

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.

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.

G13-022