

Anarea *Forty Factions* *Faction Information Sheet*

Tarot Card		Four of Pentacles	
Alleyman’s Tarot Card:		Paimon, King of Subjugation (Page No. 11)	
No. & Name of Faction		95. Temple of MORCOR	
Expansion		Doorways to Dreams	
Timeframe			
Alignment		E/C	
Politics	Nightmare	Category	Temples
Enemies	Temple of OPSOR		
Seats (n) = Influence	0 on Council	0 in Secret Conclave	
	0 at Grasslander Gathering	1 in Congress of Dreams	
Characters	Priest of MORCOR, the Desperate Man		
Location A	Temple of Despairing, Western Dump	Area A	Environs
Location B		Area B	
Resources	Black Dogs of Despair		
Circle		Forest	
Otherworld	Domains of Despair	Domain	Madness
Random Event	A Black Dog gets loose in Tehmor.		
Background	Despair is a Black Dog that lurks in the Mind and gnaws and worries on one’s Hopes and Dreams. You can either give in to the Despair or accept it and face up to the harsh realities of life. MORCOR breeds those Black Dogs, feeds them with Madness and takes them for walks in the minds of the weak. The Temple of Despairing in Tehmor appears to be a derelict ruin half-buried in the Western Dump and inside it is strewn with rubbish, in which sinister-looking Black Dogs search for scraps. The Priests of MORCOR appear downcast and dressed in rags, but have a sinister (or maybe deranged) glint in their eyes. Sometimes they beg in the Street of False Gods, accompanied by their Dogs. (The Associated Guild of Beggars, Buskers and Rumourmongers has long since given up trying to licence them.) This is not a conventional way to attract Followers, but		

	<p>Tehmor is a city of extremes and whilst the rich grow richer, but maybe no happier, the poor grow poorer and more Desperate. The Creed of MORCOR offers no hope to any, but it does provide a way to go on. The Desperate Man is a Mad ChaosMaster, who is Mad enough to try the most Desperate plots.</p>
Notes	<p>Increase Madness: When placing Pawn on the Temple of Despairing increase the Level of Madness in the Environs by +1 and move it to E (Domain of Despair). 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). / Create Despair: May create Despair of relevance to current Plots. May produce d4 manifesting in Reality (e.g. Black Dogs which will feed on opponents' Despair) per Game Turn, one of which per Game may be an Artefact-level Magic Item of Despair.</p>