

Anarea *Forty Factions* *Faction Information Sheet*

Tarot Card		Knight of Blades	
Alleyman’s Tarot Card:		The 5 of Cups (b3) (Page No. 218)	
No. & Name of Faction		73. Heron Tribes	
Expansion		Sacred Circles	
Timeframe			
Alignment		N/N	
Politics	Pacific	Category	Tribes
Enemies	none		
Seats	0 on Council	0 in Secret Conclave	
(n) = Influence	(i) Heron Totem at Grasslander Gathering	0 in Congress of Dreams	
Characters	Heron Chief, Heron Shamaness		
Location A	Grasslander Heron Camp	Area A	Environs
Location B		Area B	
Resources	Mist Warrior Druids, Shamen of YELLIP, Mistweavers		
Circle	Source of the Caladuin Circle	Forest	Grasslands
Otherworld	[The Plentiful River, in Cloud Cuckoo Land]	Domain	[Dreams]
Random Event	A prolonged dry spell has caused the streams to dry up and the larger rivers are reduced to a trickle.		
Background	The Way of the Heron teaches watchfulness, patience and the seizing of opportunities. Heron Tribes dwell mostly along the Rivers, especially around the Source of the Caladuin far to the South of Tehmor, and are great fishermen, preferring to camp by streams, rivers and lakes, and skilled with Spears. They include Mist Warrior Druids, Shamen of YELLIP and Mistweavers (Water Elementalists) amongst their numbers. Their Totems are always sited by water.		

Notes	DD: can only place a pawn in the Hall of Mirrors for their Otherworld as a result of gaining a connection to the Hall of Mirrors in Tehmor by roleplaying a Plot. / FgF: whichever of Heron or Fish Tribes is Activated first Controls the Heron/Fish Totem and Source of the Caladuin Circle (Control may also change hands as a result of roleplaying a Plot)..
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