

## The Doom of All Who Fight the Future

Your deeds will be like words written on water - forgotten quickly.

Fire 10

Water 3

Blood

Earth o

Air o

Drachma 40

This mystery empowers a philosopher to enter the arena with a priest during the annoucement phase of an arena battle to deliver a special curse at the opening of an Arena combat.

The philosopher gains the ability to deliver a CURSE during the introduction phase of an arena battle. It must be clear to all onlookers that the philosopher is delivering a CURSE. The CURSE must target a warband by name, and only targets a warband participating in the coming arena battle. When delivering the CURSE, the philosopher must announce that the target warband "will be cut from the weft of Fate" and otherwise declare that a great doom lies on them.

If the CURSE is not resisted, all members of the target warband who reach zero hits must take an additional bead pull for each special creature (definerd as any creature not eligible for the mortal laurels) among their number participating in the battle. Once the curse is pronounced, all creatures committed to the battle count even if they then withdraw.

It affects only a philosopher of the same nation as the performing philosophers. If unused, the ability to deliver a CURSE remains with the philosopher until the next sunrise or sunset, whichever comes first.

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.

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 represets 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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