

Anarea *Forty Factions* Faction Information Sheet

Tarot Card		Three of Pentacles	
Alleyman’s Tarot Card:		The Alley (b4) (Page No. 225)	
No. & Name of Faction		96. <i>Khalkan-Jho</i>	
Expansion		Doorways to Dreams	
Timeframe			
Alignment		N/N	
Politics	Imagination	Category	Nations
Enemies	none		
Seats (n) = Influence	0 on Council	0 in Secret Conclave	
	0 at Grasslander Gathering	1 in Congress of Dreams	
Characters	Ambassador of Dreams		
Location A	The Embassy of Dreams, various locations (see Notes)	Area A	Variable
Location B		Area B	
Resources	Dreamers		
Circle		Forest	
Otherworld	Khalkan-Jho	Domain	Dreams
Random Event	A Location held by a specified Activated Faction (which may not be yours) merges with the Embassy of Dreams.		
Background	Khalkhan-Jho, City of Dreams, aka the City That Never Wakes, with its dreaming spires and perfumed alamedas, may seem an unlikely trading partner for Tehmor as it exists only in Dreams. But, although trade in physical goods is difficult, there is a long history of exchange of services and information between the two cities. The Southern Cities have many Dreamers, with Tehmor being second only to Iklaron in that respect (though many Tehmorian insist it is the other way round), and Khalkhan-Jho is to a large extent populated by Dreamers from the Waking World, with many accomplished Dreamers establishing second (or even main) dwellings there. A number of Factions have profited from		

	<p>this interchange - in particular the Mirror Masters of the Guild of Glassmakers, the Alchemists' Guild and the Library. The Office of Ambassador of Dreams to Tehmor is held by a Dreamer from Tehmor (who is therefore able to be physically present in Tehmor), but the Embassy itself is but a Dream, which manifests in different locations of the City.</p>
Notes	<p>May place a Location Pawn for the Embassy of Dreams on a vacant numbered space on the Main Board, but must move the Pawn to another such space if that Faction is Activated or another Faction places a Location Pawn there. The Location Pawn may be moved voluntarily once per Game at any time (including when VPs for Area Control are being counted).</p>