

Anarea *Forty Factions* Faction Information Sheet

Tarot Card		Queen of Goblets	
Alleyman's Tarot Card:		The Page of Pentacles (Page No. 89)	
No. & Name of Faction		58. Temple of HALCYON	
Expansion		Fifty Factions	
Timeframe			
Alignment		G/C	
Politics	Daydream	Category	Temples
Enemies	none		
Seats	0 on Council	0 in Secret Conclave	
(n) = Influence	0 at Grasslander Gathering	1 in Congress of Dreams	
Characters	Priestess, Daydream Believers		
Location A	Temple of Daydreams, Street of False Gods	Area A	Upper East Side
Location B		Area B	
Resources	Daydreams		
Circle		Forest	
Otherworld	Kingdom of Daydreams	Domain	Dreams
Random Event	A Daydream escapes from the Temple into people's Dreams / Reality.		
Background	The people of Tehmor are great Daydreamers. In a city where anything is available, but for many very little of it is affordable, Daydreaming offers a way to aspire to your desires. The Temple of HALCYON say that if you put your Faith in the Goddess and Daydream hard enough, She may make your Dream come true. Perhaps this does not happen very often, but the Temple say that the Dreamers did not have sufficient Faith or Daydream sufficiently, and there are sufficient stories of Daydreams coming true to encourage Faith in HALCYON. She is therefore one of the most powerful of the False Gods, especially amongst the Gods of Dreams and Madness. Her Temple Guard are known as the Daydream		

	Believers and include some powerful Dreamers, whose Daydreams have indeed come true and who seek to repay HALYCON's favour by protecting Her Temple and preaching Her Creed.
Notes	Believe in Daydreams: Once per Game may make a Daydream come true. This should be an outcome of a Role-playing event (usually decided by a dice roll by the DM) which is particularly desired by a Character Favoured by the Temple.