

*the vial safe. We took it to Iridial who told us that it contains a Potion of Guiding Light.*

*Assuming we can trust Iridial, the Potion of Guiding Light is the one that allows pure liao visions to be influenced by the testimony upon the visionary's soul. The way Iridial explained it, it is not exactly specific. If one were to testify "Empress Richilde" upon the visionary's soul, the visionary would have a vision that featured the Empress in some fashion. This is somehow dependent on one of their past lives being influenced by the Empress in some manner. Iridial was not clear what might happen if the visionary had no such past lives.*

*Iridial went on to warn that Potions of Guiding Light – in fact, all the preparations of this kind – are extremely dangerous. For the Guiding Light, the visionary needs to leave enough time between*

*drinking the potion and receiving the pure liao, **and** to have their physical form marked with metempsychotic protection; a very specific form of hearth magic that had to be accurately applied or the soul would be torn apart, or something akin.*

*Unfortunately, Iridial either could not, or would not, tell us how long to leave between potion and vision, or how to apply metempsychotic protection.*

*We agreed to not use the potion until either we obtained answers to those questions, or located more Guiding Light potions and could try and work it out ourselves using Wisdom.*

*It was this that led us to the Seers of the Throne.*

### **- The Seers of the Throne -**

*Although I had not yet spoken to Iridial, I knew the potion in the Hermit's possession was*

*significant. So naturally I questioned the Hermit as to where he had come by it.*

*“Come tomorrow and find I,” he cackled, and then used his wand to entangle my legs as he capered away. I returned to the others and we all came back the next day, but he was nowhere to be found. Wondering if he meant me to come alone, I returned alone the following day, and the one after that. The Hermit was nowhere to be seen.*

*Frustrated and annoyed, it was then that we contacted Iridial and discovered what it was that we had. Unable to determine how to create a Potion of Guiding Light from the one sample we had, we knew we had to track down the Hermit again and learn where he had come by it.*

*It was Levi who solved the Hermit’s riddle and determined our destination. When we found the Hermit again, the madness was on him once more.*

*Levi used auras of Wisdom to calm his mind and ease his troubled soul and we coaxed him back to health.*

*The Hermit, who still had given us no name, eventually gave us directions to a location where he had found the Potion – and lost his mind. It was someway off the beaten trods and would not be found by passing citizens.*

*We followed the directions and wandered into woodland where, as dusk started to fall, we came upon the Ghost.*

*It was a grim spectre dressed in in the robes of his people, though the colours were long faded. It regarded our group with baleful eyes and demanded to know who we were.*

*I identified myself to the spirit, but it did not seem impressed. It then demanded of us, “Speak the coven oath of the Seers of the Throne”.*

*My companions and I stared blankly at one another, and clearly hesitated too long. The Ghost became angered and demanded we leave this place.*

*Suddenly we came under attack. In the darkness it was unclear what assailed us, but the assault was brutal. In an act of Courage and Loyalty, Simeon drew all attention upon himself and ran from us drawing them away. We never saw him again.*

*Levi and I fled and heard our pursuers coming after us. We knew we would not make it to the trods ahead of them, nor were we assured of any respite there.*

*Things looked bleak when, all of a sudden, the Sentinel Gate appeared before us. On the other side stood Gad arms raised in incantation. Levi and I stumbled through. Looking back we could not see our assailants or Simeon.*

*We were going to fetch reinforcements to go back for him, when the Sentinel Gate closed and there was no passage possible.*

*Gad told us he had seen our peril upon casting the ritual of Signs and Portents and, based off Levi’s Winged Messenger telling him where we were, he had checked the conjunctions and decided to open the Sentinel Gate. I thanked Gad for his vigilance and we mourned Simeon together.*

*Later, I proposed we return to the location the Hermit gave us with exorcists to banish the Ghost so we might search the area for whatever the Seers of the Throne had hidden there.*

*Levi correctly pointed out that we had seen nothing close by, and that such a search might be fruitless at best, and dangerous at worst. We would do better to investigate the coven oath of the Seers of the Throne and see if the Ghost would willingly guide us to its treasures.*

*So it was that we began to learn more of the Seers of the Throne. From what we gleaned, they seem to be a secretive cult of prophets whose interests were not unlike our own, but who wrapped themselves in layers of secrets and shadows. We surmised that we had located a concealed cache belonging to the Seers and which was magically protected, and we became excited about what we might find there. More potions? Abraxian texts? The mask of the visionary?*

*Levi hypothesised that the Seers may be citizens from the same territory we found the Ghost in, so*