

Tarot Card		King of Coins	
Alleyman’s Tarot Card:		The King of Coins (Page No. 92)	
No. & Name of Faction		43. Temple of KOROS	
Expansion		Base Game	
Timeframe			
Alignment		N/N	
Politics	Mercantile	Category	Temples
Enemies	Temple of SOROK, Champions of ATAVAR, Apostles of Change		
Seats (n) = Influence	1 on Council	0 in Secret Conclave	
	(ii) Eagle Totem at Grasslander Gathering	0 in Congress of Dreams	
Characters	High Priest (at High Temple), High Priestess (at New Temple), Chief Executioner		
Location A	High Temple of KOROS, Upper Cahloh	Area A	Upper West Side
Location B	New Temple of KOROS, Garrimoh	Area B	Upper East Side
Resources	Temple Guard, Karmic Monks, Karma Chameleons		
Circle		Forest	
Otherworld		Domain	
Random Event	A Necromancer/Champion of ATAVAR/Apostle of Change is in town and the House of Karma require his/her capture. If the Temple of SOROK/Champions of ATAVAR/Apostles of Change are Activated, the Player who has Activated them plays the target.		
Background	KOROS is the most-worshipped and most powerful God, and has many Faithful in Tehmor, where Neutrality is good for business and avoids conflicts with the multiplicity of other Alignments and beliefs. The Temple of KOROS is therefore the largest and richest of the Temples in Tehmor, with many local Temples across the City. As well as preaching		

	<p>the Creed and attracting new worshippers, the Temple is concerned with maintaining the Balance, as a number of extremist Factions seek to destabilise the City (or even the fabric of Reality), and with combatting the Temple of SOROK, which seeks to remove souls from the Karmic Order and is known to be building up an Undead Army in the Necropolis and Sewers. Several Orders within the Temple are dedicated to these causes. The Priesthood preaches the Creed and Dispels Undead. The Temple Guard defend Temples and the Priests. The Karmic Monks are based in the New Temple of KOROS on the Upper East Side of the City and focus on quietly seeking out and dealing with those destabilising the Balance or creating Undead. The secret Order of Karma Chameleons have their Southern Overworld base within the New Temple Karmic Monastery, and are a shadowy Order of Men/Women of the House of Karma who are rumoured (within Temple circles only) to be able to access the Memory Bank of dead souls, Shapechange into forms of the dead, and maybe even use the Adventurer Experience of the dead (although they are powerful in their own right). The Karma Chameleons have always taken direct action to restore the Balance and to defeat the machinations of SOROK, but since the emergence of ATAVAR and RAVAR their highest priority has been to seek out and capture Their Champions and Apostles or to steal their souls. The Temple is also closely involved with the Grey Horsemen, a local band of Horse Cultist Mist Warriors who operate in the environs of the City and protect it from threats, and the High Temple of KOROS sponsors a number of major horseracing events at the Racetrack. The Temple also holds the contract with the City to carry out public executions (in order to ensure those sentenced to death do not end up Undead).</p>
Notes	<p>Faction is friendly with, but does not include the Grey Horsemen (who are included in the Grasslanders / Horse Tribes).</p>