

# Before the oracle weeps...

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Horrible hallucinations, sometimes deadly, always threatening have appeared outside Caer Kalder. A mystery to solve.

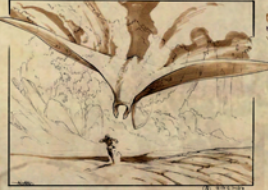
Nightmare spirits aka hallucinations

To terrorize to death

- Materialize out of thin air
- Chase the afraid
- Grow on the fear

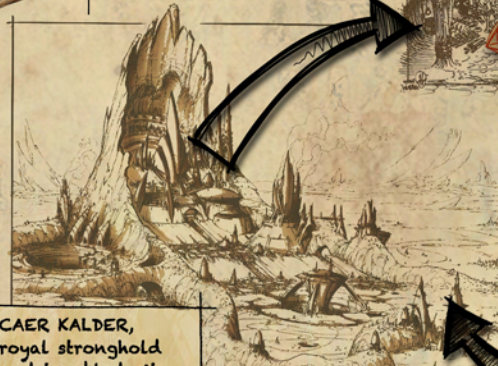
District of the distillers of dream

The glass caves, lair of the fire sap smugglers



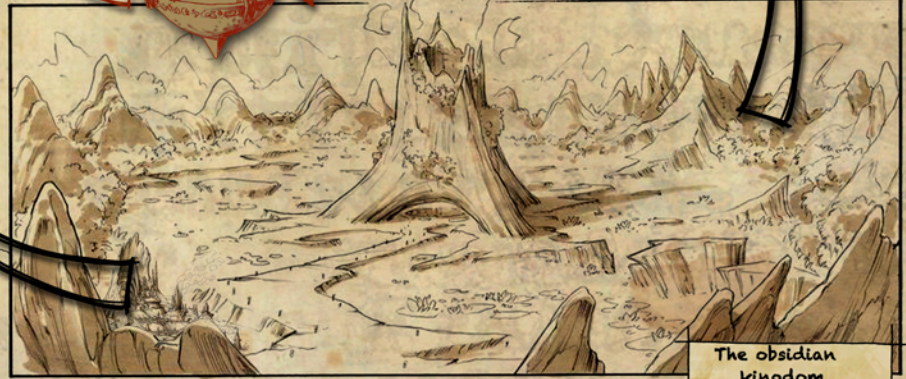
The altar of outsider spirits

- Summon a nightmare spirit
- Resist magic
- Consume fire sap



CAER KALDER, royal stronghold and troubled city

- Talk about the coming of the oracle
- Deal vials of fire sap dream
- Show the lewdness of the noble class



The obsidian kingdom



The mirror-face assassins of CAER MIRETNA



To act incognito

- 8 1 d6 Sneaky weapon reach, close
- Group, Intelligent, Stealth
- Take the form of someone else
- Disappear in the crowd
- Sneak attack



The duchesse SEMITANIS

To show her superiority

- 12 1 d8 Fire gauntlet close, messy
- Solitary, Intelligent, Organized
- Follow the etiquette
- Lead Mirror-faces
- Dictate her will

VESETNA, leader of the Mirror-faces



Corrupting the oracle

To destabilize the kingdom

Huge barrels of fire sap are smuggled into town day and night

A Mirror-face denounces the city lewdness and kills the king's daughter

Semitanis pleads her cause before the oracle and keeps out competition

Hallucinations randomly attack outside the city wall

The oracle appears and weeps for the kingdom before removing the king



AAR-DERNABIS, lewd king and drug addict



Mirethian technosorcery

The kingdoms comes under the Mirror-face's rule and they take revenge for centuries of oppression