

Anarea *Forty Factions* Faction Information Sheet

Tarot Card		Ace of Cups	
Alleyman’s Tarot Card:		Ace of Cups (Page No. 37)	
No. & Name of Faction		28. Reform Party	
Expansion		Base Game	
Timeframe			
Alignment		N/C	
Politics	Liberal	Category	Political Parties
Enemies	Anarchist Movement, Conservative Party, Temple of SARAN		
Seats	1 on Council	0 in Secret Conclave	
(n) = Influence	0 at Grasslander Gathering	0 in Congress of Dreams	
Characters	Party Leader		
Location A	Reformists' Coffeehouse, Citadel	Area A	Old Town
Location B		Area B	
Resources	Supporters amongst Liberal Factions		
Circle		Forest	
Otherworld		Domain	
Random Event	The new leadership of the Party are considered too Lawful by rank and file supporters.		
Background	The Reform Party stands for the reform of the status quo in Tehmor, which has concentrated power and wealth in the hands of a small elite. The vast majority of the population of the City live in or close to poverty, and the constant strife between different factions is bad for business. The Party believes in the existing political system, but calls for radical reform to improve it (but not of course so radical as to give the poor and uneducated a say). The party is largely supported by those of Good Alignment and the middle classes. It sometimes forms a Coalition with the Mercantile Party by promising reforms which would be good for trade, but are too radical for the Conservatives (this being the position at the start of the Game). It finds it difficult to unite in opposition with the		

	Militant Factions, which are largely of Evil and Chaotic Alignment and tend to favour revolution rather than reform.
Notes	Controls the votes of neutral Liberal Seats.