

Harness the Tides of Oceanus and Tethys

Like the Inundation, when we ebb away we come crashing

Fire 2

Water 10

Blood 4

Earth 0

Air 0

Drachma 40

This Greater Mystery empowers a single warband of up to eight people for a single arena battle. During the casting of the rite each member of the warband must symbolically consume water quintessence.

During the arena battle every time a Champion or Warleader or the warleader is reduced to zero hits in the arena, after a slow count of ten seconds they resume their feet, retreat to their entry gate and rejoin the battle with one fewer body hit. These body hits are lost PERMANENTLY and cannot be healed by a physician's attentions - other means to recover them may exist.

This effect remains in play for the entire battle - if a Champion or Warleader with four hits is reduced to zero and resumes fighting on three hits, then is slain again they will resume on two hits, then on one. Only when the Champion or Warleader has zero hits do they remain down - but at that point the Champion or Warleader will be slain, with no need for a bead pull.

This rite cannot be used on any character who has undergone any character who is not eligible for the Mortal Laurels.

This rite can be broken on any Champion or Warleader at any time by execution - if a character is executed they will not regenerate and die as normal at that point.

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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