

Anarea *Forty Factions* Faction Information Sheet

Tarot Card		Three of Goblets	
Alleyman’s Tarot Card:		The Queen of Strays (b4) (Page No. 223)	
No. & Name of Faction		68. The Cats of Tehmor	
Expansion		Fifty Factions	
Timeframe			
Alignment		N/C	
Politics	Independent	Category	Races
Enemies	Dogs, Rat Cult, Fishermens' Guild		
Seats	0 on Council	0 in Secret Conclave	
(n) = Influence	(iv) Cougar Totem at Grasslander Gathering	0 in Congress of Dreams	
Characters	The Top Cat		
Location A	The Sunny Steps, Merriva Park	Area A	Lower West Side
Location B		Area B	
Resources	Cats		
Circle		Forest	
Otherworld	The Jewelled City of Bhakanandra	Domain	Dreams
Random Event	A plague of huge Rats that hunt Cats results in a War between Felines and Rodents.		
Background	There are many Cats in Tehmor. Some are alley cats, some are pets, and many are both. They prowl the alleys and rooftops of Tehmor, hunting for prey and any scraps or titbits they can scrounge or steal from People. They are especially valued by the People of Tehmor for control of mice and rats. Cats spend much of their Nine Lives asleep and can move easily in and out of Dreams, often visiting the Jewelled City of Bhakanandra in the Dreamworlds (except of course during its Time of No Cats). Cat Cultists and Dreamers make much use of Cats to spy for them, using them as their eyes through Spells or Dreams and communicating with them by		

	<p>Talk Spells or in Dreams. They easily evade the stupid Dogs that are employed to keep them out. Cats can in fact speak to People if they want to, but they very rarely see the point in doing so and feel it is beneath them. Their notional leader in Tehmor is the Top Cat, but most Cats do their own thing and only some will answer her summons by midnight meow from the rooftops (out of curiosity as much as likelihood to do what she may ask). The Cat Goddess is SIMBA, although She is worshipped more by the Cultists than the Cats themselves, who are only interested if She provides them with warmth, food and strokes. SIMBA is Demigoddess of Cats, but is fickle in Her allegiances, and various Clerical Gods Sponsor Her Cat Cults - from LOFIR to MIRIMI or TIPRE.</p>
Notes	<p>Once per Game a Cat may speak to People. / Pets: Once per Game Turn and at any time during that Turn you may specify that a Character of an Activated Faction not controlled by you which is involved in a Plot that has been played that Turn (or is continuing to be played into that Turn) has a pet Cat. The Faction may be controlled by a Player Allied with you or an Enemy of this Faction. The Character must be one specified in the Faction's Information Sheet (you are entitled to be told who those Characters are once you have specified your target Faction) or one who has previously been specified by its Player, and may previously have been specified to be an agent of another Faction. You now role-play the pet Cat and may earn VPs for doing so (in addition to any awarded to the Player of that Faction), and may continue to role-play the pet Cat in subsequent Game Turns (where relevant to current Plots). The pet Cat does not have to be role-played consistently with how the Player who controls their Faction is role-playing current Plots (as Cats have their own agendas). / DD: 2/3 chance of controlling The Jewelled City of Bhakanandra (except at The Time of No Cats)</p>