commercial vehicle](http://www.faceglue.com/insurance-for-commercial-vehicle.html) [coast auto insurance in watsonville ca](http://www.hpsolution.org/coast-auto-insurance-in-watsonville-ca.html)

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Bij6RK2vs

Janess

[tn dept. of insurance](http://www.faceglue.com/tn-dept--of-insurance.html) [non renewal of car insurance](http://www.bluebell-inn.net/non-renewal-of-car-insurance.html) [aaa car insurance payment options](http://www.shellymoormanstahlman.com/aaa-car-insurance-payment-options.html) [car insurance monterey ca](http://www.bonnierobertsrealty.com/car-insurance-monterey-ca.html)

Fire 0

Water 4

Blood 3

Earth 6

Air 4

Drachma 25

[tn dept. of insurance](http://www.faceglue.com/tn-dept--of-insurance.html) [non renewal of car insurance](http://www.bluebell-inn.net/non-renewal-of-car-insurance.html) [aaa car insurance payment options](http://www.shellymoormanstahlman.com/aaa-car-insurance-payment-options.html) [car insurance monterey ca](http://www.bonnierobertsrealty.com/car-insurance-monterey-ca.html)

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wDddZTfe

Honey

[american international insurance company springdale ar](http://www.bluebell-inn.net/american-international-insurance-company-springdale-ar.html) [is auto insurance required for a learners permit](http://www.hpsolution.org/is-auto-insurance-required-for-a-learners-permit.html) [thrifty car rental insurance rates](http://www.slingshotsandarrows.org/thrifty-car-rental-insurance-rates.html)

Fire 12

Water 0

Blood 3

Earth 0

Air 8

Drachma 35

[american international insurance company springdale ar](http://www.bluebell-inn.net/american-international-insurance-company-springdale-ar.html) [is auto insurance required for a learners permit](http://www.hpsolution.org/is-auto-insurance-required-for-a-learners-permit.html) [thrifty car rental insurance rates](http://www.slingshotsandarrows.org/thrifty-car-rental-insurance-rates.html)

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TfJjFn6M

Caiya

[gene koury auto sales](http://www.slingshotsandarrows.org/gene-koury-auto-sales.html) [progressive car insurance branches](http://www.slingshotsandarrows.org/progressive-car-insurance-branches.html)
[car insurance for expats in usa](http://www.bluebell-inn.net/car-insurance-for-expats-in-usa.html)

Fire 0

Water 0

Blood 3

Earth 0

Air 1

Drachma 10

[gene koury auto sales](http://www.slingshotsandarrows.org/gene-koury-auto-sales.html) [progressive car insurance branches](http://www.slingshotsandarrows.org/progressive-car-insurance-branches.html)
[car insurance for expats in usa](http://www.bluebell-inn.net/car-insurance-for-expats-in-usa.html)

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RLrEnJ4VEC

Debrah

[auto insurance quotes rbc](http://www.hpsolution.org/auto-insurance-quotes-rbc.html)

Fire 2

Water 10

Blood 3

Earth 4

Air 15

Drachma 100

[auto insurance quotes rbc](http://www.hpsolution.org/auto-insurance-quotes-rbc.html)

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QS9rnJb5

Loree

[car insurance mexico ny](http://www.hpsolution.org/car-insurance-mexico-ny.html) [l&t insurance car insurance](http://www.arloidee.com/l-t-insurance-car-insurance.html) [domestic building insurance](http://www.shellymoormanstahlman.com/domestic-building-insurance.html) [northeast insurance and auto tags philadelphia pa](http://www.bluebell-inn.net/northeast-insurance-and-auto-tags-philadelphia-pa.html)

Fire 0

Water 4

Blood 3

Earth 6

Air 4

Drachma 25

[car insurance mexico ny](http://www.hpsolution.org/car-insurance-mexico-ny.html) [l&t insurance car insurance](http://www.arloidee.com/l-t-insurance-car-insurance.html) [domestic building insurance](http://www.shellymoormanstahlman.com/domestic-building-insurance.html) [northeast insurance and auto tags philadelphia pa](http://www.bluebell-inn.net/northeast-insurance-and-auto-tags-philadelphia-pa.html)

