

Tarot Card		Three of Batons	
Alleyman’s Tarot Card:		The Three of Wands (Page No. 53)	
No. & Name of Faction		40. Rat Cult	
Expansion		Base Game	
Timeframe			
Alignment		E/L	
Politics	Conservative	Category	Cults
Enemies	Karana Family, Snakes, Cats		
Seats	0 on Council	1 in Secret Conclave	
(n) = Influence	(ii) Rat Totem at Grasslander Gathering	0 in Congress of Dreams	
Characters	The White Rat (a Giant Rat/Wererat)		
Location A	Sewers (especially around Docks & Necropolis) / Dumps	Area A	Environs
Location B	The Sick Rat Tavern, start of Way of the Dead in Garrimoh	Area B	Upper East Side
Resources	Rats, Giant Rats, Wererats		
Circle	The Oasis of Dates and Pomegranates	Forest	The Great Desert
Otherworld	The Endless Burrows	Domain	Dreams
Random Event	An outbreak of Plague hits Tehmor, and the rats are blamed.		
Background	There are many Chapters of The Rat Cult in Tehmor. The most powerful is probably the Dock Rats, which is the Rat Cultist Thieves' Guild of Tehmor. Its symbol is the Rat Claw. Its power base is the waterfront areas around the Docks, with members making use of the Sewers to move elsewhere for business. It provides Protection and Ratcatching services to Dockland businesses, helps move dubious Freight and actively defends its territory against encroachment by rival Thieves' Guilds - by direct		

	<p>action on the ground and/or by issuing warnings at the Secret Conclave. Nobody thieves on the Docks (except of course for the Merchants Guild) without paying the Dock Rats their 10%. All Rat Cultists hate the Karana Family, who take their Ratcatching services so seriously that they actually kill the Rats they catch, rather than just relocating them. The Sick Rat Tavern (famed as the lowest dive in Tehmor, which is quite an achievement) is effectively owned by the White Rat (leader of the main Chapter of the Rat Cult of the Upper East Side).</p>
Notes	<p>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 to steal a card this turn) to block this. Only one successful attempt to steal a card may be made by this Guild per game, but it may block any number of attempts to steal a card. / SC: Includes the Desert Rat Cult (whose Kasbah is at the Oasis of Dates and Pomegranates) if using the Sacred Circles Expansion. / SC & DD: Does not control The Endless Burrows if Rat Tribes are Activated.</p>