

# Anarea *Forty Factions* *Faction Information Sheet*

Tarot Card		King of Goblets	
Alleyman’s Tarot Card:		The Nine of Clocks (Page No. 101)	
No. & Name of Faction		57. Temple of <i>SURGAT</i>	
Expansion		Fifty Factions	
Timeframe		Prophesied to become Clerical in the Year 3000.	
Alignment		N/L	
Politics	Imagination	Category	Temples
Enemies	Temple of RABBAT		
Seats  (n) = Influence	0 on Council	0 in Secret Conclave	
	Influence over any Totem at Grasslander Gathering	1 in Congress of Dreams	
Characters	Priest, Prophetesses		
Location A	Temple of Prophecies, Street of False Gods	Area A	Upper East Side
Location B		Area B	
Resources	Prophecies, Temple Guards		
Circle		Forest	
Otherworld	Domain of Prophecy	Domain	Dreams & Madness
Random Event	An important Prophecy made by the Temple is generally perceived not to have come true.		
Background	The people of Tehmor love Prophecies. In a city of gamblers, chancers and planners, Prophecies may give you an edge. The Temple of Prophecies offers Prophecies to all comers, but expects donations in advance. As a guideline, the amount of the donation should reflect the value of the Prophecy to the supplicant. Paying more may result in the Prophecy being more relevant, but will not make it less cryptic. The Prophecies of SURGAT always come true, but often not as expected. Putting your Faith in SURGAT and studying and meditating on His Mysteries may help to interpret His Prophecies. Alternatively you might try paying one of the many Dreamreaders who throng outside His Temple		

	<p>to explain your Prophecy. Many of these are paid up members of the Associated Guilds of Beggars, Buskers and Rumourmongers, but none of them have any official association with the Temple (although some claim to be former Priests or Prophetesses). None of them guarantee the accuracy of their explanation, and some are as cryptic as the original Prophecy. But all of this creates interest in the Temple (which is also helped by the young, semi-naked Prophetesses who deliver the Prophecies in drug or Dream-induced trances). The Temple (and the Prophetesses) are protected from angry (or infatuated) supplicants by burly Temple Guards, who have an uncanny knack of knowing when there is going to be trouble.</p>
<b>Notes</b>	<p>Once per Game Turn may look at the top cards of the Factions and Events Decks before drawing from them, and re-insert one card anywhere in its deck (without looking at that card). / If the Associated Guilds of Beggars, Buskers and Rumourmongers are Activated, they gain Dreamreaders as a Resource when the Temple of SURGAT is Activated (and the Player who has Activated them must be informed of this). <b>DD: Increase Madness:</b> When placing Pawn on the Temple of Prophecies increase the Level of Madness on the Upper East Side by +1 and move it to N (Domain of Mania). <b>Embrace Madness:</b> may move followers freely through Areas of Madness (they still become Mad, but are able to control it and adjust to the lower Level of Madness on leaving it).</p>