



# ORACLE

You are the only adult Ferra on the Moon-garden and during most of the time you have spent here, only you knew about it. But that is soon to change. You were sent here with your race's offspring to guard them and to lead them along the bumpy path into adulthood.

Actions overview:

- \* You guide your pupils by showing / telling them your visions and giving hints by using relevant questions, so that they learn to think and read between the lines. **You always answer a question with a question.**
- \* You can communicate with humans in their language from the beginning.
- \* You must also know the rituals of Ferra PERFECTLY!
- \* You know everything about the events that occurred during previous expedition, and you know the current whereabouts of professor Martin. Don't give it away lightly tho.
- \* "Weapons" can be introduced into the game, symbolised by pool noodle halves. A person hit in the head with a "weapon" is considered fatally wounded. You can revive them during the night but you need the Shaman and the Healers to make up a nice ritual.
- \* As a member of an ancient and advanced race you mastered multiple sciences. You have the key to the Caesar cipher = The Key: **<Shift 22 (A is W)>**. Explain to participants how it works if necessary. The Explorers might need it one day. Caesar's cipher is a type of substitution cipher in which each letter in the original message is replaced by a letter some fixed number of positions down the alphabet. For example, with a left shift of 3, D would be replaced by A, E would become B, and so on.

The main task that stands before you is driving the narrative forward with you visions. Make a large scene out of every vision (rely heavily on Shaman and his Healers). Wait with giving the first of them until the third day, so that you people can have some interactions with the newcomers first.

After each vision, you give Ferra instructions on what they have to do to learn more from you:

## 1. Instructions after the first vision

You have the cards of "Holy Names". The tribe must give one of those names to each and every explorer (the number of them

is more than that of the Explorers so the tribe will have easier time finding those that actually fit). However they cannot give or show their cards with the name written down. They have to repeat the given name to the chosen person until it has been repeated and accepted. Then Ferra must than bring humans to the Oracle where Explorers will introduce themselves to the entity with their new name.

Should they succeed you greet the humans in their tongue, and ask them to stay and listen to the vision. Than you proclaim the second vision.

## 2. Instructions after the second vision

You ask the Shaman to bring everyone to you the following night, but he must keep it a secret, so no human can notice anything beforehand. On a given sign (that Shaman must make up and convey to all Ferra), the tribe lives their work posts and gathers in your chamber. When gathered, you welcome your children and ask them to be patient. Than you whisper only in the ear of the Chieftain 'Bring me what you fear the most. The colour of fear. You have to get it from the people ...' – of course, the badges of Engineering team are red, but allow participants to be creative.

Should they succeed you proclaim the third vision.

## 3. Instructions after the third vision

You are silent until the end of the game. You can only smile at your pupils and from time to time pat their heads.

If the bridge is erected, you announce to them solemnly that they are worthy of the glory and name of their ancestors and that the Light Chariots will come soon.

If they fail and there are fights with the Explorers, smash them at the very end saying that they behave like blind children and they will remain them. They saw no path to agreement and respect, so they will endure exiles.

## Tasks summary:

- \* Answer the questions of participants with other questions that will direct them towards answers.
- \* After second night gather the tribe to give them the First Vision
- \* Give Shaman the "Holy names".
- \* After they complete the task give the tribe the Second Vision.
- \* After they complete the task give the tribe the Third Vision.
- \* Revive the fallen.
- \* Give the Key to the Caesars Cypher to Explorers if they ask nicely.

