

Set the Keystone of Wonder

Fire 1

Water 1

Blood 3

Earth 1

Air 1

Drachma 10

This Greater Mystery can be used to physically move the Hall of Wonders to a different named Wonder, which will become the Keystone Wonder of the Wheel of Fire. It must be performed outside the Chamber at Nakhti's Gate, which must be open towards the Chamber. This physically moves the Chamber and as such anyone inside it the time may suffer adverse effects.

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-X30