

# Anarea *Forty Factions* Faction Information Sheet

Tarot Card		Eight of Coins	
Alleyman’s Tarot Card:		The Six of Disks (Page No. 84)	
No. & Name of Faction		49. Racing Club of Tehmor	
Expansion		Base Game	
Timeframe			
Alignment		N/N	
Politics	Mercantile	Category	Guilds
Enemies	Temple of SARAN		
Seats	1 on Council	0 in Secret Conclave	
(n) = Influence	(iv) Horse Totem at Grasslander Gathering	0 in Congress of Dreams	
Characters	President of The Racing Club of Tehmor, Chief Jockey		
Location A	Racetrack	Area A	Lower West Side
Location B		Area B	
Resources	Horse Guards, spy network, Secure Chamber		
Circle		Forest	
Otherworld		Domain	
Random Event	Someone is systematically stealing horses and holding them to ransom - possibly in order to manipulate the odds in races.		
Background	The Racing Club of Tehmor owns the Racetrack and organises and sets the rules for horse races. Its members are race horse owners and breeders, jockeys and various Merchants and Temples with interests in horseracing. It does not set odds, but owns the Tote, which is the official Bookmaker at the Racetrack and a member of the Bookmakers’ Guild. The Club has its own private Clubhouse, grandstand and hospitality suites at the Racetrack, which are perfect for entertaining customers and doing business and include a Secure Chamber. It functions as the Guild for those involved in horse racing, though it considers itself above the status of a mere Guild. Tehmor is mad about horse racing and the Guild is one of the wealthiest and most influential institutions in the City. It		

	<p>maintains its own mounted corps of Horse Guards and its spy network is second to none. Its main weakness is the diversity of its members, which can lead to disputes and occasional schisms amongst its Board of Directors. Attempts to establish rival racetracks in or outside the City are ruthlessly suppressed by the Club, although it begrudgingly tolerates camel races held outside the Walls (which have proved impossible to stop).</p>
<b>Notes</b>	