

## 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.

***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.*

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