

Anarea *Forty Factions* Faction Information Sheet

Tarot Card	Two of Wands		
Alleyman's Tarot Card:	The Two of Whips (Page No. 94)		
No. & Name of Faction	113. The Illuminati		
Expansion	Forgotten Factions		
Timeframe	From 24 XIII 605		
Alignment	N/L		
Politics	Militant	Category	Conspiracies
Enemies	Chaotics		
Seats	0 on Council	0 in Secret Conclave	
(n) = Influence	0 at Grasslander Gathering	0 in Congress of Dreams	
Characters	The Brightest One		
Location A	[High Temple of SARAN, Citadel Plaza]	Area A	Old Town
Location B		Area B	
Resources	Conspirators (the Enlightened)		
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	<p>The Illuminati are a Conspiracy of extreme Lawfuls in Tehmor. The group was originally founded in the Year 605 in response to the newly-emerged threat of The Starweb. They had been working together behind the scenes to oppose the degeneracy of Chaos for many years, but were inspired to aim for even greater things by the story of how the Valdrean Empire almost succeeded in turning the World into pure Law at the beginning of the Year 2000. The Illuminati themselves are a secret society of twelve senior figures who meet in a hidden Secure Chamber in the Vaults beneath the High Temple of SARAN at Dawn of the first day of every month dressed in identical white robes and masks to report on</p>		

	<p>progress and plot the furtherance of their aims. The Society also has a network of members, called The Enlightened, embedded in Factions across the City and further afield, who work to further its aims and may be called upon to obey orders without hesitation when required. Some Enlightened have even infiltrated Chaotic Factions, Protected by Misdetection and Pacts.</p>
Notes	<p>May place a Location Pawn on the High Temple of SARAN (Location 30, Old Town) if the Temple of SARAN is not Activated, but must remove the Pawn if the Temple of SARAN 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>