

Anarea *Forty Factions* Faction Information Sheet

Tarot Card		The Hermit (alternate version)	
Alleyman’s Tarot Card:		Bigfoot the Hermit (Oracle of Play) (Page No. 34)	
No. & Name of Faction		115. Temple of SANDAMAN	
Expansion		Forgotten Factions Bonus Card	
Timeframe		0-7 VI 2501 False God, no Seat / 8 VI 2501 onwards Clerical	
Alignment		G/C or E/C	
Politics	Militant	Category	Thieves' Guilds
Enemies	Rat Cult, Farmers' Guild		
Seats	0 on Council	0 in Secret Conclave	
(n) = Influence	0 at Grasslander Gathering	0 in Congress of Dreams	
Characters	Priest of HANDAMAN, Elder Brother		
Location A	Temple of HANDAMAN, Street of False Gods	Area A	Upper East Side
Location B	Treetops, Moon Park	Area B	Environs
Resources	Monkey Troop, Gorilla Guards		
Circle		Forest	
Otherworld	[The Simian Empire]	Domain	Dreams
Random Event	The Secret Conclave (with support from the Farmers' Guild's Fruit Market) resolve to rid Tehmor of thieving Monkeys.		
Background	The Temple of the Monkey God HANDAMAN in Tehmor is situated on a tree-shaded courtyard off the Street of False Gods and is guarded by a pair of talking Gorillas (Weregorillas if E/C). It is a well-known place to fence stolen goods (especially cases of fruit), and is a front for the Iklaron Thievish Brotherhood of the Bold Baboons, also known as the Blue Bananas (after the mark they leave to show premises under their protection). Monkeys are popular pets of Thieves, Pirates, Bandits and ChaosMasters and can readily be purchased in the Markets of Tehmor. Inevitably, many have escaped and a feral Monkey troop live in the trees of Moon Park, from where they roam the rooftops and treetops of the City		

	<p>stealing fruit and trinkets in cahoots with the Thieves of the Bold Baboons. The other Thieves' Guilds of the City object to an Iklaron Guild encroaching on their territories, with the Dock Rats in particular opposing them due to conflicts in other Ports. The Bold Baboons have therefore been excluded from the Secret Conclave and have had difficulty establishing a protection racket in the face of attacks on their protected premises by other Guilds. HANDAMAN is an Aspect of TIPRE (G/C Light Monkey Cult) or TERRIK (E/C Dark Monkey Cult) and His Monkey Cultists are noted for their boldness and cheeky attitude. They can be fierce fighters but prefer sneak attacks rather than direct confrontation. They are open to bribes - especially of fruit.</p>
Notes	<p>Choose whether the Faction is G/C (TIPRE-Sponsored) or E/C (TERRIK-Sponsored) when first playing it. Place Location Pawns in appropriate places in the Areas specified. Thieves' Guild: At the beginning of the Cards Phase a Player with an Activated Thieves' Guild or holding a Thieves' Guild in hand may use or reveal it to steal a card at random from the hand of another Player of his or her choice. That Player may reveal a Thieves' Guild from hand (which has not been already played to steal a card this turn) to block this. Only one successful attempt to steal a card may be made by this Guild per game, but it may block any number of attempts to steal a card. If G/C Faction it brings Luck: modify all dice rolls for or against the Faction and (if it wishes) its Allies by +1/5% in their favour. May also call on TIPRE once whilst Faction is Active for a Benison.</p>