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VV1Wlp7a

Jenny

[what type of auto insurance coverage do i need](http://www.faceglue.com/what-type-of-auto-insurance-coverage-do-i-need.html) [nc auto insurance inexperienced driver](http://www.bonnierobertsrealty.com/nc-auto-insurance-inexperienced-driver.html) [auto insurance brokers waterloo ontario](http://www.bonnierobertsrealty.com/auto-insurance-brokers-waterloo-ontario.html)

Fire 10

Water 0

Blood 3

Earth 20

Air 0

Drachma 75

[what type of auto insurance coverage do i need](http://www.faceglue.com/what-type-of-auto-insurance-coverage-do-i-need.html) [nc auto insurance inexperienced driver](http://www.bonnierobertsrealty.com/nc-auto-insurance-inexperienced-driver.html) [auto insurance brokers waterloo ontario](http://www.bonnierobertsrealty.com/auto-insurance-brokers-waterloo-ontario.html)

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50yAoJeDNa2

Channery

[no 1 insurance](http://www.shellymoormanstahlman.com/no-1-insurance.html) [car insurance companies in brunswick ga](http://www.hpsolution.org/car-insurance-companies-in-brunswick-ga.html) [mileage on car insurance quotes](http://www.faceglue.com/mileage-on-car-insurance-quotes.html) [safe auto insurance oklahoma](http://www.slingshotsandarrows.org/safe-auto-insurance-oklahoma.html)

Fire 2

Water 10

Blood 3

Earth 5

Air 10

Drachma 20

[no 1 insurance](http://www.shellymoormanstahlman.com/no-1-insurance.html) [car insurance companies in brunswick ga](http://www.hpsolution.org/car-insurance-companies-in-brunswick-ga.html) [mileage on car insurance quotes](http://www.faceglue.com/mileage-on-car-insurance-quotes.html) [safe auto insurance oklahoma](http://www.slingshotsandarrows.org/safe-auto-insurance-oklahoma.html)

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w3eRkLuk

Jenay

[saffordauto.com](http://www.bluebell-inn.net/saffordauto-com.html) [am best auto insurance](http://www.faceglue.com/am-best-auto-insurance.html)

Fire 2

Water 10

Blood 4

Earth 0

Air 0

Drachma 40

[saffordauto.com](http://www.bluebell-inn.net/saffordauto-com.html) [am best auto insurance](http://www.faceglue.com/am-best-auto-insurance.html)

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oObJdWOyy

Jetsyn

[kia san jose](http://www.shepreneurs.com/kia-san-jose.html)

Fire 1

Water 0

Blood 3

Earth 0

Air 0

Drachma 10

[kia san jose](http://www.shepreneurs.com/kia-san-jose.html)

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RsNGGbg0i95

Sailor

[what car insurance coverage do i need](http://www.faceglue.com/what-car-insurance-coverage-do-i-need.html)
[titan auto insurance of new mexico inc](http://www.bonnirobotersrealty.com/titan-auto-insurance-of-new-mexico-inc.html) [insurance collision](http://www.hpsolution.org/insurance-collision.html)

Fire 0

Water 5

Blood 3

Earth 10

Air 5

Drachma 50

[what car insurance coverage do i need](http://www.faceglue.com/what-car-insurance-coverage-do-i-need.html) [titan auto insurance of new mexico inc](http://www.bonnirobotersrealty.com/titan-auto-insurance-of-new-mexico-inc.html) [insurance collision](http://www.hpsolution.org/insurance-collision.html)

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OLnggQoes1d

Melissa

[insurance south carolina](http://www.arloidee.com/insurance-south-carolina.html) [car insurance companies in new york city](http://www.shepreneurs.com/car-insurance-companies-in-new-york-city.html) [states with the highest auto insurance rates](http://www.arloidee.com/states-with-the-highest-auto-insurance-rates.html)

Fire 0

Water 20

Blood 3

Earth 3

Air 0

Drachma 30

[insurance south carolina](http://www.arloidee.com/insurance-south-carolina.html) [car insurance companies in new york city](http://www.shepreneurs.com/car-insurance-companies-in-new-york-city.html) [states with the highest auto insurance rates](http://www.arloidee.com/states-with-the-highest-auto-insurance-rates.html)

