

Tarot Card		Queen of Batons	
Alleyman’s Tarot Card:		The Queen of Wands (b2) (Page No. 188)	
No. & Name of Faction		30. Temple of SARAN	
Expansion		Base Game	
Timeframe			
Alignment		N/L	
Politics	Conservative	Category	Temples
Enemies	Chaotics, Temple of CAERULAS, Racing Club		
Seats	1 on Council	0 in Secret Conclave	
(n) = Influence	(ii) Horse Totem at Grasslander Gathering	0 in Congress of Dreams	
Characters	High Priestess of High Temple of SARAN, Priestess of Old Temple of SARAN		
Location A	High Temple of SARAN, Citadel Plaza	Area A	Old Town
Location B	Old Temple of SARAN, Caravanserai Plaza West	Area B	Lower West Side
Resources	Paladinic Guard of the Temples of SARAN		
Circle		Forest	
Otherworld		Domain	
Random Event	Ultra-Conservatives within the Temple seek to make it more Lawful (in FgF this will not be The Illuminati, though they will be manipulating the Ultra-Conservatives behind the scenes.)		
Background	The Temple of SARAN in Tehmor stands for Lawfulness, but is keen to emphasise its distinctiveness from the Valdrean Empire. In Tehmor the laws of the City tolerate all Alignments, including those of Gods Who are opposed to SARAN, and allow the Binding of Demons. Whilst the		

	<p>Temple disapproves of Chaos, it obeys the law and seeks to convert Chaotics rather than slay them - although it supports taking action against them to enforce the law. The Temple promotes the worship of SARAN as one of the most powerful Gods in the Overworld and the living of a Lawful life, on the basis that working together to an agreed set of rules makes everyone stronger and wealthier. The Temple is a natural member of the Conservative Party. SARAN Paladins in Tehmor are expected to follow the Temple's adherence to local laws, but may also be used to take action in support of enforcing those laws working in collaboration with the law enforcement agencies in the City. (Strictly speaking, this applies only within the City Wall as the laws of the City do not apply in the Grasslands outside it, including the Environs.)</p>
Notes	<p>Immune to Masquerade: if the Temple of DALA holds a Masquerade, the Temple of SARAN may not be discarded, whether or not it has been Activated, but may be Activated in response to a Masquerade.</p>