

Anarea *Forty Factions* Faction Information Sheet

Tarot Card		Two of Coins	
Alleyman’s Tarot Card:		The Two of Disks (Page No. 80)	
No. & Name of Faction		55. Medoneh Family	
Expansion		Base Game	
Timeframe			
Alignment		N/N	
Politics	Mercantile	Category	Families
Enemies	Desert Nomads, Camel Cultists		
Seats	1 on Council	0 in Secret Conclave	
(n) = Influence	(iii) Horse Totem at Grasslander Gathering	0 in Congress of Dreams	
Characters	Patriarch/Matriarch		
Location A	Medoneh Estate, Upper Cahloh	Area A	Upper West Side
Location B	Stud Farms	Area B	Environs
Resources	Horses, Warhorses		
Circle		Forest	
Otherworld		Domain	
Random Event	The Patriarch's/Matriarch's prize racehorse disappears / is doped / nobbled before a big race.		
Background	The Medoneh Family are one of the three great Founding Families of Tehmor, who family legend says first settled in the area in the Year 100. They are now one of the wealthiest and most powerful families in Tehmor, with many commercial interests, especially in stud farms, the Racetrack and Bookmakers. The Medonehs were originally Horse Cultists from the Grasslands and pride themselves as breeding the swiftest racehorses anywhere in the Overworld. Horses trained by the Medoneh Stables win many races in Tehmor and elsewhere, and there is a Valdrean branch of the Family owning stud farms near Engor (on the edge of the Northern Plains to the South of Hapral) which exchanges		

	breeding stock with Tehmor. The Family have even intermarried with the High Elves, with whom they share a mutual love of swift horses, and this has given them access to another strong line of breeding stock. They also breed and sell Warhorses for the Army and carthorses for the Caravans, but never deal in camels. The Medonehs maintain cordial relations and family ties with both the Karana and Derevo Families, and have often acted as peacemakers when the ancient feud between the two erupts like a fight between cats and dogs.
Notes	