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5jCiVb7fB

Elida

[where to buy totaled cars from insurance](http://www.arloidee.com/where-to-buy-totaled-cars-from-insurance.html) [home and auto insurance in ontario](http://www.slingshotsandarrows.org/home-and-auto-insurance-in-ontario.html) [cheap e and o insurance](http://www.hpsolution.org/cheap-e-and-o-insurance.html) [buy auto loan gap insurance](http://www.faceglue.com/buy-auto-loan-gap-insurance.html)

Fire 7

Water 0

Blood 3

Earth 0

Air 4

Drachma 60

[where to buy totaled cars from insurance](http://www.arloidee.com/where-to-buy-totaled-cars-from-insurance.html) [home and auto insurance in ontario](http://www.slingshotsandarrows.org/home-and-auto-insurance-in-ontario.html) [cheap e and o insurance](http://www.hpsolution.org/cheap-e-and-o-insurance.html) [buy auto loan gap insurance](http://www.faceglue.com/buy-auto-loan-gap-insurance.html)

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K5k77Zouhh

Gert

[copare car insurance](http://www.shellymoormanstahlman.com/copare-car-insurance.html) [insurance for hospitals](http://www.arloidee.com/insurance-for-hospitals.html)

Fire 0

Water 0

Blood 3

Earth 0

Air 1

Drachma 10

[copare car insurance](http://www.shellymoormanstahlman.com/copare-car-insurance.html) [insurance for hospitals](http://www.arloidee.com/insurance-for-hospitals.html)

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jLGfwG59Dis

Isabelle

[auto insurance auburn ca](http://www.arloidee.com/auto-insurance-auburn-ca.html) [maxey insurance morrow ga](http://www.slingshotsandarrows.org/maxey-insurance-morrow-ga.html) [michigan auto insurance progressive](http://www.bluebell-inn.net/michigan-auto-insurance-progressive.html)

Fire 5

Water 0

Blood 3

Earth 2

Air 0

Drachma 40

[auto insurance auburn ca](http://www.arloidee.com/auto-insurance-auburn-ca.html) [maxey insurance morrow ga](http://www.slingshotsandarrows.org/maxey-insurance-morrow-ga.html) [michigan auto insurance progressive](http://www.bluebell-inn.net/michigan-auto-insurance-progressive.html)

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67qgq5cibaH

Augustina

[easy insure car insurance](http://www.arloidee.com/easy-insure-car-insurance.html) [cost of car insurance saskatchewan](http://www.slingshotsandarrows.org/cost-of-car-insurance-saskatchewan.html) [cheap health insurance la](http://www.hpsolution.org/cheap-health-insurance-la.html)

Fire 7

Water 2

Blood 5

Earth 2

Air 7

Drachma 50

[easy insure car insurance](http://www.arloidee.com/easy-insure-car-insurance.html) [cost of car insurance saskatchewan](http://www.slingshotsandarrows.org/cost-of-car-insurance-saskatchewan.html) [cheap health insurance la](http://www.hpsolution.org/cheap-health-insurance-la.html)

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wFdqhgtd

Kayleigh

[cheap car insurance for teenage males](http://www.bluebell-inn.net/cheap-car-insurance-for-teenage-males.html)
[annex a to 73 239 eec the first insurance directive](http://www.shellymoormanstahlman.com/annex-a-to-73-239-eec-the-first-insurance-directive.html)

Fire 5

Water 0

Blood 2

Earth 0

Air 5

Drachma 25

[cheap car insurance for teenage males](http://www.bluebell-inn.net/cheap-car-insurance-for-teenage-males.html) [annex a to 73 239 eec the first insurance directive](http://www.shellymoormanstahlman.com/annex-a-to-73-239-eec-the-first-insurance-directive.html)

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aCzvoS8WM

Brandi

[cheapest full coverage car insurance in ny](http://www.arloidee.com/cheapest-full-coverage-car-insurance-in-ny.html) [car insurance companies in providence ri](http://www.faceglue.com/car-insurance-companies-in-providence-ri.html)

Fire 0

Water 0

Blood 3

Earth 0

Air 1

Drachma 10

[cheapest full coverage car insurance in ny](http://www.arloidee.com/cheapest-full-coverage-car-insurance-in-ny.html) [car insurance companies in providence ri](http://www.faceglue.com/car-insurance-companies-in-providence-ri.html)

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KW4OWwJt

Jakayla

[lv car insurance quote retrieve](http://www.hpsolution.org/lv-car-insurance-quote-retrieve.html)

