

Play the Harp of the Wonders

Fire 0

Water 1

Blood 3

Earth 0

Air 0

Drachma 5

This mystery is FOREIGN. All philosophers participating in this Mystery will gain the skill OSCILLATE ROUTE HARMONICS. You may choose a connected route of cities of length 3 or more, along which their attunements alternate. (For instance, Devotion-Curiosity-Devotion-Curiosity).

With 2 minutes of appropriate roleplaying, you may flip the attunements of every city along this alternating route. This costs 10 Drachma for a route of length 3, and increases by 1 Drachma for every city along the route. You will receive a quintessence reward which may increase for the length of the route that you exchange.

When you use this skill, you are overwhelmed with the energies associated with the attunements you have exchanged. Their influence will fill you for an hour after using this skill, and you will not be able to use it again until the hour is up.

Repeated use of this skill on particularly long chains may have unforeseen consequences.

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-X04