Anarea Forty Factions Faction Information Sheet

Tarot Card		Nine of Swords				
Alleyman's Tarot Card:		The Nine of Swords (Page No. 73)				
No. & Name of Faction		6. Temple of LOFIR WAGREN				
		WAGR	EN			
Expansion		Base Game				
Timeframe		700-2297: LOFIR / 2297-2501: WAGREN / IX 2501 onwards: WAGREN & LOFIR				
Alignment		E/L				
Politics	Mili	tant	Category		Temples	
Enemies	Goo	Goods, Neutral/Chaotics, Temple of TERRIK				
Seats	1 on	Council		0 in Secret Conclave		
(n) = Influence	` ′	Rat Totem at Grass pering	lander	0 in Congress of Dreams		
Characters	[Hig	[High] Priestess of LOFIR / [High] Priest of WAGREN				
Location A		Temple of TR/WAGREN	Area A	Old Town		
Location B			Area B			
Resources	LOF	LOFIR's Destroyers / Hammers of WAGREN				
Circle			Forest			
Otherworld			Domain			
Random Event	The	The Temple is Destroyed (and the Location lost).				
Background	of Lo the I mess Tem it is desp bree	A sizeable proportion of the population of Tehmor is E/L and the Temple of LOFIR/WAGREN aims to secure their Faith. It therefore emphasises the E/L aspects of the Creed rather than the Destruction aspects, with the messages such as "Work Together to Destroy the Opposition". The Temple appeals to City folk intent on bettering their own position, and if it is at the expense of others then so much the more satisfying. They despise the ORIL/OPSOR rural folk intent on growing crops and reeding animals, but are happy to take their produce. Luck has nothing to do with success - you make your own fortune, as nobody else will do				

	it for you. The Clerics rationalise this approach as leading to the
	Destruction of the weak. This can give rise to suspicion amongst their
	superiors in the Temple hierarchy (which ultimately is dictated from
	Hell) that they have heretical tendencies, and younger and more radical
	elements in the Tehmor Temple periodically attempt to restore
	orthodoxy. But this is all part of the normal power struggles in Evil
	Temples and the High Priest(ess)'s standard response to such challenges
	is that LOFIR/WAGREN is the pre-eminent E/L God(dess) and the
	preaching of Evil Lawfulness is therefore his/her primary duty. The
	Temple has a small elite guard of LOFIR's Destroyers / Hammers of
	WAGREN, being Paladins with Destruction Powers. The Hammers of
	WAGREN all wield War Hammers or Super Heavy Hammers. From the
	Return of LOFIR in IX 2501, the High Temple is shared by the
	WAGREN and LOFIR Clerics (both of which are included in the
	Faction), with a separate Chapel Desecrated to the worship of LOFIR
	(Who is no longer officially Clerical).
Notes	Council Seat held by Temple of LOFIR until 2297, then Temple of WAGREN.