

Tarot Card		Queen of Swords	
Alleyman's Tarot Card:		Lightning in a Bottle (b4) (Page No. 226)	
No. & Name of Faction		2. Navy	
Expansion		Base Game	
Timeframe			
Alignment		N/L	
Politics	Militant	Category	Military
Enemies	Temple of FIDAR , Pirates		
Seats	1 on Council	0 in Secret Conclave	
(n) = Influence	0 at Grasslander Gathering	0 in Congress of Dreams	
Characters	Admiral of the Fleet of Tehmor		
Location A	Naval Docks, Citadel	Area A	Old Town
Location B		Area B	
Resources	Roll 2d4+4 RUD for number of ships currently serviceable, Marines		
Circle		Forest	
Otherworld		Domain	
Random Event	The Flagship is wrecked.		
Background	Tehmor maintains a small but effective Navy to protect its Harbour and shipping. The Tehmorian Navy consists of some 6 to 12 ships of various sizes, all heavily armed with harpoons, super-heavy crossbows and/or catapults of Dwarvish design, plus an elite force of Marines. They fight Pirates, Sea Monsters, smugglers and foreign invaders and fishermen who intrude on Tehmorian waters. The Marines are used as boarding parties, when hostile ships are grappled, and for coastal raids on Pirates and smugglers. There is a fierce rivalry with the Army, but ultimately both Services work together in defence of the City. The Navy quietly maintains friendly relations with the merfolk of the Camari, paying them to spy on rival fleets and sometimes intervening to protect them from attacks by hostile ships.		

<b>Notes</b>	
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