

# Anarea *Forty Factions* Faction Information Sheet

Tarot Card		Queen of Pentacles	
Alleyman’s Tarot Card:		The 8 of Disks (b1) (Page No. 173)	
No. & Name of Faction		86. Temple of Y5WHRC	
Expansion		Doorways to Dreams	
Timeframe			
Alignment		E/C	
Politics	Nightmare	Category	Temples
Enemies	none		
Seats  (n) = Influence	0 on Council	0 in Secret Conclave	
	0 at Grasslander Gathering	1 in Congress of Dreams	
Characters	Maddest Priest of YWHRC, Mad Architect, the Madwoman		
Location A	The Madhouse, Street of False Gods	Area A	Upper East Side
Location B		Area B	
Resources	Bugbears		
Circle		Forest	
Otherworld	The Domains of Madness	Domain	Madness
Random Event	Crazed riots break out in Tehmor for no apparent reason (and the Temple did not cause them).		
Background	There is a Madness about Tehmor. The clash of disparate Factions, desperate for profit, freedom or the defeat of rivals is a fertile breeding ground for Delirium, Mania, Delusion and Despair. YHWHRC and His Demons of Madness feed on this mental turmoil. Some say that to worship Them would be Madness, but the Priests of YHWHRC laugh at this and reply that is exactly the point. Only by abandoning oneself to Madness can one seek to understand and manipulate it. Designed by a Mad Architect, still in the process of being built to an impossibly grandiose design and guarded by Bugbears, the Madhouse (Temple of YHWHRC) in Tehmor is certainly different. His Priests are a crazed		

	<p>bunch of Madmen and Madwomen, who can be scarily entertaining and do not appear to care whether people put their Faith in YHWHRC or not. But amidst the lunacy, they quietly carry on business selling Cure Madness Spells and trinkets to protect against Madness, or to drive one's rivals Mad. The Madwoman is an archetype of the crazed hag who sits on street corners (but is in fact a Priestess of YWHRC).</p>
<b>Notes</b>	<p><b>Increase Madness:</b> When placing Pawn on the Temple of YHWHRC increase the Level of Madness on the Upper East Side by +1 and move it to N (Domain of Mania). <b>Embrace Madness:</b> may move followers freely through Areas of Madness (they still become Mad, but are able to control it and adjust to the lower Level of Madness on leaving it).</p>