

Anarea *Forty Factions* Faction Information Sheet

Tarot Card		Three of Wands	
Alleyman’s Tarot Card:		The Three of Disks (Page No. 81)	
No. & Name of Faction		112. The Righteous Ones	
Expansion		Forgotten Factions	
Timeframe		From 1000	
Alignment		G/N	
Politics	Militant	Category	Conspiracies
Enemies	Evils		
Seats (n) = Influence	0 on Council	0 in Secret Conclave	
	0 at Grasslander Gathering	0 in Congress of Dreams	
Characters	The Most Righteous One		
Location A	[High Temple of ESCUS, Upper Barro]	Area A	Upper West Side
Location B		Area B	
Resources	Conspirators (the Blessed)		
Circle		Forest	
Otherworld		Domain	
Random Event	A Character you have previously specified to be a member of your Conspiracy is secretly working for another specified Faction.		
Background	The Forces of Good and Evil have long fought for control of the City of Tehmor and the hearts and minds of its citizens. Following the Betrayal of SARAN in the Year 1000 the struggle broke out into Civil War when the Temple of SARAN joined the Forces of Good in an attempt to cleanse the City of Evil. Most Tehmorianians realised this was bad for business and a peace settlement was reached in Council under which it was agreed that all Alignments would be permitted to live together in Tehmor. This was not accepted by a group of the most dedicated amongst the Forces of Good, who founded the secret society of The Righteous Ones to continue the struggle behind the scenes and counter the efforts of The Obscurati, which they were aware was a rival secret society formed by the Evils.		

	<p>The Righteous Ones themselves are a secret society of senior figures who meet in a hidden Secure Chamber in the Crypt beneath the High Temple of ESCUS at regular intervals dressed in blue and white robes to report on progress and plot the furtherance of their aims. The Society also has a network of members, called The Blessed, embedded in Factions across the City and further afield, who work to further its aims and may be called upon to assist the Society when required. Some Blessed have even infiltrated Evil Factions, Protected by Misdetection and Pacts.</p>
Notes	<p>May place a Location Pawn on the High Temple of ESCUS (Location 29, Upper West Side) if the Temple of ESCUS is not Activated, but must remove the Pawn if the Temple of ESCUS is Activated. / Conspiracy: 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>