

Tarot Card		Five of Coins	
Alleyman's Tarot Card:		The Four of Disks (Page No. 82)	
No. & Name of Faction		<b>52. Grasslanders (Plainsmen) / Horse Tribes</b>	
Expansion		Base Game	
Timeframe			
Alignment		G/C	
Politics	Mercantile / Pacific	Category	Races / Tribes
Enemies	Snakes, Dwarves, Owl Tribes		
Seats	0 on Council		0 in Secret Conclave
(n) = Influence	(i) Horse Totem at Grasslander Gathering		0 in Congress of Dreams
Characters	Tribal Chiefs, Shamen / Horse Chief, Horse Shaman		
Location A	Grasslander Camps	Area A	Environs
Location B	Horse Market	Area B	Lower West Side
Resources	Horses, Grey Horsemen, Cattle / SC: Horses		
Circle	Misty Circle (Sacred Heart)	Forest	Grasslands
Otherworld	[The Horse Kingdom, on the Endless Plains]	Domain	[Dreams]
Random Event	A feud breaks out between Grasslander Tribes / Mist Warrior Cults.		
Background	The Grasslanders have an uneasy relationship with the City of Tehmor. It is by far the biggest town (and only city) in the Grasslands and an important trading centre, but they are a nomadic people of the plains. They see the Tehmorian as not being proper Grasslanders, even though many Tehmorian are the descendants of Grasslanders or were born in the Grasslands but moved to the City in search of a new life (many other Tehmorian are however foreign immigrants). When the nomadic tribes visit the City for trade (mostly in horses, cattle, snakes or other livestock), they prefer to camp outside the walls and only venture inside to do		

	<p>business (or to have a few drinks, visit a Temple or maybe bet on a horse race). The main Grasslander Camps outside the various Gates to the City are known as Cougar, Buffalo, Coyote and Snake Camps. These are semi-permanent camps named after the Cults most prevalent in each, but each has a shifting temporary population of different tribes and Mist Warrior bands, with a few permanently resident traders. The local band of Horse Cultist Mist Warriors, the Grey Horsemen, operate mostly in the environs of the City to protect the area from threats and are closely associated with the Temple of KOROS in the City and friendly with Army patrols. The Grey Horsemen are also friendly with the local arable farmers, who tend to be viewed with disdain by other Grasslanders from further afield. / <b>SC</b>: The Way of the Horse teaches speed, stamina and kicking out fiercely at one's foes. Horse Tribes dwell mostly in the Central Plains around the Misty Lake and the Gathering Place but are great travellers, preferring to camp on the open plains. They include Mist Warrior Druids, Shamen of HIPPOLYA and Rangers (mounted Fighter/Thieves skilled with the Horse Bow) amongst their numbers. They sell breeding stock to the stud farms of Tehmor, but keep the best horses for themselves (though the very best White Horses choose whether to let themselves be ridden and are not owned by anyone but themselves).</p>
<b>Notes</b>	<p><b>SC</b>: Play Faction as just the Horse Tribes if using the Sacred Circles Expansion. The Grey Horsemen are one of the Horse Tribes. / <b>DD</b>: can only place a pawn in the Hall of Mirrors for their Otherworld as a result of gaining a connection to the Hall of Mirrors in Tehmor by roleplaying a Plot. / <b>FgF</b>: whichever of Horse or Owl Tribes is Activated First Controls the Horse/Owl Totem and Misty Circle (Control may also change hands as a result of roleplaying a Plot).</p>