

# Anarea *Forty* *Factions* Plot Information Sheet

<b>Tarot Card</b>	<b>III The Empress</b>
<b>Alleyman's Tarot Card:</b>	<b>The Black Moon (Page No. 114)</b>
<b>No. &amp; Name of Plot:</b>	<b>25. <i>The Dark Side</i></b>
<b>Expansion</b>	Doorways to Dreams
<b>Description</b>	A Sacred Circle / Hall of Mirrors flips over to its Dark / Light Side.
<b>Specify</b>	Specify (i) the Sacred Circle or Hall of Mirrors that goes over to the Dark Side (or to the Light Side if it is already Dark), which must belong to or be controlled by an Activated Faction or be the Hall of Mirrors in the Council Chamber of Tehmor (represented in the Doorways to Dreams side Board) and (ii) what has caused it to go over to the Dark/Light Side. The Plot is concerned with the events that cause and result from the change, so may start before, upon or after the change. You play (at the discretion of the DM) any elements within another Player's Activated Faction that are responsible for the change (e.g. Evil Grasslander Tribes of a Totem Animal which gain control of the Circle of that Totem Animal).
<b>Notes</b>	The power of Sacred Circles and Hall of Mirrors derives essentially from Dreams, and in particular Imagination, but they are also influenced by Madness, Chaos and/or Nature. Each has a Light Side and a Dark Side, which are in balance. The Light Side is mostly associated with Good and Law and the Dark Side with Evil and Chaos. In the Overworld the Light Side is usually dominant, but there is a connection to the Dark Side, which can be accessed by an Adept. A Circle or Hall may flip over to the other Side if the balance of influences upon it changes, so that Dark (or Light) predominates. Such influences derive from the connections to the particular Otherworlds which are reached via its Totems, Stones or Mirrors, and such connections depend upon the thoughts, beliefs, aspirations, hopes, fears, Dreams and Imagination of its Guardians, its visitors and the area which it serves and from which it derives its power. A flip to the Dark Side does not necessarily involve its entering Madness, although that may well cause such a flip. In the case of the Sacred Circles of the Grasslands, the Tribes of a particular Totem Animal do not all worship a particular Aspect of that Animal and different Gods may adopt Their own Aspects of that Animal in order to gain worshippers within those Tribes. If control of the Sacred Circle changes to those who have different Dreams of the Totem Animal as an Aspect of an Evil rather than of a Good God, the Circle can change to reflect those Dreams, and so flip to the Dark Side. In the case of the Hall of Mirrors in Tehmor, it represents the Dreams of its citizens, so its Dark Side will appear if a

	majority of the Activated Factions are Evil and Chaotic, but it will also respond to events affecting the City. The outcome of Role-Playing the Plot may result in the DM ruling that a Faction changes Alignment or loses its Sacred Circle or connection to the Hall of Mirrors, but does not have to do so.
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