

The Curse of Janus

The god of the gateway doesn't like to see one side getting away with it.

Fire 8

Water 0

Blood 3

Earth 1

Air 2

Drachma 30

This Greater Mystery invokes the power of the Roman god of gateways and transitions, Janus, to balance the scales in an arena battle. Kings Minos and Rhadamanthus must be informed of the intended use and target of this curse beforehand.

This mystery empowers a philosopher (who must be affiliated with one of the warbands in the arena) to enter the arena with the announcing priest. The Philosopher is empowered to call CURSE OF MOLOCH against one target warband in the Arena.

At the conclusion of the battle, the side which laid the Curse must take its bead pulls first. For every member of the cursing philosopher's warband who dies from a black or red bead pull during this battle, or is executed, the warband targeted with the curse must each take an additional bead pull and keep the worst result.

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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