

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



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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