

# Anarea *Forty Factions* Faction Information Sheet

Tarot Card		Five of Wands	
Alleyman’s Tarot Card:		The Five of Disks (Page No. 83)	
No. & Name of Faction		110. The StarWeb	
Expansion		Forgotten Factions	
Timeframe		From 13 XI 605	
Alignment		N/C	
Politics	Militant	Category	Conspiracies
Enemies	Temple of SARAN, Illuminati		
Seats	0 on Council	0 in Secret Conclave	
(n) = Influence	0 at Grasslander Gathering	0 in Congress of Dreams	
Characters	No-one and anyone		
Location A	Any vacant space for an Expansion being played	Area A	Variable
Location B		Area B	
Resources	Infected		
Circle		Forest	
Otherworld	The Graveyard of Stars	Domain	Chaos
Random Event	The StarWeb starts having a specified adverse effect upon the Infected.		
Background	We also counter the insidious influence of the Forces of Law who seek to turn everything into boring uniformity. We seek to spread pure Chaos. But as we expanded across the World, we became corrupted by Law and so our power faded. We turned those we touched to Chaos and sought to spread our Web of influence. Some of us may even be infected with the original StarWeb. Some of us may be decoys. Persons claiming to be members of the Society meet at random times in random locations dressed in random disguises. We are a network of Beings connected by the remnants of a Star that fell into the Ocean near Mt. Anar a long time ago. Our security is often poor, but a few of the more dedicated amongst		

	<p>us do a better job. The StarWeb in Tehmor are a secret society dedicated to continue the work of the original Star. We spread our Web across Factions of all types across the City and further afield.</p>
<b>Notes</b>	<p>May place a Location Pawn on a vacant numbered space on the Main Board for a Faction from an Expansion that is being played, but must move the Pawn to another such space if that Faction is Activated or another Faction places a Location Pawn there. / <b>Conspiracy:</b> Once per Game Turn and at any time during that Turn you may specify that a Character of an Activated Faction not controlled by you which is involved in a Plot that has been played that Turn (or is continuing to be played into that Turn) is secretly a member of your Conspiracy. The Faction may be controlled by a Player Allied with you or an Enemy of this Faction. The Character must be one specified in the Faction's Information Sheet (you are entitled to be told who those Characters are once you have specified your target Faction) or one who has previously been specified by its Player, and may previously have been specified to be a member of another Conspiracy (in which case they are now a double-agent). You must specify the Character is a member of your Conspiracy to the DM and all Players, but the other Factions will not be aware of this in-character unless the Conspirator betrays him or herself. You now role-play the Conspirator and earn VPs for doing so (in addition to any awarded to the Player of that Faction), and may continue to role-play the Conspirator in subsequent Game Turns (where relevant to current Plots). The Conspirator must be role-played consistently with how the Player who controls their Faction is role-playing current Plots, except to the extent it may further your Conspiracy. Double or triple agents may have their actions specified by the Players of all Conspiracies of which they are a member, but the last Player to specify them as a member of his or her Conspiracy has the final say as to their actions. Champions of ATAVAR may not be members of Conspiracies unless they have previously gone rogue or the Player of the Champions of ATAVAR targets this Faction and specifies an existing Conspirator is in fact a Champion (in which case he or she now plays that Conspirator).</p>