

## 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***



*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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