

# Anarea *Forty Factions* Faction Information Sheet

Tarot Card		Two of Pentacles	
Alleyman’s Tarot Card:		The Final Tarot Card (Page No. 138)	
No. & Name of Faction		97. The Travelling Fair	
Expansion		Doorways to Dreams	
Timeframe			
Alignment		N/C	
Politics	Daydream	Category	Independents
Enemies	none		
Seats	0 on Council	0 in Secret Conclave	
(n) = Influence	0 at Grasslander Gathering	0 in Congress of Dreams	
Characters	The Ringmaster, The World's Strongest Man, The Bearded Lady		
Location A	The Fairground, various locations (see Notes)	Area A	Variable
Location B		Area B	
Resources	Fairground Attractions, Acrobats		
Circle		Forest	
Otherworld	The Travelling Fairground	Domain	Chaos
Random Event	A young person of a specified Activated Faction (which may not be yours) runs off to join the Travelling Fair.		
Background	The Travelling Fair is a loose association of showmen and women who come together to bring fairs and circuses to towns and cities across the Waking World and Dreams. The Fair suddenly appears overnight, putting up flyers across town, entertains the populace for several days or weeks, then mysteriously disappears again one morning. It is made up of ChaosMasters, Dreamers, Madmen and (it is rumoured) a few Higher Powers plus a menagerie of Animals, Monsters and other Beings - all for your entertainment. Its attractions vary, but usually include a Big Wheel (powered by Gravity Elementals), a Mirror Maze, a Freak Show, a		

	<p>Haunted House (always popular with SOROK Clerics, who like to spot the real Undead), Hook-a-Duck (with real ducks, or sometimes Stirges) and a Big Top (with acrobats who are sometime members of the Thieves of Chaos). It is often unclear to what extent the Fair is a Dream or is present in the Waking World, and the area it covers often appears to be larger than the area it occupies in Reality. There is an unwritten truce between Thieves' Guilds that when the Travelling Fair is in town, it is in none of their territories, and visitors are therefore fair game for pickpockets and cutpurses of all Guilds. The Fair makes a big impression on the young, and many of its recruits come from young people running away from home to join it. Older Dreamers believe there are in fact several Travelling Fairs in operation at any one time, but when one is in town it is nearly always the recurring Dream of "The Travelling Fair".</p>
<b>Notes</b>	<p>May place a Location Pawn for the Travelling Fairground in an appropriate location in the Environs or in a Park on the Main Board.</p>