

Anarea *Forty Factions* Faction Information Sheet

Tarot Card		Knave of Pentacles	
Alleyman’s Tarot Card:		The Two of Wands (Page No. 0)	
No. & Name of Faction		88. The Thieves of Chaos	
Expansion		Doorways to Dreams	
Timeframe			
Alignment		N/C	
Politics	Imagination	Category	Thieves' Guilds
Enemies	Treasury, Guards		
Seats (n) = Influence	0 on Council	1 in Secret Conclave	
	0 at Grasslander Gathering	0 in Congress of Dreams	
Characters	The Thief of Light, Jack Spot, The Cat Burglar, The Thieving Monkey		
Location A	The House of The Thieves of Chaos, various locations (see Notes)	Area A	Variable
Location B		Area B	
Resources	Thievish Crews of ChaosMasters, Dreamers, Madmen, their Cats and Monkeys		
Circle	See Notes	Forest	
Otherworld	The House of The Thieves of Chaos	Domain	Chaos
Random Event	A Heist is On! Announce it is rumoured the Thieves are on a caper, and secretly specify to the DM and the Player who has Activated the Thieves (i) the Activated Faction targeted (which may not be yours) and (ii) what they plan to steal from it.		
Background	The Thieves of Chaos are a loosely-associated grouping of Thievish Crews of ChaosMasters, Dreamers, Madmen, their Cats and Monkeys, who may carry out Heists anywhere in the Overworld, Underworld or Otherworlds. They do not always steal objects (or Beings) of great value (being generally more interested in how difficult it is to steal them), and		

	<p>sometimes even return them with a calling card or symbol, without asking for a ransom. Some of its members are semi-legendary, and may represent roles or archetypes filled by different persons over the years, such as The Thief of Light, The Cat Burglar, The Thieving Monkey or Jack Spot (though sometimes non-members may take these names as aliases). Their House of The Thieves of Chaos has a Hall of Broken Mirrors that enables it to connect to many places, often via the local Sewers, but never straight to the intended target. They do not consider themselves bound by the rules and etiquette of local Thieves' Guilds, but are still held in respect by most non-Lawful Guilds due to their legendary and/or mythical exploits.</p>
Notes	<p>May place a Location Pawn for an entrance (via the sewers or otherwise) to The House of The Thieves of Chaos on any vacant numbered space on the Main Board (SC: or on a vacant Sacred Circle on the SC Side Board), but must move the Pawn to another such vacant space if another Faction places a Location Pawn there. The Location Pawn may be moved once per Game Turn at any time (including when VPs for Area Control are being counted). 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 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.</p>