

Anarea *Forty Factions* Faction Information Sheet

Tarot Card		Death (alternate version)	
Alleyman's Tarot Card:		The Outsider (Podcast Booster) (Page No. 129)	
No. & Name of Faction		116. Temple of THE GREAT BAT / THE LORD OF VAMPIRES	
Expansion		Forgotten Factions Bonus Card	
Timeframe			
Alignment		any	
Politics	Nightmare	Category	Cults
Enemies	Rat Cult, Cats		
Seats	0 on Council	0 in Secret Conclave	
(n) = Influence	0 at Grasslander Gathering	1 in Congress of Dreams	
Characters	High Priest, the Bat Man		
Location A	Temple of THE GREAT BAT / THE LORD OF VAMPIRES	Area A	Variable
Location B	The Bat Cave	Area B	Variable
Resources	Giant Bats / Vampires		
Circle		Forest	
Otherworld	The Nightwing World	Domain	Madness
Random Event	A Plague of Sleeping Sickness is believed to be caused by bat bites, resulting in a Council Decree that Tehmor should be cleansed of Bats.		
Background	The Bat Cults operate in the twilight and darkness, in Madness and in Dreams. They hide from the daylight in dark caves, dungeons or abandoned Temples, from which they emerge as it grows dark to infiltrate other Cults and spread the Word of THE GREAT BAT or the Glorious Lies of THE LORD OF VAMPIRES. As the bats move in to disused Temples, a Bat Cult often follows to establish their own Secret Temple		

	<p>of their Sponsor. The main Patron God of the Bat Cults is THE DARK BAT, an Aspect of ALTIS. SOROK Sponsors Vampiric Bat Cults in the guise of THE LORD OF VAMPIRES. Troublemakers, heretics and schismatics of other Cults and Alignments may also establish Bat Cults, whether genuine or false.</p>
Notes	<p>Choose the Alignment of the Bat Cult and a Temple which does not have a Pawn placed on it by an Activated Faction and place the Pawn for the Temple of the Cult's Sponsor on it. That Temple must be cleared of or vacated by the Bat Cult before a Pawn can be placed on it by another Faction (on being Activated or otherwise). Also specify the secret location of the Bat Cave and place a Pawn there. DD: Increase Madness: When placing each Location Pawn increase the Level of Madness in that Area by +1 and move it to the chosen Alignment of the Bat Cult. Embrace Madness: may move followers freely through Areas of Madness (they still become Mad, but are able to control it and adjust to the lower Level of Madness on leaving it). FgF: Secret Cultists: 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 Bat Cultist. 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 an agent of another Faction (in which case they are now a double-agent). You must specify the Character is a secret Bat Cultist to the DM and all Players, but the other Factions will not be aware of this in-character unless the Bat Cultist betrays him or herself. You now role-play the Bat Cultist and earn VPs for doing so (in addition to any awarded to the Player of that Faction), and may continue to role-play the Bat Cultist in subsequent Game Turns (where relevant to current Plots). The Bat Cultist 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 the purposes of your Faction. Double or triple agents may have their actions specified by the Players of all Factions of which they are agents, but the last Player to specify them as an agent of his or her Faction / a member of his or her Conspiracy has the final say as to their actions. Champions of ATAVAR may not be secret agents unless they have previously gone rogue or the Player of the Champions of ATAVAR targets this Faction and specifies an existing agent is in fact a Champion (in which case he or she now plays that agent).</p>