

Anarea *Forty Factions* Faction Information Sheet

Tarot Card		Seven of Wands	
Alleyman’s Tarot Card:		The Night Owl (Page No. 132)	
No. & Name of Faction		108. Owl Tribes	
Expansion		Forgotten Factions	
Timeframe			
Alignment		N/L	
Politics	Militant	Category	Tribes
Enemies	Horse Tribes, Rats		
Seats	0 on Council	0 in Secret Conclave	
(n) = Influence	(i) Owl Totem at Grasslander Gathering	1 in Congress of Dreams	
Characters	Owl Chief, Wise Owl (Owl Shaman)		
Location A	[Arboretum]	Area A	Upper West Side
Location B		Area B	
Resources	Mist Warrior Druids, Shamen of THE GREAT WISE OWL, Sages, Nightseers		
Circle	Misty Circle (Sacred Heart)	Forest	Grasslands
Otherworld	Kingdom of Nightmares	Domain	Dreams
Random Event	The Nightseer has foreseen a coming threat to the Owl Tribes.		
Background	The Way of the Owl teaches moving quickly and silently, observation, wisdom and the quick taking of one’s prey. Owl Tribes dwell all across the Grasslands and are great seers, moving by night and preferring to camp amongst trees or in abandoned buildings. They include Mist Warrior Druids, Shamen of THE GREAT WISE OWL, Sages and Nightseers (specialising in Nightmares and the Dark Side of Circles) amongst their numbers. Their headdresses have the finest feathers and their Totems have great dignity, but always seem to be watching you (and some say the Nightseers use them to spy upon you).		

Notes	<p>Only use if Sacred Circles is being played. Whichever of Horse or Owl Tribes is Activated First Controls the Horse/Owl Totem and Misty Circle (Control may also change hands as a result of roleplaying a Plot). / May place a Location Pawn on the Arboretum (Location 25, Upper West Side) if the Elves are not Activated, but must remove the Pawn if the Elves are Activated./ DD: Only controls The Domain of Nightmares in Dreams if Temple of KASHAT not Activated.</p>
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