

## Subvert the Rules of Minos

As the Age of Steel ends, what shape will the future take?

Fire 10

Water 4

Blood 4

Earth 10

Air 4

Drachma 200

This Greater Mystery targets an entire warband. All members of the Warband must be present and must vocally signal their willingness to participate in this rite during the casting. It may be cast before midnight Friday to be in effect for the first Saturday morning session, or before midday Saturday to be in effect for the second Saturday session. Casting it after this (to take effect for the Sunday battles) doubles the cost of the mystery.

When cast this Greater Mystery permanently realigns a warband with a new Vision. It may only be cast once on any given Warband. It allows the target warband to act in all ways as though they were a warband belonging to the new Vision - they may participate in battles on behalf of that vision. They may not, however, participate in battles of their old vision, even to attack it. Their original cultural armour will function normally, and this mystery does not offer them any advantage from using any other cultural armour. In addition, any territories held by the Warband will be brought with them, and count towards the new Vision's territories.

***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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