

Anarea *Forty Factions*

Rules of Play for the Doorways to Dreams Expansion

(“DD”)

DD1. Doorways to Dreams

It is said that, for those who have the power, doors can be opened from the streets of Tehmor to anywhere in the Otherworlds. This Expansion expands the game into Chaos, Dreams, Madness and the Dream Kingdoms of Nature, with:

- an extra Hall of Mirrors side Board adding Locations representing Gateways to key Otherworlds which have the strongest connections with Tehmor and/or the Sacred Circles Board;
- an extra side Board depicting the Congress of Dreams;
- a Madness Indicator to indicate the Level of Madness for each Area in the City;
- a new Strange Suit of the following 14 additional Factions connected with those Locations:

No.	Faction	Tarot Card	Alleyman's Tarot Card
85	Temple of MERLO	King of Pentacles	The Empty
86	Temple of YHWRC	Queen of Pentacles	The 8 of Disks (b1)
87	Guild of Glassmakers	Knight of Pentacles	The Five of Mirrors
88	The Thieves of Chaos	Knave of Pentacles	The Two of Wands
89	Temple of KASHAT	Ten of Pentacles	The Dark Sun
90	Temple of MELLIA	Nine of Pentacles	The Comforter
91	Temple of ORORO	Eight of Pentacles	The Horizon
92	Temple of LAMMIA	Seven of Pentacles	The Happy Squirrel (b3)
93	Temple of ULULO	Six of Pentacles	The 6 of Cups
94	Temple of RABBAT	Five of Pentacles	The Page of Curses 9b2)
95	Temple of MORCOR	Four of Pentacles	Paimon, King of Subjugation
96	Khalkan-Jho	Three of Pentacles	The Alley (b4)
97	The Travelling Fair	Two of Pentacles	The Final Tarot Card
98	ChaosMasters	Ace of Pentacles	The Joker (b2)

- and the following 6 additional relevant Plots:

No.	Plot	Tarot	Alleyman's Tarot Card
25	The Dark Side	III The Empress	The Black Moon

27	Return to Sanity	V The Hierophant	The Fountain
37	The Thing Among Reflections	XV The Devil	The Thing Among Reflections
39	Chaos Emerges	XVII The Star	XVII The Star (b1)
42	Once in a Blue Moon	XX Judgment	XX Judgement (b2)
43	Descent Into Madness	XXI The World	Weird-Ass Mystical Shit

Players can attempt to gain Control of the Domains of Dreams and of Madness and Chaos through the Otherworlds reflected in the Hall of Mirrors and to gain Control of the Congress of Dreams, which sits Once in a Blue Moon. Factions may seek to tip the City into, or save it from, Madness.

DD2. General Rules for Expansions

The following Rules apply in addition to the Rules for the Base Game when Expansions are played.

DD2.1 Cards

DD2.1.1 Each Expansion includes additional Faction and Plot Cards with associated Information Sheets. These are represented by additional Tarot cards (either from a different deck(s), so they can be distinguished from the Base Game cards, or from an expanded deck, such as *The Alleyman's Tarot*).

DD2.1.2 Before starting the Game, the DM determines which Expansions and Promo Cards will be used. It is best to use complete Expansions, although individual cards may be playable alone. The Base Game should always be used. The Players should normally be told which Expansions are in play (and this may be obvious from use of the appropriate additional Boards), but the DM may secretly include additional Cards to increase the uncertainty of what may be drawn. To increase the chances of cards from an Expansion being drawn, the DM may shuffle the cards from the appropriate deck in the Base Game, draw a number of them equal to those introduced from the Expansion and place the cards drawn at the bottom of the deck.

DD2.1.3 The additional copies of the Wheel of Fortune (Another Random Event) and Fool (Wild Card) in the Fifty Factions Expansion should normally be used if any Expansions (other than just the Promo Cards) are in play. If two Random Events are played in the same Game Turn, they may not be played on the same Activated Faction. If two Wild Cards are played in the same Game Turn, they must be specified differently and may not both affect the same Activated Faction.

