

# Anarea *Forty Factions* Faction Information Sheet

|                                  |   |                         |            |
|----------------------------------|---|-------------------------|------------|
| <b>Tarot Card</b>                | Seven of Blades   |                         |            |
| <b>Alleyman's Tarot Card:</b>    | The 5 of Wands (b2) (Page No. 187)  |                         |            |
| <b>No. &amp; Name of Faction</b> | <b>78. Deer Tribes</b>  |                         |            |
| <b>Expansion</b>                 | Sacred Circles  |                         |            |
| <b>Timeframe</b>                 |   |                         |            |
| <b>Alignment</b>                 | N/L   |                         |            |
| <b>Politics</b>                  | Pacific   | <b>Category</b>         | Tribes     |
| <b>Enemies</b>                   | Cougar and Coyote Tribes  |                         |            |
| <b>Seats</b>                     | 0 on Council  | 0 in Secret Conclave    |            |
| <b>(n) = Influence</b>           | (i) Deer Totem at Grasslander Gathering   | 0 in Congress of Dreams |            |
| <b>Characters</b>                | Deer Chief, Deer Shamaness  |                         |            |
| <b>Location A</b>                | none  | <b>Area A</b>           | none       |
| <b>Location B</b>                |   | <b>Area B</b>           |            |
| <b>Resources</b>                 | Mist Warrior Druids, Shamen of CERVIDA, Scouts, Archers   |                         |            |
| <b>Circle</b>                    | Green Hills Circle  | <b>Forest</b>           | Grasslands |
| <b>Otherworld</b>                | [The Quiet Forest]  | <b>Domain</b>           | [Dreams]   |
| <b>Random Event</b>              | A well-organised deer hunt heads for the Green Hills.   |                         |            |
| <b>Background</b>                | <p>The Way of the Deer teaches caution, alertness and speed. Deer Tribes dwell mostly in the Green Hills and along the fringes of Taur Galen and are great runners, preferring to camp in hidden spots with a good escape route. Their headdresses are typically made from antlers, rather than the usual Grasslander feathers. They include Mist Warrior Druids, Shamen of CERVIDA (who seek The White Stag) and Scouts (fast-moving Thievish trackers and readers of secret signs left by others) amongst their numbers. They are good friends with the Elves, who have taught them skills in bow making.</p> |                         |            |

**Notes**

**DD:** can only place a pawn in the Hall of Mirrors for their Otherworld as a result of gaining a connection to the Hall of Mirrors in Tehmor by roleplaying a Plot..