

Tarot Card		Ten of Cups	
Alleyman’s Tarot Card:		The 10 of Cups (Page No. 46)	
No. & Name of Faction		19. Bookmakers' Guild	
Expansion		Base Game	
Timeframe			
Alignment		N/C	
Politics	Liberal	Category	Guilds
Enemies	Treasury		
Seats (n) = Influence	1 on Council	1 in Secret Conclave	
	Influence over any Totem at Grasslander Gathering	0 in Congress of Dreams	
Characters	Guildmaster of Bookmakers of Tehmor		
Location A	Racetrack	Area A	Lower West Side
Location B	Circus	Area B	Lower West Side
Resources	Bookies, Debt Collectors (usually sub-contracted from other Factions on a commission basis)		
Circle		Forest	
Otherworld		Domain	
Random Event	A mysterious tipster starts accurately predicting results.		
Background	Members of The Bookmakers’ Guild are the only persons licensed to take bets and set odds in Tehmor, except for direct bets between private persons. The Guild guarantees that its members will pay out winnings, adjudicates disputes and takes a percentage of all bets to fund these services and to cover its own expenses. The Guild promotes responsible gambling and does not get involved in loan-sharking, but does allow members to instruct private debt collectors. The Bookmakers and Thieves’ Guild generally co-exist peacefully, turning a blind eye to each others’ transgressions into their areas of operation and raising any serious concerns at the Secret Conclave, but individual Bookmakers do sometimes go too far in denouncing the Thieves for taking illegal bets.		

	<p>whilst others pay Protection to avoid any problems. The main subjects of betting are horse races at the Racetrack (or in other cities), Duels at the Circus (or in the Valdrear Empire) and the bigger, planned camel races outside the East Wall, but most Bookmakers will offer odds on anything, and the people of Tehmor are keen punters. For example, a popular bet is upon when and where RAYLIT will Rise in the evening, and meticulous tables of past Risings prepared by His Temple can be purchased from most Bookmakers to inform such bets.</p>
Notes	<p>May set odds on the outcome of each Plot played. The DM may award a VP if attractive odds are offered on a likely-seeming outcome which does not result (so the Guild makes a significant profit), or deduct a VP if it does not result (so the Guild makes a significant loss).</p>