

# Anarea *Forty Factions* Faction Information Sheet

Tarot Card		Six of Pentacles	
Alleyman's Tarot Card:		The 6 of Cups (Page No. 42)	
No. & Name of Faction		93. Temple of ULULO	
Expansion		Doorways to Dreams	
Timeframe			
Alignment		N/C	
Politics	Imagination	Category	Temples
Enemies	none		
Seats (n) = Influence	0 on Council	0 in Secret Conclave	
	0 at Grasslander Gathering	1 in Congress of Dreams	
Characters	Wailing Priest of ULULO, the Silent Screamer		
Location A	Temple of Mania, Street of False Gods	Area A	Upper East Side
Location B		Area B	
Resources	Things That Yell		
Circle		Forest	
Otherworld	Domains of Mania	Domain	Madness
Random Event	A Thing That Yells escapes from the Temple.		
Background	Mania is the only sane way to cope with the insane bustle of life in Tehmor. The Temple of Mania in Tehmor is sited on a corner of the busiest seven-way junction on the Street of False Gods. Its clash of architectural styles catches the eye and the wailing of its Priests atop its dangerously-askew minarets offends the ears. It is difficult to ignore, even at the heart of one of the craziest places in the City. Sometimes some very strange Creatures escape from the Temple and are soon lost in the throng. ULULO grabs the attention of passers-by and sweeps them up in Madness. The Wailing Priests of ULULO have a desperate urgency about them that draws others into their crazy schemes, but they promise that if you are Mad enough to believe them it will somehow all work out. Perhaps it will all go spectacularly wrong, but you will be past caring by		

	that point. The Silent Screamer is a semi-legendary servant of ULULO, one version of whom is said to be a beautiful wild-eyed Assassin with her mouth sewn shut, who screams soundlessly to drive her victims Mad.
<b>Notes</b>	<p><b>Increase Madness:</b> When placing Pawn on the Temple of Mania 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> <p><b>Create Mania:</b> May create Mania of relevance to current Plots. May produce d4 manifesting in Reality (e.g. Things That Yell that will fight enemies) per Game Turn, one of which per Game may be an Artefact-level Magic Item of Mania.</p>