

Anarea *Forty Factions* Faction Information Sheet

Tarot Card		Two of Blades	
Alleyman's Tarot Card:		Justice (b1) (Page No. 171)	
No. & Name of Faction		83. Coyote Tribes	
Expansion		Sacred Circles	
Timeframe			
Alignment		G/N	
Politics	Aggressive	Category	Tribes
Enemies	Cougar Tribes, Cats		
Seats	0 on Council		0 in Secret Conclave
(n) = Influence	(i) Coyote Totem at Grasslander Gathering		0 in Congress of Dreams
Characters	Coyote Chief, Coyote Shaman		
Location A	Grasslander Coyote Camp	Area A	Environs
Location B		Area B	
Resources	Mist Warrior Druids, Shamen of JAKK, Dog Warriors		
Circle	Eastern Plains Circle	Forest	Grasslands
Otherworld	[The Moonlit Kingdom]	Domain	[Dreams]
Random Event	The Black Coyotes attempt to seize control of the Coyote Tribes and turn them to the Dark Side.		
Background	The Way of the Coyote teaches teamwork, loyalty and also playfulness. Coyote Tribes dwell mostly in the Eastern Plains to the South West of Tehmor and are great tricksters, preferring to camp in hidden places where ambushes can be laid. They include Mist Warrior Druids, Shamen of JAKK (COYOTE) and Dog Warriors (Fighter/Thieves who track and fight with Coyotes) amongst their numbers. Some tribes are infected with Werecoyote (Werewolf) Lycanthropy.		

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.
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