

## Anarea *Forty Factions* Plot Information Sheet

<b>Tarot Card</b>	VII The Chariot
<b>Alleyman's Tarot Card:</b>	VII The Chariot (Page No. 10)
<b>No. &amp; Name of Plot:</b>	<b>7. <i>A Day at The Races</i></b>
<b>Expansion</b>	Base Game
<b>Description</b>	The Racetrack or Circus stages a big event or a Camel Race is held outside the Wall.
<b>Specify</b>	Specify (i) the Event and (ii) its Location.
<b>Notes</b>	The Event may be a horse race (held at the Racetrack or illegally elsewhere), a camel race (held outside the Walls or illegally within them), a chariot race or gladiatorial contest (held at the Circus) or some other fight or race (held elsewhere) on which citizens are betting. The Location of the Event need not be held by an Activated Faction, but at least one Activated Faction must be involved (the Bookmakers' Guild will always be involved if Activated) to give opportunities for roleplaying. <b>SC:</b> the Event may be held outside Tehmor, provided citizens of Tehmor are betting on it.