

Anarea *Forty Factions* Faction Information Sheet

Tarot Card		Seven of Pentacles	
Alleyman’s Tarot Card:		The Happy Squirrel (b3) (Page No. 219)	
No. & Name of Faction		92. Temple of LAMMIA	
Expansion		Doorways to Dreams	
Timeframe			
Alignment		G/C	
Politics	Daydream	Category	Temples
Enemies	none		
Seats (n) = Influence	0 on Council	0 in Secret Conclave	
	0 at Grasslander Gathering	1 in Congress of Dreams	
Characters	Priestess of LAMMIA, Unikitty		
Location A	Temple of Delirium, Street of False Gods	Area A	Upper East Side
Location B		Area B	
Resources	Pink Kittens, Baby Elephants, Flying Pigs, Red Herrings		
Circle		Forest	
Otherworld	Domains of Delirium	Domain	Madness
Random Event	The Temple has a picnic in a specified Location in Tehmor.		
Background	Delirium is an escape to a better world, where Fluffy Pink Kittens run off with all one’s worries. You can either face up to the harsh realities of life or forget about it and give in to the Delirium. LAMMIA breeds those Pink Kittens, feeds them with Insanity and lets them loose in the minds of the deranged. The Temple of Delirium in Tehmor appears to be a Fishmonger’s Shop (purveyors of Red Herrings and the finest Mountain Halibut) or sometimes to be a Mad Hatter’s Shop (selling the most outlandish headgear to wear to the most outrageous tea parties) or sometimes it appears to be a Purple Lotus Den. The Priestesses of LAMMIA appear frantic, with their clothing ripped into shreds, and have a distant (or maybe focussed on something far away) look in their eyes. Sometimes they run down the Street of False Gods, chasing escaped Pink		

	Kittens or Baby Elephants. This is not a conventional way to attract Followers, but Tehmor is a city of excesses and its citizens love to be entertained and let their hair down. The Creed of LAMMIA offers an escape from what is often a humdrum reality.
Notes	<p>Increase Madness: When placing Pawn on the Temple of Delirium increase the Level of Madness on the Upper East Side by +1 and move it to G (Domain of Delirium). Embrace Madness: 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> <p>Create Deliria: May create Deliria of relevance to current Plots. May produce d4 manifesting in Reality (e.g. Fluffy Pink Kittens that can be ridden) per Game Turn, one of which per Game may be an Artefact-level Magic Item of Delirium.</p>