

Anarea *Forty Factions* Faction Information Sheet

Tarot Card		Ten of Blades	
Alleyman's Tarot Card:		Bone Fire (Page No. 131)	
No. & Name of Faction		75. Lizard Tribes	
Expansion		Sacred Circles	
Timeframe			
Alignment		E/C	
Politics	Aggressive	Category	Tribes
Enemies	Temple of FIDAR , Snakes		
Seats	0 on Council		0 in Secret Conclave
(n) = Influence	(i) Lizard Totem at Grasslander Gathering		0 in Congress of Dreams
Characters	Lizard Chief, Lizard Shaman, Lizard Warchief		
Location A	none	Area A	none
Location B		Area B	
Resources	Mist Warrior Druids, Shamen of OUROBOROS. Flamethrowers, Lizard Riders, Velociraptors		
Circle	Blasted Circle	Forest	Grasslands
Otherworld	[The Land of the Lizards]	Domain	[Dreams]
Random Event	A civil war breaks out amongst rival Lizard Tribes.		
Background	The Way of the Lizard teaches camouflage, speed and fierce attack. Lizard Tribes dwell mostly out in the Blasted Waste and are great warriors, preferring to camp amongst sunny rocks. They include Mist Warrior Druids, Shamen of OUROBOROS, Flamethrowers (Fire Elementalists) and Lizard Riders (Fighters mounted on Velociraptors) amongst their numbers. Some tribes include or co-exist with Lizard Men.		
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..		

