

Anarea *Forty Factions* Faction Information Sheet

Tarot Card		Knight of Goblets	
Alleyman’s Tarot Card:		The Four of Keys (Page No. 96)	
No. & Name of Faction		59. Citadel Guard	
Expansion		Fifty Factions	
Timeframe			
Alignment		N/L	
Politics	Conservative	Category	Executive
Enemies	Anarchists, Thieves' Guilds		
Seats	0 on Council	0 in Secret Conclave	
(n) = Influence	0 at Grasslander Gathering	0 in Congress of Dreams	
Characters	Captain of the Guard		
Location A	Council House, Citadel	Area A	Old Town
Location B		Area B	
Resources	Guardsmen, Guard Cavalry, Guard Dogs		
Circle	Hall of Mirrors, The Council House, Tehmor	Forest	none
Otherworld		Domain	
Random Event	An attempt is made to assassinate the Overlord.		
Background	The Citadel Guard are the elite unit of the Army dedicated to guarding the Overlord, Council and Citadel. They are a heavy cavalry unit armed with spears, scimitars and crossbows, but perform their guard duties around the Citadel dismounted. The Guards in the Citadel use specially trained dogs supplied by the Derevo Family to sniff out Thieves. They are sworn to defend the Council and its appointed leader, the Overlord (in that order). If an Overlord were to stage a coup, they are expected to defend the democratic process of the Council. Amongst their more esoteric duties is keeping watch on the Hall of Mirrors at the entrance to		

	the Council Chamber and challenging anyone (or anything) that may emerge from them.
Notes	<p>If The Dogs of Tehmor are Activated, the Player who has Activated them may play the Guard's dogs (but they will obey their masters). The Hall of Mirrors has a greater role in Doorways to Dreams. / SC: The Hall of Mirrors does not count as a Sacred Circle for purposes of Controlling Forests. / DD: The Citadel Guard guard Tehmor against visitors through the Hall of Mirrors. They do not control it (although the Captain of the Guard has enough experience to be able to use it and lead the Guard through Mirrors).</p>