

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

Tarot Card		Eight of Batons	
Alleyman’s Tarot Card:		The Seven of Wands (Page No. 57)	
No. & Name of Faction		35. Temple of FIDAR	
Expansion		Base Game	
Timeframe		0- 7 VI 2501 False God, no Seat / 7 VI 2501 onwards Clerical God, Seat	
Alignment		G/L	
Politics	Conservative	Category	Temples
Enemies	Temple of ZAKEL, Army, Mercenaries, Assassins (Although strict observance of the Creed of FIDAR would require Her Temple to have no enemies, in practice they would never ally with any of these.)		
Seats	1 on Council	0 in Secret Conclave	
(n) = Influence	(ii) Deer Totem at Grasslander Gathering	0 in Congress of Dreams	
Characters	High Priestess of FIDAR		
Location A	High Temple of FIDAR, South Road N of Tehm Bridge	Area A	Lower West Side
Location B		Area B	
Resources	Peacemakers / Crusaders for Truth		
Circle		Forest	
Otherworld		Domain	
Random Event	Efforts by over-zealous Peacemakers to prevent foreign warring powers recruiting mercenaries in Mora Plaza go badly wrong.		
Background	Bringing Peace to the warring Factions of Tehmor is a daunting task, but FIDAR teaches that patience and persistence is part of peacemaking. It is the mission of the Temple of FIDAR in Tehmor to reconcile Factions and help them to find peaceful solutions to their differences, for the greater prosperity of all. The Temple serves as a counter to the more extremist Evil and Chaotic forces in the City, and attracts much support		

	<p>from citizens who wish for a peaceful and prosperous life. There is friendly competition for worshippers between the G/L Gods of the New Triumdeate, with FIDAR appealing to those who seek actively to bring Good Order to the World. A few FIDAR Clerics choose the more direct path of Peacemakers, taking the warrior's approach of bringing about Peace by dealing with those who will only respect superior force in the only way they understand. The leading Cult of Peacemakers is the Crusaders for Truth, based at the Temple of Peace on Earth but with a small local presence in Tehmor. The Troublemakers of the Temple of TERRIK are a continual thorn in the side of the Peacemakers, often impersonating them in order to cause Trouble and blame it on the Temple of FIDAR.</p>
Notes	<p>Prot. vs War: Other Factions get -1(5%) on all Combat rolls (Army or Individual) against the Temple, unless the Temple's servants are already protected by specific Spells or Effects (which the -1 represents).</p>