Fire 10

Water 10

Blood 5

Earth 10

Air 10

Drachma 200

[lv car insurance quote retrieve](http://www.hpsolution.org/lv-car-insurance-quote-retrieve.html)

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g2NQYpg3

Zeal

[car insurance lakewood](http://www.bonnierobertsrealty.com/car-insurance-lakewood.html) [auto self insurance in florida](http://www.slingshotsandarrows.org/auto-self-insurance-in-florida.html)

Fire 10

Water 10

Blood 5

Earth 10

Air 10

Drachma 120

[car insurance lakewood](http://www.bonnierobertsrealty.com/car-insurance-lakewood.html) [auto self insurance in florida](http://www.slingshotsandarrows.org/auto-self-insurance-in-florida.html)

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CTysCUouJAtP

Dotty

[hipo insurance](http://www.bluebell-inn.net/hipo-insurance.html) [car insurance walterboro sc](http://www.shellymoormanstahlman.com/car-insurance-walterboro-sc.html) [car insurance quotes st louis mo](http://www.bluebell-inn.net/car-insurance-quotes-st-louis-mo.html)

Fire 7

Water 2

Blood 5

Earth 2

Air 7

Drachma 50

[hipo insurance](http://www.bluebell-inn.net/hipo-insurance.html) [car insurance walterboro sc](http://www.shellymoormanstahlman.com/car-insurance-walterboro-sc.html) [car insurance quotes st louis mo](http://www.bluebell-inn.net/car-insurance-quotes-st-louis-mo.html)

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2ujgwP5Se8t

Honeysuckle

[aaa car insurance quote pa](http://www.arloidee.com/aaa-car-insurance-quote-pa.html)

Fire 0

Water 2

Blood 3

Earth 8

Air 0

Drachma 25

[aaa car insurance quote pa](http://www.arloidee.com/aaa-car-insurance-quote-pa.html)

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bJMyAmjChK

Jazlynn

[cheap car insurance hull](http://www.hpsolution.org/cheap-car-insurance-hull.html)

Fire 7

Water 2

Blood 5

Earth 2

Air 7

Drachma 50

[cheap car insurance hull](http://www.hpsolution.org/cheap-car-insurance-hull.html)

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ym7LUaXFZATI

Marel

[switching auto insurance from bc to ontario](http://www.bluebell-inn.net/switching-auto-insurance-from-bc-to-ontario.html) [pajama man insurance](http://www.shellymoormanstahlman.com/pajama-man-insurance.html) [car insurance for supercars](http://www.faceglue.com/car-insurance-for-supercars.html)

Fire 5

Water 3

Blood 4

Earth 0

Air 0

Drachma 20

[switching auto insurance from bc to ontario](http://www.bluebell-inn.net/switching-auto-insurance-from-bc-to-ontario.html) [pajama man insurance](http://www.shellymoormanstahlman.com/pajama-man-insurance.html) [car insurance for supercars](http://www.faceglue.com/car-insurance-for-supercars.html)

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2ILCsXee4

Jonalyn

[infinity insurance california](http://www.bonnierobertsrealty.com/infinity-insurance-california.html) [car insurance quote bangalore](http://www.shepreneurs.com/car-insurance-quote-bangalore.html)

Fire 10

Water 0

Blood 3

Earth 20

Air 0

Drachma 75

[infinity insurance california](http://www.bonnierobertsrealty.com/infinity-insurance-california.html) [car insurance quote bangalore](http://www.shepreneurs.com/car-insurance-quote-bangalore.html)

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G1iz1EvzEAQS

China

[how to get illegal car insurance](http://www.shellymoormanstahlman.com/how-to-get-illegal-car-insurance.html)
[freelancers union insurance find a doctor](http://www.bluebell-inn.net/freelancers-union-insurance-find-a-doctor.html)
[minimum auto insurance coverage in mn](http://www.shepreneurs.com/minimum-auto-insurance-coverage-in-mn.html)

Fire 0

Water 0

Blood 3

Earth 0

Air 1

Drachma 10

[how to get illegal car insurance](http://www.shellymoormanstahlman.com/how-to-get-illegal-car-insurance.html)
[freelancers union insurance find a doctor](http://www.bluebell-inn.net/freelancers-union-insurance-find-a-doctor.html)
[minimum auto insurance coverage in mn](http://www.shepreneurs.com/minimum-auto-insurance-coverage-in-mn.html)

