

Anarea *Forty Factions* Faction Information Sheet

Tarot Card		Three of Swords	
Alleyman’s Tarot Card:		The Three of Swords (Page No. 67)	
No. & Name of Faction		12. Scorpion Cults	
Expansion		Base Game	
Timeframe			
Alignment		E/N	
Politics	Militant	Category	Cults
Enemies	Snakes, Dwarves, Temple of HAERIM		
Seats	0 on Council	0 in Secret Conclave	
(n) = Influence	(ii) Scorpion Totem at Grasslander Gathering	0 in Congress of Dreams	
Characters	Priest of SKARZ, Prophet of THE RED SCORPION		
Location A	Temple of SKARZ, Street of False Gods	Area A	Upper East Side
Location B	Secret Cave of The Red Scorpions, the Maze	Area B	Lower East Side
Resources	Scorpions, Giant Scorpions		
Circle	The Oasis of Olives and Eucalyptus	Forest	The Great Desert
Otherworld	The Blasted Desert	Domain	Dreams
Random Event	The Scorpion Pit (beneath the Temple of SKARZ) is breached and its denizens escape into the City.		
Background	The Desert and the Eastern Grasslands are rife with Scorpion Cultism, of which there are several Cults, the most prominent of which in the City are The Black Scorpions and The Red Scorpions. Cultism gives protection from and control over Scorpions and access to useful and valuable Venoms. The Cults variously worship SKARZ or Aspects of HAERIM or HALKI and War with the Snake Cults (and each other) for control of the Poison Trade in the City. The Black Scorpions (based in		

	<p>The Temple of SKARZ, but with their Kasbah in the Oasis of Olives and Eucalyptus in the Great Desert) are a Thieves' Guild, loosely affiliated with the Thieves' Guild of Tehmor and are specialists in Assassination by Venom. The Red Scorpions (based in The Secret Cave) are the leading Hellish HAERIM Scorpion Cult, worshipping Him as THE RED SCORPION and seeking to usurp the Orthodox Temple of HAERIM (as they have done in Vavistor). They are a Fighter/Clerical Cult who keep their fearsome Giant Red Scorpions in the Secret Cave. The Bronze Scorpions and Grey Scorpions co-operate over trade routes for Poisons from the Underworld via Vavistor into Tehmor. The Bronze Scorpions tend to be more Mystical (It is said they guard a Portal to the Blasted Desert somewhere out on the Eastern Plains.). The Grey Scorpions are a shadowy Cult that prefers to work its influence behind the scenes, quietly stirring up Hatred between their foes. The various Scorpion Cults often War between themselves, but will generally come together against a common foe - especially the Snake Cults.</p>
Notes	<p>The secret Cave of the Red Scorpions is located beneath a dilapidated warehouse in the Maze. / May be played as a Thieves' Guild: At the beginning of the Cards Phase a Player with an Activated Thieves' Guild or holding a Thieves' Guild in hand may use or reveal it to steal a card at random from the hand of another Player of his or her choice. That Player may reveal a Thieves' Guild from hand (which has not been already played in this way) to block this. Only one successful attempt to steal a card may be made by this Guild per game. / SC: Includes the Desert Scorpion Cults (including the Black Scorpions at the Oasis of Olives and Eucalyptus), but not the Grasslands Scorpion Tribes, if using the Sacred Circles Expansion. / SC & DD: Does not control The Blasted Desert if Scorpion Tribes are Activated.</p>