

Tarot Card		Five of Swords	
Alleyman's Tarot Card:		The Five of Swords (Page No. 69)	
No. & Name of Faction		10. Temple of TERRIK	
Expansion		Base Game	
Timeframe		0-1200 False God, no Seat / 1200 onwards: Clerical God, Seat	
Alignment		E/C	
Politics	Militant	Category	Temples
Enemies	Goods, Lawfuls, Temple of ZAKEL, Temple of LOFIR/WAGREN		
Seats	1 on Council	0 in Secret Conclave	
(n) = Influence	0 at Grasslander Gathering	0 in Congress of Dreams	
Characters	High Priest of TERRIK, Master of the Dumps		
Location A	High Temple of TERRIK, The Maze	Area A	Lower East Side
Location B	City Dump	Area B	Environs
Resources	Troublemakers		
Circle		Forest	
Otherworld		Domain	
Random Event	The Council decides to clear the Dumps from outside the Walls.		
Background	The Temple of TERRIK is the Temple of the poor, downtrodden and outcasts of Tehmor - of whom there are many. It has many followers amongst the waste collectors, scrap merchants, tanners and their like. Although much goes to Waste in the City (to the Glory of TERRIK), the Temple and its Faithful are not above making some money out of it when they can, and they take delight in selling worthless rubbish. The Temple also delights in stirring up Trouble and Dissent amongst the Factions, and particularly likes to use the Temple of HAERIM, the Rat Cults or the Anarchists to do its dirty work for it (so they take the blame when discovered). The Temple's Troublemakers will often impersonate agents of other Factions in order to recruit spies to do its dirty work or otherwise cause Trouble. For example, one of their favourite tricks is to dress up as		

	Crusaders for Truth from the Temple of FIDAR in order forcibly to break up fights (which they have started) in the name of Peacemaking.
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 Troublemaker. 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 secret Troublemaker of your Faction to the DM and all Players, but the other Factions will not be aware of this in-character unless the Troublemaker betrays him or herself. You now role-play the Troublemaker and earn VPs for doing so (in addition to any awarded to the Player of that Faction), and may continue to role-play the Troublemaker in subsequent Game Turns (where relevant to current Plots). The Troublemaker 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>