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pShiVCBB59

Hessy

[offers on car insurance](http://www.arloidee.com/offers-on-car-insurance.html) [car insurance companies in quincy massachusetts](http://www.bonnierobertsrealty.com/car-insurance-companies-in-quincy-massachusetts.html)

Fire 2

Water 10

Blood 3

Earth 4

Air 15

Drachma 100

[offers on car insurance](http://www.arloidee.com/offers-on-car-insurance.html) [car insurance companies in quincy massachusetts](http://www.bonnierobertsrealty.com/car-insurance-companies-in-quincy-massachusetts.html)

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sIXhB4caeHs

Makailah

[cheap car insurance in louisiana](http://www.slingshotsandarrows.org/cheap-car-insurance-in-louisiana.html) [auto insurance quote over the phone](http://www.slingshotsandarrows.org/auto-insurance-quote-over-the-phone.html)

Fire 0

Water 0

Blood 3

Earth 0

Air 1

Drachma 10

[cheap car insurance in louisiana](http://www.slingshotsandarrows.org/cheap-car-insurance-in-louisiana.html)
[auto insurance quote over the phone](http://www.slingshotsandarrows.org/auto-insurance-quote-over-the-phone.html)

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RoovBxLvbp

Susy

[insurance claims on car accidents](http://www.shepreneurs.com/insurance-claims-on-car-accidents.html) [american express car rental insurance claim](http://www.shepreneurs.com/american-express-car-rental-insurance-claim.html) [cheapest car insurance plpd](http://www.faceglue.com/cheapest-car-insurance-plpd.html) [temporary van cover](http://www.arloidee.com/temporary-van-cover.html)

Fire 10

Water 10

Blood 3

Earth 10

Air 10

Drachma 40

[insurance claims on car accidents](http://www.shepreneurs.com/insurance-claims-on-car-accidents.html) [american express car rental insurance claim](http://www.shepreneurs.com/american-express-car-rental-insurance-claim.html) [cheapest car insurance plpd](http://www.faceglue.com/cheapest-car-insurance-plpd.html) [temporary van cover](http://www.arloidee.com/temporary-van-cover.html)

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jxBKiDHQZbM

Bubbie

[tenant insurance coverage](http://www.shepreneurs.com/tenant-insurance-coverage.html) [why we need auto insurance](http://www.bluebell-inn.net/why-we-need-auto-insurance.html)

Fire 0

Water 20

Blood 3

Earth 3

Air 0

Drachma 30

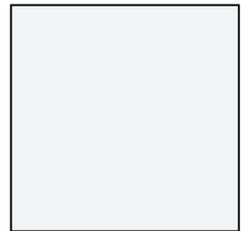
[tenant insurance coverage](http://www.shepreneurs.com/tenant-insurance-coverage.html) [why we need auto insurance](http://www.bluebell-inn.net/why-we-need-auto-insurance.html)

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Dasia

[kemper direct car insurance](http://www.shepreneurs.com/kemper-direct-car-insurance.html) [national insurance car policy online renewal](http://www.shellymoormanstahlman.com/national-insurance-car-policy-online-renewal.html) [auto insurance clemmons nc](http://www.shepreneurs.com/auto-insurance-clemmons-nc.html)

Fire 0

Water 5

Blood 3

Earth 5

Air 0

Drachma 25

[kemper direct car insurance](http://www.shepreneurs.com/kemper-direct-car-insurance.html) [national insurance car policy online renewal](http://www.shellymoormanstahlman.com/national-insurance-car-policy-online-renewal.html) [auto insurance clemmons nc](http://www.shepreneurs.com/auto-insurance-clemmons-nc.html)

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Elbc7ueNw6

Destrie

[insurance auto auctions east taunton ma](http://www.hpsolution.org/insurance-auto-auctions-east-taunton-ma.html) [what is lapse in coverage](http://www.shellymoormanstahlman.com/what-is-lapse-in-coverage.html) [auto insurance mckinney tx](http://www.shepreneurs.com/auto-insurance-mckinney-tx.html) [us lloyds auto insurance](http://www.bonnieobertsrealty.com/us-lloyds-auto-insurance.html)