DD2.2 Information Sheets

DD2.2.1 Many of the additional Rules for the Expansions are to be found in the Faction and Plot Information Sheets. Information in the Sheets prefaced with the abbreviation for an Expansion ("SC", "DD" or "FgF") only applies if that Expansion is being played.

DD2.3 Arenas

DD2.3.1 The Expansions do not introduce additional Areas of Tehmor, but introduce additional Locations that may be controlled by the Factions introduced by those Expansions. Those Locations are shown on the Board for the Base Game (except for **Forgotten Factions**). Except as stated below, the VPs for controlling the Areas on the Board for the Base Game remain the same despite any changes to the potential number of Locations that may be controlled in those Areas:

- Control of the **Environs** gives 2VP in Sacred Circles
- Control of the **Upper East Side** gives 2VP in Doorways to Dreams

DD2.3.2 The map side Board for the **Sacred Circles** Expansion adds Forests (equivalent to Areas), which are Controlled by placing Pawns on the Sacred Circles in them as if those Sacred Circles were Locations. See the Sacred Circles Rules for more details.

DD2.3.3 The Hall of Mirrors side Board for the **Doorways to Dreams** Expansion shows the Doorways to various Otherworlds, arranged as two Halls of Mirrors. It adds the Domain of Dreams and the Domain of Madness & Chaos (equivalent to Areas), which are Controlled by placing Pawns on the Mirrors which lead to the Otherworlds as if they were Locations. See DD3.1 below for more details.

DD2.3.4 Certain Factions in Expansions, including the Bandits and Pirates, have Locations specified as “**Variable**”. The Pawns for these are placed as specified in their Faction Information Sheets. If such a Pawn is placed in an Area in Tehmor and its environs (i.e. on the Base Game Board) it counts for determining control of that Area. If it is placed in a Forest on the Sacred Circles Board, it does not count for determining control of that Area unless it is specified to be a Sacred or Lesser Circle (as only Circles count towards control of Forests). If it is placed in the Hall of Mirrors, its Faction Information Sheet will determine its effect.

DD3. Specific Rules for DD

DD3.1 The Hall of Mirrors

DD3.1.1 The Hall of Mirrors side Board for the **Doorways to Dreams** Expansion shows the Doorways to various Otherworlds, arranged as two Halls of Mirrors. The top one (with a red carpet) represents the **Hall of Mirrors** at the entrance to the Council Chamber of Tehmor, with Magic Mirrors leading to various Dreams. The bottom one (with a purple carpet) represents the **Hall of Broken Mirrors** (the Dark Side of that same Hall of Mirrors), with Magic Mirrors leading to Madness and Chaos. The Magic Mirrors at the end of each Hall represent hidden Mirrors leading to Otherworlds that appear in the **Forgotten Factions** Expansion. Normally the entrance and exit doors would appear in those places in the Hall. The destinations of Mirrors in the Hall are not fixed and the Otherworlds represented by each on the

side Board are to enable pawns to be placed for purposes of Game play. An Adept (Shaman, Dreamer, Madman, ChaosMaster or Mirror Master) is able to use the Mirrors to travel to and between the Otherworlds.

DD3.1.2 When Factions with an Otherworld specified on their Information Sheet in the Domain of Dreams, Madness or Chaos are Activated, they place a pawn on the Hall of Mirrors in the numbered circle or space bearing their Faction No. Exceptional cases are detailed in the Notes section of the Information Sheet, e.g.:

DD3.1.2.1 Some Mirrors have 2 numbered circles against them. The circle closest to the Mirror takes precedence. The first of the two Factions to be Activated places its pawn, but if the Faction with precedence is Activated when the other Faction's pawn is already in place, that other Faction's pawn is removed and the Faction with precedence places its pawn instead. This happens irrespective of any agreement between the Players (although an agreement could be reached not to Activate the Faction with precedence).

DD3.1.2.2 The Snake Cults have second precedence on two adjacent Mirrors (The Serpentine Empire and The Jewelled City of Bhakanandra) and can choose which to place their pawn against if both are free and can move the pawn to the other if still free when required to move it when the Faction with precedence places its pawn (but not otherwise). Note that if there is a choice, it is better to place on The Serpentine Empire, as there will only be a 2/3 chance of controlling The Jewelled City of Bhakanandra (due to the possibility of the Time of No Snakes occurring).

