

Anarea *Forty* *Factions* *Faction* *Information* *Sheet*

Tarot Card		Ace of Pentacles	
Alleyman’s Tarot Card:		The Joker (b2) (Page No. 186)	
No. & Name of Faction		98. ChaosMasters	
Expansion		Doorways to Dreams	
Timeframe			
Alignment		N/C	
Politics	Independent	Category	Independents
Enemies	none		
Seats (n) = Influence	0 on Council	0 in Secret Conclave	
	Influence over any Totem at Grasslander Gathering	0 in Congress of Dreams	
Characters	The ArchChaosMaster		
Location A	none	Area A	none
Location B		Area B	
Resources	ChaosMasters		
Circle		Forest	
Otherworld	The Isle of ChaosMasters	Domain	Chaos
Random Event	A ChaosMaster falls out of a Doorway into Tehmor screaming that Something Bad is pursuing him or her... You play the Pursuer.		
Background	ChaosMasters tend to come and go, and never settle anywhere for long. But Tehmor can be a pretty Chaotic place, with more than its fair share of Doorways to the Otherworlds, so it’s not surprising that ChosMasters pass through from time to time, and maybe stop off for a beer or something more on the way. A few Tehmorian have even become ChaosMasters - although once you have truly become a ChaosMaster, who you happened to be before is no longer of much importance. Whenever events in Tehmor become particularly Chaotic, it is therefore entirely possible that a ChaosMaster may turn up. Not all of them have achieved the Mastery of the legendary (and possibly fictional)		

	ArchChaosMaster though - so the results of their intervention are more than likely to be unpredictable...
Notes	You play one random ChaosMaster per Game Turn. Roll d100 (secretly from other Players) to see how powerful they might be. If 00 is rolled, they are probably the ArchChaosMaster (the chance increases at the DM's discretion if you put forward a convincing (and short) argument why it is more likely the ArchChaosMaster would appear in response to (or as a result of) a current Plot).