

# Anarea *Forty Factions* *Faction Information Sheet*

Tarot Card		Eight of Wands	
Alleyman’s Tarot Card:		The High Priestess (b3) (Page No. 214)	
No. & Name of Faction		107. Fish Tribes	
Expansion		Forgotten Factions	
Timeframe			
Alignment		N/N	
Politics	Pacific	Category	Tribes
Enemies	Heron Tribes, Bear Tribes		
Seats	0 on Council	0 in Secret Conclave	
(n) = Influence	(i) Fish Totem at Grasslander Gathering	0 in Congress of Dreams	
Characters	Big Fish (Fish Chief) Fishy Shaman		
Location A	[Fish Market]	Area A	Lower West Side
Location B		Area B	
Resources	Mist Warrior Druids, Shamen of LLYWELLA, Piscomancers		
Circle	Source of the Caladuin Circle	Forest	Grasslands
Otherworld	[The Shaded Pools]	Domain	[Dreams]
Random Event	Poachers are decimating fish stocks in the Tehm and Mohra.		
Background	The Way of the Fish teaches caution, safety in numbers and the quick seizing of opportunities. Fish Tribes are nomadic, following streams, rivers and lakes, and are great swimmers and fishermen, skilled with Nets, Spears and Harpoons. They include Mist Warrior Druids, Shamen of LLYWELLA and Piscomancers (Seers who read the entrails of Fish) amongst their numbers. Their Totems are always sited by, in or under water.		
Notes	Only use if Sacred Circles is being played. Whichever of Heron or Fish Tribes is Activated first Controls the Heron/Fish Totem and Source of the Caladuin Circle (Control may also change hands as a result of roleplaying		

	<p>a Plot). / May place a Location Pawn on the Fish Market (Location 62, Lower West Side) if the Fishermens' Guild is not Activated, but must remove the Pawn if the Fishermens' Guild is Activated. / <b>DD</b>: can only place a pawn in the Hall of Mirrors for their Otherworld as a result of gaining a connection to the Hall of Mirrors in Tehmor by roleplaying a Plot.</p>
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