DD3.1.2.3 The Mirrors for Forgotten Factions are shown on the side Board, but do not have numbered circles. The corresponding Factions' pawns can still be placed on them when Activated. Those Mirrors do not normally appear, but may be accessed by Adepts. The normal total of 12 Mirrors may be exceeded if sufficient Factions including Forgotten Ones have been Activated.

DD3.1.2.4 Some Factions (for example those Grasslander Tribes which do not specialise in Seers) may have an Otherworld and Domain specified on their Information Sheet in square brackets, which Otherworld is not named on the Hall of Mirrors side Board. Such Factions can only place a pawn in the area of the Hall of Mirrors for the corresponding Domain (usually Dreams) as a result of them gaining it by roleplaying a Plot (which will typically involve the rise of a powerful Seer in that Faction). This does not displace an existing pawn – place on a vacant Mirror and move to another if another Faction places its pawn there, and if no Mirrors are vacant, place between Mirrors. If no pawn has been placed the Faction may still be able to access that Otherworld in roleplaying, but there is no gateway to it from the Hall of Mirrors unless established as a result of a Plot.

DD3.1.3 The Light and Dark Sides of the Hall of Mirrors denote the two additional Areas in the Expansion for purposes of Area Control VPs:

DD3.1.3.1 The Domain of Dreams: **2VP**

DD3.1.3.2 The Domains of Madness and Chaos: **2VP**

As with the Areas in the City of Tehmor, Control of each is determined by a simple majority of a Player or Alliance's pawns. The VP may be spilt by Allies.

DD3.1.4 If there is only one Pawn placed in an Area, only 1VP is awarded to the Player who owns it.

DD3.1.5 Note that the Hall of Mirrors side Board is only a gaming aid to track control of Domains and not an accurate representation of the Hall of Mirrors in the Council Chamber of Tehmor at any given time. For roleplaying purposes, what is seen in (and may be accessed from) those Mirrors varies from time to time and depends on the hopes and fears of the viewer and/or the skills of the Adept and/or the current influences of the Otherworlds upon Tehmor. The 12 Light Side Mirrors of the Domain of Dreams will normally be visible by daytime to the non-Adept and will show the Otherworlds of the Factions who have placed their pawns in the Domain (or will show 12 of them if more than 12 have been placed). By night it will be the 12 Dark Side Mirrors of the Domains of Madness and Chaos that are normally so visible. It is possible for Mirrors to Dreams to appear by night amongst the Dark Side Mirrors (e.g. Nightmare is likely to appear) or for Mirrors to Madness or Chaos to appear by day with Light Side Mirrors (Chaos tends not to obey such rules and Madness is just Mad).

DD3.1.6 Other Gateways may be used to access the Otherworlds. Halls of Mirrors and Sacred Circles are places of power that facilitate this, but the true Adept can access a Doorway to Dreams from anywhere or call up a Hall or Circle in his or her mind. Few Adepts are as skilled as this, and fewer still can do it successfully.

DD3.2 The Congress of Dreams

DD3.2.1 The Congress of Dreams comes together once in a Blue Moon, usually in Khalkan-Jho, but is held in a shared Dream so does not have a fixed location. It is composed of Delegates of Factions with significant influence in the Dreamworlds, and may be called together by a powerful Dreamer representing such a Faction Dreaming of a Blue Moon Rising over the intended location of the Congress. Its proceedings are a shared Dream of the Delegates, and the outcome of proceedings therefore depends more on the relative power of Dreaming of those Delegates in favour of or against a particular motion than on any consensus or counting of votes.

DD3.2.2 The Congress of Dreams side Board for the **Doorways to Dreams** Expansion shows the seats of the Delegates to the Congress of Dreams arranged around a cloud-shaped table. As the Congress is held in a shared Dream and does not have a fixed location or furniture, this depiction is just an illustration of a possible configuration. If a Faction Information Sheet says a Faction has a Seat on the Congress of Dreams, place a Pawn on the appropriately-numbered circle on the

Congress of Dreams side Board when that Faction is Activated. If there is no circle of that Faction's number, then just place the Pawn anywhere around the cloud-shaped table.