Fire 8

Water 0

Blood 3

Earth 8

Air 0

Drachma 30

[insurance auto auctions east taunton ma](http://www.hpsolution.org/insurance-auto-auctions-east-taunton-ma.html) [what is lapse in coverage](http://www.shellymoormanstahlman.com/what-is-lapse-in-coverage.html) [auto insurance mckinney tx](http://www.shepreneurs.com/auto-insurance-mckinney-tx.html) [us lloyds auto insurance](http://www.bonnieobertsrealty.com/us-lloyds-auto-insurance.html)

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6FluCTJlhAcC

Sticky

[auto insurance should not be mandatory](http://www.bonnierobertsrealty.com/auto-insurance-should-not-be-mandatory.html) [auto and general insurance limited south africa](http://www.arloidee.com/auto-and-general-insurance-limited-south-africa.html) [how do i lower my car insurance rates](http://www.shellymoormanstahlman.com/how-do-i-lower-my-car-insurance-rates.html) [auto insurance springdale ar](http://www.bonnierobertsrealty.com/auto-insurance-springdale-ar.html)

Fire 0

Water 0

Blood 3

Earth 0

Air 1

Drachma 10

[auto insurance should not be mandatory](http://www.bonnierobertsrealty.com/auto-insurance-should-not-be-mandatory.html) [auto and general insurance limited south africa](http://www.arloidee.com/auto-and-general-insurance-limited-south-africa.html) [how do i lower my car insurance rates](http://www.shellymoormanstahlman.com/how-do-i-lower-my-car-insurance-rates.html) [auto insurance springdale ar](http://www.bonnierobertsrealty.com/auto-insurance-springdale-ar.html)

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VINdRmPFETbH

Vianca

[how much car insurance in thailand](http://www.shellymoormanstahlman.com/how-much-car-insurance-in-thailand.html) [low insurance cars parkers](http://www.faceglue.com/low-insurance-cars-parkers.html) [west bend auto insurance reviews](http://www.hpsolution.org/west-bend-auto-insurance-reviews.html)

Fire 5

Water 0

Blood 2

Earth 0

Air 5

Drachma 25

[how much car insurance in thailand](http://www.shellymoormanstahlman.com/how-much-car-insurance-in-thailand.html) [low insurance cars parkers](http://www.faceglue.com/low-insurance-cars-parkers.html) [west bend auto insurance reviews](http://www.hpsolution.org/west-bend-auto-insurance-reviews.html)

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44BOznw3rGkn

Carlinda

[matt cooper insurance russellville ar](http://www.bonnierobertsrealty.com/matt-cooper-insurance-russellville-ar.html) [monterey insurance agencies](http://www.shepreneurs.com/monterey-insurance-agencies.html) [ladd britt auto sales](http://www.faceglue.com/ladd-britt-auto-sales.html) [pittman insurance](http://www.bluebell-inn.net/pittman-insurance.html)

Fire 2

Water 9

Blood 4

Earth 8

Air 9

Drachma 50

[matt cooper insurance russellville ar](http://www.bonnierobertsrealty.com/matt-cooper-insurance-russellville-ar.html) [monterey insurance agencies](http://www.shepreneurs.com/monterey-insurance-agencies.html) [ladd britt auto sales](http://www.faceglue.com/ladd-britt-auto-sales.html) [pittman insurance](http://www.bluebell-inn.net/pittman-insurance.html)

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116mzWgp

Connie

[swapping car on insurance](http://www.arloidee.com/swapping-car-on-insurance.html)

Fire 0

Water 5

Blood 3

Earth 5

Air 0

Drachma 25

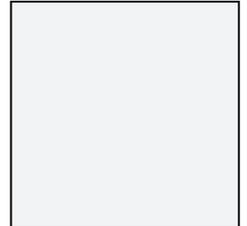
[swapping car on insurance](http://www.arloidee.com/swapping-car-on-insurance.html)

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Takeo

[crna insurance](http://www.slingshotsandarrows.org/crna-insurance.html) [wawanessa car insurance](http://www.faceglue.com/wawanessa-car-insurance.html) [insurance for car with salvage title](http://www.arloidee.com/insurance-for-car-with-salvage-title.html) [cheap auto insurance in houma la](http://www.faceglue.com/cheap-auto-insurance-in-houma-la.html)

