

Tarot Card		Seven of Cups	
Alleyman's Tarot Card:		The 7 of Cups (b3) (Page No. 216)	
No. & Name of Faction		22. Temple of TIPRE	
Expansion		Base Game	
Timeframe		0-7 VI 2501 False God, no Seat / 8 VI 2501 onwards Clerical, Seat	
Alignment		G/C	
Politics	Liberal	Category	Temples
Enemies	Evil Lawfuls, Neutral Lawfuls		
Seats	1 on Council	0 in Secret Conclave	
(n) = Influence	(ii) Cougar Totem at Grasslander Gathering	0 in Congress of Dreams	
Characters	High Priestess of TIPRE / Blue Prophetess		
Location A	High Temple of TIPRE, crossroads between Racetrack & Circus	Area A	Upper East Side
Location B		Area B	
Resources	Warriors of Fortune		
Circle		Forest	
Otherworld		Domain	
Random Event	The Temple is blamed for the recent run of unlucky events and is attacked by an Angry Mob.		
Background	TIPRE had long been one of the most-worshipped False Gods in Tehmor, as the gambling-crazy population often prayed to Lady Luck. When TIPRE was promoted to Clerical Godhead following the death of ORIL on 8 VI 2501, She already had an established Priesthood, who cashed in their bets on Her being the next False God to be promoted (though some had to appeal to the Bookmakers' Guild to adjudicate bets refused because OPSOR was promoted at the same time) and founded a new High Temple of TIPRE on a site that had fortunately become available		

	<p>exactly halfway between the Racetrack and the Circus. New worshippers flocked to the Temple, especially from the urban G/C former worshippers of ORIL, and Her following has grown steadily since (though with a higher churn than for other Gods). Lady Luck remains as capricious as ever, but often smiles upon Her followers if they Pray to Her for success. The Temple makes a lot of money out of selling tips for horse and camel races and for Gladiatorial Duels, often through the front of The Blue Prophetess (but are sometimes accused of giving the Goddess a helping hand by fixing the outcomes). It does not take bets itself (respecting the rights of the Bookmakers' Guild), but does have secret financial interests in a number of Bookmakers and in a few racehorses. The Warriors of Fortune (sometimes known as LuckMasters) were founded by a small group of former Warrior Priests of ORIL in Tehmor as a new Warrior Priesthood of TIPRE, with its First Chapterhouse being in a former Gladiator School adjacent to the Circus. They have swelled their ranks by recruiting amongst the Gladiators, and often take part in Duels at the Circus.</p>
<b>Notes</b>	<p>Brings Luck: modify all dice rolls for or against the Faction and (if it wishes) its Allies by +1/5% in their favour. May also call on TIPRE once whilst Faction is Active for a Benison.</p>