

Tarot Card		Five of Pentacles	
Alleyman’s Tarot Card:		The Page of Curses 9b2) (Page No. 194)	
No. & Name of Faction		94. Temple of RABBAT	
Expansion		Doorways to Dreams	
Timeframe			
Alignment		N/C	
Politics	Imagination	Category	Temples
Enemies	Temple of SURGAT		
Seats (n) = Influence	0 on Council	0 in Secret Conclave	
	0 at Grasslander Gathering	1 in Congress of Dreams	
Characters	Priest(ess) of RABBAT, the Deluded One		
Location A	Temple of the Deluded, Street of False Gods	Area A	Upper East Side
Location B		Area B	
Resources	Delusions		
Circle		Forest	
Otherworld	Domains of Delusion	Domain	Madness
Random Event	Conspiracy Theory: a Deluded idea takes hold in Tehmor.		
Background	Delusion is a Doorway into (and sometimes out of) Madness. The Temple of the Deluded in Tehmor appears from the outside to be a narrow entrance by the side of a small shop selling Genuine Fake Potions and other counterfeit or forged items, but inside it seems much larger. Delusion is not the same as Illusion, working on the Mind rather than the Senses, and the Temple interior is different for each visitor, reflecting what each might expect to see. The Priest(esse)s also appear different to each person who encounters them, but they encourage all to open their Minds to the power of Madness – for the World is far more interesting than mere Sanity. The Creed of RABBAT is subtler than the excesses of Delirium and promises more than that of Despair, but the truly Delirious		

	Madman grasps the true power of Delusion. The Deluded One is a powerful Madman who draws those who listen into his Delusions.
Notes	<p>Increase Madness: When placing Pawn on the Temple of the Deluded increase the Level of Madness on the Upper East Side by +1 and move it to N (Domain of Mania). 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 Delusions: May create Delusions of relevance to current Plots. May produce 2d4 manifesting in Reality (e.g. Potions of Delusion or Delusory Magic Weapons) per Game Turn, one of which per Game may be an Artefact-level Magic Item of Delusion.</p>