

Tarot Card		Ten of Pentacles	
Alleyman's Tarot Card:		The Dark Sun (Page No. 113)	
No. & Name of Faction		89. Temple of KASHAT	
Expansion		Doorways to Dreams	
Timeframe			
Alignment		E/C	
Politics	Nightmare	Category	Temples
Enemies	Temple of MELLIA		
Seats (n) = Influence	0 on Council	0 in Secret Conclave	
	0 at Grasslander Gathering	1 in Congress of Dreams	
Characters	Priest of KASHAT, the Headless Horseman		
Location A	Temple of Nightmares, Street of False Gods	Area A	Upper East Side
Location B		Area B	
Resources	Nightmares		
Circle		Forest	
Otherworld	Kingdom of Nightmares	Domain	Dreams
Random Event	A recurring Nightmare is affecting people's Dreams across Tehmor.		
Background	The Night is Dark and Full of Terrors. You can either give in to the Nightmares or embrace them and grow stronger. Followers of KASHAT are not afraid of that which lurks in the Darkness of the Mind and can become Real if you let it. They use it to their advantage and let those of weaker mind or Faith succumb to the Terrors. The Temple of KASHAT in Tehmor is a dark and sinister-looking edifice and those who dare to venture inside find it is filled with Darkness and Shadows, in which Nightmares lurk at the corner of the eyes for those who can see into the Shadows, or in the mind's eye for those who cannot. The Priests of KASHAT who venture outside the Temple are dressed in dark robes and		

	<p>cowled so that their faces cannot be seen, and Darkness and Nightmares drift about them. They usually only go out during the Night, and if they travel any distance they ride upon black horses (for which the Temple has no obvious stables). This is not a conventional way to attract Followers, but there are a brave few to whom this appeals and it is them whom KASHAT seeks to recruit to His cause.</p>
Notes	<p>Create Nightmares: May create Nightmares of relevance to current Plots. May produce d4 manifesting in Reality (e.g. Nightmares that can be ridden) per Game Turn, one of which per Game may be an Artefact-level Magic Item of Nightmare.</p>