

Anarea *Forty Factions* Faction Information Sheet

Tarot Card		Two of Goblets	
Alleyman’s Tarot Card:		The Ace of Hounds (Page No. 93)	
No. & Name of Faction		69. The Dogs of Tehmor	
Expansion		Fifty Factions	
Timeframe			
Alignment		N/L	
Politics	Conservative	Category	Races
Enemies	Cats		
Seats	0 on Council	0 in Secret Conclave	
(n) = Influence	(iv) Coyote Totem at Grasslander Gathering	0 in Congress of Dreams	
Characters	The Top Dog		
Location A	Bone Market	Area A	Lower East Side
Location B		Area B	
Resources	Dogs		
Circle		Forest	
Otherworld		Domain	
Random Event	Word goes round that WOOFER, Demon of Dogs, has buried the Golden Bone somewhere in Tehmor.		
Background	There are many Dogs in Tehmor. Some are strays, but most loyally follow their Masters (or Mistresses), whether Beggar or Overlord. They come in all sizes, from lapdogs to guard and hunting dogs. They are especially valued by the People of Tehmor for guarding premises and sniffing out fugitives. As it is well known that Cats act as spies for various Factions, Dogs are often used to keep them out. Unlike Cats, Dogs can organise themselves in packs when the occasion demands. They have a secret hierarchy, led by The Top Dog in Tehmor and loyally following the Dog God RUFF, and WOOFER, Demon of Dogs. If the Top Dog barks in the night, those Dogs which are able will come to his call.		

<p>Notes</p>	<p>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 Dog. 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 Dog 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 Dog in subsequent Game Turns (where relevant to current Plots). The pet Dog must loyally obey its Master/Mistress and be role-played consistently with how the Player who controls their Faction is role-playing current Plots.</p>
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