

# Anarea *Forty* *Factions* *Faction* *Information* *Sheet*

Tarot Card		Queen of Cups	
Alleyman’s Tarot Card:		The Queen of Cups (Page No. 49)	
No. & Name of Faction		16. Temple of DALA	
Expansion		Base Game	
Timeframe			
Alignment		N/C	
Politics	Liberal	Category	Temples
Enemies	Lawfuls		
Seats	1 on Council	0 in Secret Conclave	
(n) = Influence	(iii) Snake Totem at Grasslander Gathering	0 in Congress of Dreams	
Characters	Most Important Priestess of DALA		
Location A	Big Temple of DALA, by Racetrack	Area A	Lower West Side
Location B		Area B	
Resources	Whatever turns up...		
Circle		Forest	
Otherworld	Chaos	Domain	Chaos
Random Event	The Temple declares a Holiday (and is inactive for the rest of the Turn, but may hold a Masquerade).		
Background	Tehmor is a Chaotic place, so the power of DALA is strong here. The Temple just seek to keep it bubbling away, and to thwart the efforts of the Lawfuls on the Council to seek to impose some order on it. If some worshippers approve of what the Temple is doing, and come along to some services occasionally, that would be nice. The Temple generally disapprove of the atrocities of the Anarchists and other Troublemakers, but they do tend to add to the Chaos and so the Temple is not above sometimes giving them a nudge or a helping hand. The Temple of DALA does not go in for organised Paladinic or Monastic Orders, but a number of powerful Chaotic Adventurers are associated with the Temple.		

	including some with ChaosMastery and Dreaming abilities. However the most powerful ChaosMasters and Dreamers do not stay in the physical reality of Tehmor.
<b>Notes</b>	<p><b>Masquerade:</b> May be played once per Player who has the Temple of DALA Activated. At any time in a Game Turn, it may interrupt the Game to hold a Masquerade. Each Player discards one Activated Faction and discards one card from hand, both selected at random, the discard pile is shuffled back into the pack and each Player draws a replacement card for each one discarded and may Activate a Faction to replace the lost Activated Faction. / May invent and disseminate <b>Rumours</b>. If the Associated Guilds of Beggars, Buskers and Rumourmongers are Activated, Rumours should be passed to them to circulate. Otherwise, the DM may be requested to announce them. / Faction does not include DALA-Sponsored Snake Cults .</p>