

Tarot Card		King of Swords	
Alleyman's Tarot Card:		The King of Swords (b3) (Page No. 204)	
No. & Name of Faction		1. Temple of ZAKEL	
Expansion		Base Game	
Timeframe		0-1200 False God, no Seat / 1200 onwards: Clerical God, Seat	
Alignment		E/C	
Politics	Militant	Category	Temples
Enemies	Temple of FIDAR, Temple of TERRIK		
Seats	1 on Council	0 in Secret Conclave	
(n) = Influence	(ii) Lizard Totem at Grasslander Gathering	0 in Congress of Dreams	
Characters	High Warmonger/Warlord (terminology depends upon whether Temple is presently at War), High Priest of ZAKEL		
Location A	High Temple of ZAKEL, Armourers' Quarter	Area A	Lower East Side
Location B		Area B	
Resources	Temple Guard, Warmongers		
Circle		Forest	
Otherworld		Domain	
Random Event	The Temple Declares War on another Activated Faction.		
Background	The Temple of ZAKEL honours and supports Warriors and Fighters. All such are welcome to pray to ZAKEL for strength in battle and to thank Him for victories. The Temple is not as fanatically Evil/Chaotic as the Temple of TERRIK, but recognises that battle is an inherently E/C endeavour and revels in the joy of it. Its followers are mostly drawn from the Mercenaries' Guild, Gladiators of the Circus, Army, Navy and the tougher elements of the City Watch, rather than from the general populace. The Temple Guard, led by the High Warmonger/Warlord, is the largest private army in the City (of live persons at least), including its		

	<p>various auxiliary elements of worshippers who can be mobilized if a good fight is on the cards. The elite Inner Guard is comprised of some of the largest and most fearsome Fighters in Tehmor. The Warmongers are Secret Agents of the Temple who foment War.</p>
Notes	<p>FgF: Spies: Once per Game Turn and at any time during that Turn you may specify that a Character of an Activated Faction not controlled by you which is involved in a Plot that has been played that Turn (or is continuing to be played into that Turn) is secretly a Warmonger of your Faction. The Faction may be controlled by a Player Allied with you or an Enemy of this Faction. The Character must be one specified in the Faction's Information Sheet (you are entitled to be told who those Characters are once you have specified your target Faction) or one who has previously been specified by its Player, and may previously have been specified to be an agent of another Faction (in which case they are now a double-agent). You must specify the Character is a Warmonger of your Faction to the DM and all Players, but the other Factions will not be aware of this in-character unless the Warmonger betrays him or herself. You now role-play the Warmonger and earn VPs for doing so (in addition to any awarded to the Player of that Faction), and may continue to role-play the Warmonger in subsequent Game Turns (where relevant to current Plots). The Warmonger must be role-played consistently with how the Player who controls their Faction is role-playing current Plots, except to the extent it may further the purposes of your Faction. Double or triple agents may have their actions specified by the Players of all Factions of which they are agents, but the last Player to specify them as an agent of his or her Faction / a member of his or her Conspiracy has the final say as to their actions. Champions of ATAVAR may not be secret agents unless they have previously gone rogue or the Player of the Champions of ATAVAR targets this Faction and specifies an existing agent is in fact a Champion (in which case he or she now plays that agent).</p>