DD3.2.3 At the end of each Council Phase the DM rolls d100 to see if a Blue Moon Rises and a Congress of Dreams is held. The chance of its being held is 5% per Activated Faction that holds a Seat on the Congress. A Congress of Dreams opens at Midnight, so is resolved after all other Councils, Conclaves and Gatherings have been resolved.

DD3.2.4 If a Congress of Dreams is held, each Activated Faction that is specified as having a Seat on the Congress has one vote. Alliances vote together at the Congress. The Player or Alliance that has the most votes at the Congress is awarded (1d4)VP, subject to a maximum of the number of Seats held by Activated Factions. If there is a tie for the most seats, the VPs are split between the Players/Alliances with the most seats each as they may agree, failing which no VPs are awarded. The business of the Congress of Dreams is not role-played.

DD3.2.5 The Temples of Dreams and Nightmares have their Politics specified as "Daydream", "Imagination" or "Nightmare". These are not used to determine control of the Congress, but are an indication of how those Factions will usually side, and are essentially for role-playing purposes.

DD3.2.6 In addition a Congress may be called by playing the **Once in a Blue Moon Plot Card**. A Congress so called is held during the Role-Playing Phase to reach a decision regarding the matter on which it has been called, as follows:

DD3.2.6.1 The business of the Council will be role-played if this Plot is played, with any votes determined in accordance with Rule DD3.2.4 above on voting - except that the DM may determine how Seats held by Unactivated Factions vote, depending on the success of arguments (or other actions influencing voting) during the role-playing;

DD3.2.6.2 VPs may be earned both for voting control of it (as per DD3.2.4 above) and for role-playing at it.

DD3.3 **Madness**

DD3.3.1 In Doorways to Dreams each Area in and around Tehmor on the Board for the Base Game is assigned a Level of Madness, which starts at 0 and may increase (and decrease) up to a maximum of 10. Positive Levels of Madness are also Aligned as G (Delirium), N (Mania) or E (despair). The Madness Indicator side Board therefore has 31 spaces per Area: for Normality (0) and the 10 Levels of Madness, of Delirium, Mania or Despair. A Pawn of the appropriate colour is used to track the Level of Madness of each Area on the Madness Indicator. (Note that the colours of these Pawns relate to Areas and do not indicate they are Players' Pawns - although the same colours might be used, depending on the availability of suitable Pawns.)

DD3.3.2 Activating a Faction that is a Temple of YHWHRC (Demigod of Madness) or of a Demon of Madness and placing its Location Pawn increases the Level of Madness in the Area where the Pawn is placed by 1 and changes it to the appropriate Alignment for the Faction (N for YHWHRC). Removing the Location Pawn (for any reason) decreases the Level of Madness in the Area by 1 in the existing Alignment.

DD3.3.3 The Level of Madness in an Area may also be changed:

DD3.3.3.1 by Playing Plot Cards (as specified in their Information Sheets); and/or

DD3.3.3.2 as specified by the DM as a result of events in the Role-Playing Phase.

DD3.3.4 At the end of the Game, VPs are awarded for the current Level of Madness in each Area as follows:

DD3.3.4.1 To the Temples of YHWHRC, LAMMIA, ULULO, RABBAT and MORCOR:

Level of Madness	VPs
1-2	0 (these levels of Madness are not sufficiently different from what passes for normality in Tehmor, so no VPs are justified)
3-5	1
6-9	3
10	6

DD3.3.4.2 To the Temple of LAMMIA: +1VP if LoM in any Area is ≥ 3 and the Domain is Delirium;

DD3.3.4.3 To the Temple of MORCOR: +1VP if LoM in any Area is ≥ 3 and the Domain is Despair;

DD3.3.5 The Temple of SURGAT does not earn VPs for Levels of Madness, but may possibly be awarded Role-playing VPs for having correctly predicted the final LoM in an Area earlier in the Game.

DD3.3.6 In the unlikely event that all Areas of Tehmor reach Level of Madness 10, **the Game ends immediately**. There is no final Council Phase, but a Congress of Dreams may still be held (with the chance of this being 10% per Activated Faction that holds a Seat on the Congress).

