

Tarot Card		Eight of Swords	
Alleyman’s Tarot Card:		The Undead (b2) (Page No. 196)	
No. & Name of Faction		7. Temple of SOROK	
Expansion		Base Game	
Timeframe		0-1200: False God, no Seat / 1200-2501: Clerical God, Seat / 2501 onwards: Undead, non-Clerical God, Seat	
Alignment		E/L	
Politics	Militant	Category	Temples
Enemies	Goods, Neutral/Chaotics, Temple of KOROS		
Seats	1 on Council	0 in Secret Conclave	
(n) = Influence	0 at Grasslander Gathering	0 in Congress of Dreams	
Characters	[High] Priest of SOROK, The Old One (Lich)		
Location A	[High] Temple of SOROK, Inner Necropolis	Area A	Lower East Side
Location B	Tower of The Old One, Necropolis	Area B	Environs
Resources	The Army of The Undead		
Circle		Forest	
Otherworld		Domain	
Random Event	An Angry Mob attacks a Location controlled by the Temple.		
Background	The Temple of SOROK is a Death Cult that seeks to cheat Death by reanimating bodies and souls to keep them from KOROS. It preys on the fears of the downtrodden and those who have behaved badly that they will be reincarnated as slugs (or similar) if their souls return to the House of Karma. In Tehmor (as in many cities) the Temple controls the Necropolis. They do not have a monopoly on Funerals, but when another Temple delivers a body to the Necropolis, then they consider it has become their property. Wealthy families who do not share their beliefs, or hope for a better reincarnation, pay the Temple Protection to “look		

	<p>after” their ancestors (i.e. not to conscript them into the ranks of The Undead). Others opt for cremation. Sea burial became less popular when it was rumoured that the Temple of SOROK sent underwater Zombies to retrieve the bodies (or Summoned them from Davy Jones’ Locker). The Temple mostly keep their Undead servants in the Necropolis and the Catacombs beneath the Necropolis and the Temple, but occasionally they escape into the City via the Sewers or are released by the more fanatical elements in the Temple. The authorities in the City largely tolerate the Temple of SOROK - partly because Tehmorians have the legal right to worship Whom they wish, partly because they are afraid of the Temple and are paying them Protection, and partly because the Temple has infiltrated their power structures. The rumour that the Temple keeps an Army of the Undead beneath the streets (which is partly fostered by the Temple itself to create fear) is not entirely true, but they do have a large number of Undead under their Control. The Old One is an ancient and powerful Lich, which mostly keeps to itself in its Tower, but is said to be a former High Priest of SORK from the original founding of the Temple. The current Priests fear The Old One, which they believe could Control all their Undead at will. However there have been a few occasions in the past when the Temple had to call on its aid as a last resort. Not all of these ended well for the incumbent Priests, as The Old One can take a dim view of failure and is liable to take the view they would perform better as Undead.</p>
<b>Notes</b>	