

Anarea *Forty Factions* Faction Information Sheet

Tarot Card	Eight of Pentacles		
Alleyman's Tarot Card:	The Horizon (Page No. 30)		
No. & Name of Faction	91. Temple of ORORO		
Expansion	Doorways to Dreams		
Timeframe			
Alignment	N/C		
Politics	Imagination	Category	Temples
Enemies	none		
Seats	0 on Council	0 in Secret Conclave	
(n) = Influence	0 at Grasslander Gathering	1 in Congress of Dreams	
Characters	Priest of ORORO, the Imaginary One		
Location A	The Imaginarium, Street of False Gods	Area A	Upper East Side
Location B		Area B	
Resources	Anything you can Imagine		
Circle		Forest	
Otherworld	Kingdom of Imagination	Domain	Dreams
Random Event	A Doorway opens in a Tehmor street that appears to have the properties of a Magic Mirror.		
Background	Imagination is the truest Doorway to the Dreamworlds. The Imaginarium (Temple of ORORO) in Tehmor appears from the outside to be a plain, classic Temple, but inside Wonders await. As the main place of worship of The Glassmakers' Guild of Tehmor, its stained glass windows are the most beautiful in Tehmor, the interior of its dome sparkles with a brilliant mosaic of coloured glass and the ornate Mirrors on the walls of its twelve-sided main chamber reflect more than just the Temple and the observer. The Priests tend to be shaven-headed and dress in plain white robes. They encourage visitors to open their Minds to the power of Dreams – for the World is wider than mere Reality. They often		

	appear elsewhere in the City, but are rarely seen walking or riding in the streets. For many the attractions of the Creed of ORORO are harder to grasp than those of Fancy, or even Nightmare, but the Imaginative Dreamer grasps the true power of ORORO.
Notes	Create Imaginary Items: May create Imaginary Items of relevance to current Plots. May produce d4 manifesting in Reality (e.g. Imaginary Magic Items) per Game Turn, one of which per Game may be an Artefact-level Imaginary Magic Item (e.g. a Magic Mirror).