

## Plumb the Wisdom of the Ages

*Those who are gone, are gone. But echoes of them cling to the pivot.*

Fire 1

Water 7

Blood 3

Earth 7

Air 2

Drachma 50

This Greater Mystery targets one character who may be but does not have to be the casting philosopher. The character so targeted gains access to the confusing, many and varied memories of previous Councillors imprinted on the Pivot over the ages. The targeted character will receive one dream or vision experience shortly after the casting is complete and then one per full night of sleep spent on Atlantis. Come to GOD on Saturday and Sunday mornings to collect the other visions. There may be attendant roleplaying effects, physical effects and minor transformations that come along with these dreams.

***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.*

G13-Z04