

# Anarea *Forty Factions* Faction Information Sheet

Tarot Card		Two of Swords	
Alleyman's Tarot Card:		The King of Flint (b3) (Page No. 206)	
No. & Name of Faction		<b>13. False Gods</b>	
Expansion		Base Game	
Timeframe			
Alignment		any	
Politics	Militant	Category	Cults
Enemies	Lawful Temples		
Seats	0 on Council		0 in Secret Conclave
(n) = Influence	Influence over any Totem at Grasslander Gathering		0 in Congress of Dreams
Characters	Priests / Prophets of various False Gods		
Location A	The Street of False Gods	Area A	Upper East Side
Location B		Area B	
Resources	False Gods (Who may be powerful Demigods or Demons, although not Clerical)		
Circle		Forest	
Otherworld		Domain	
Random Event	A Schism occurs in the Cult of a False God.		
Background	<p>Many powerful Beings vie for worshippers on the so-called Street of False Gods. Some are Demigods or Demons seeking Godhead, some are alternative Aspects of current Clerical or non-Clerical Gods, and some are dreamt up by Their Prophets or Priests. But it is well-known that the balance of power changes, and Those that are currently Clerical Gods may be supplanted by rising stars. It has happened before, and it will happen again. So come to the Street of False Gods, listen to the Prophets and choose to Whom you will give your Faith. If They achieve sufficient worshippers, They could be the next Clerical God, and you could be especially favoured as one of Their first Disciples. Even if it doesn't</p>		

	happen immediately, there will be plenty of opportunities to make money or have sex (or whatever takes your fancy) along the way.
<b>Notes</b>	<p>This is many small Factions played as one, but there are often one or more Rising Stars Who are currently prominent (or infamous) amongst the Temples of the False Gods. The Player who has Activated this Faction may design up and play appropriate Temples of False Gods (see Bid for Godhead below). False Gods Who exist as (or are included in) separate Factions in the Game may not be played as part of this Faction, even if not Activated, but this only applies to Factions included in Expansions if the relevant Expansion is being played. / <b>Bid for Godhead:</b> once per Game Turn in response to the Plots played may at the beginning of the Role-Playing Phase specify a False God who is actively seeking worshippers in consequence of those Plot(s) and may play the Prophet(ess) / Priest(esse)s of that False God and their followers. The False God may be a known non-Clerical God, Demigod or Demon, an Aspect of a known Higher Power or a fictitious delusion or scam. The False God should not be that of a Faction which has been Activated or one Whose followers are being played by the Player of a current Plot (but may be a schismatic or heretical version of these). The False God may promise to protect citizens from a Plot and/or to lead them in furthering it. If the DM judges that you have attracted sufficient worshippers in your role-playing of the False God, he may award you an extra Location Pawn on the Street of False Gods (Upper East Side) for the Temple of that False God (in addition to the one for this Faction) for that Game Turn only (in addition to any VPs for role-playing).</p>