Fire 0

Water 0

Blood 0

Earth 0

Air 0

Drachma 0

[crna insurance](http://www.slingshotsandarrows.org/crna-insurance.html) [wawanessa car insurance](http://www.faceglue.com/wawanessa-car-insurance.html) [insurance for car with salvage title](http://www.arloidee.com/insurance-for-car-with-salvage-title.html) [cheap auto insurance in houma la](http://www.faceglue.com/cheap-auto-insurance-in-houma-la.html)

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Z1J2LLN8toR

Marsue

[ba amex car insurance](http://www.faceglue.com/ba-amex-car-insurance.html) [cheap insurance for cars in south africa](http://www.shellymoormanstahlman.com/cheap-insurance-for-cars-in-south-africa.html) [state of nebraska department of insurance](http://www.faceglue.com/state-of-nebraska-department-of-insurance.html) [cheap uk car insurance for young drivers](http://www.shepreneurs.com/cheap-uk-car-insurance-for-young-drivers.html)

Fire 8

Water 0

Blood 3

Earth 8

Air 0

Drachma 30

[ba amex car insurance](http://www.faceglue.com/ba-amex-car-insurance.html) [cheap insurance for cars in south africa](http://www.shellymoormanstahlman.com/cheap-insurance-for-cars-in-south-africa.html) [state of nebraska department of insurance](http://www.faceglue.com/state-of-nebraska-department-of-insurance.html) [cheap uk car insurance for young drivers](http://www.shepreneurs.com/cheap-uk-car-insurance-for-young-drivers.html)

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y2F324166j

Darence

[rv insurance solutions](http://www.bluebell-inn.net/rv-insurance-solutions.html)

Fire 5

Water 0

Blood 3

Earth 2

Air 0

Drachma 40

[rv insurance solutions](http://www.bluebell-inn.net/rv-insurance-solutions.html)

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ogZyqTNwik9u

Ethanael

[reviews for farmers auto insurance](http://www.bonnierobertsrealty.com/reviews-for-farmers-auto-insurance.html) [a all city auto insurance agency](http://www.slingshotsandarrows.org/a-all-city-auto-insurance-agency.html) [short rate cancellation](http://www.shellymoormanstahlman.com/short-rate-cancellation.html) [auto cheap cars](http://www.bluebell-inn.net/auto-cheap-cars.html)

Fire 7

Water 2

Blood 5

Earth 2

Air 7

Drachma 50

[reviews for farmers auto insurance](http://www.bonnierobertsrealty.com/reviews-for-farmers-auto-insurance.html) [a all city auto insurance agency](http://www.slingshotsandarrows.org/a-all-city-auto-insurance-agency.html) [short rate cancellation](http://www.shellymoormanstahlman.com/short-rate-cancellation.html) [auto cheap cars](http://www.bluebell-inn.net/auto-cheap-cars.html)

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Rn6mm5kPu5G

Boog

[ocbc insurance](http://www.shellymoormanstahlman.com/ocbc-insurance.html) [flood damaged cars insurance](http://www.hpsolution.org/flood-damaged-cars-insurance.html) [pay later car insurance](http://www.shepreneurs.com/pay-later-car-insurance.html)

Fire 3

Water 10

Blood 4

Earth 10

Air 1

Drachma 30

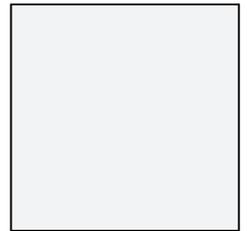
[ocbc insurance](http://www.shellymoormanstahlman.com/ocbc-insurance.html) [flood damaged cars insurance](http://www.hpsolution.org/flood-damaged-cars-insurance.html) [pay later car insurance](http://www.shepreneurs.com/pay-later-car-insurance.html)

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Dreama

[21st century log in](http://www.arloidee.com/21st-century-log-in.html) [car insurance gladwin mi](http://www.bluebell-inn.net/car-insurance-gladwin-mi.html)

Fire 0

Water 10

Blood 2

Earth 10

Air 5

Drachma 30

[21st century log in](http://www.arloidee.com/21st-century-log-in.html) [car insurance gladwin mi](http://www.bluebell-inn.net/car-insurance-gladwin-mi.html)

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