

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.

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