

Tarot Card		Knight of Swords	
Alleyman’s Tarot Card:		The Knight of Swords (Page No. 76)	
No. & Name of Faction		3. Army	
Expansion		Base Game	
Timeframe			
Alignment		N/L	
Politics	Militant	Category	Military
Enemies	Temple of FIDAR, Bandits		
Seats	1 on Council	0 in Secret Conclave	
(n) = Influence	0 at Grasslander Gathering	0 in Congress of Dreams	
Characters	General of the Army of Tehmor		
Location A	The Keep, Citadel	Area A	Old Town
Location B		Area B	
Resources	Roll d4+2 for number of Cavalry Troops and d6+3 for number of Infantry Companies		
Circle		Forest	
Otherworld		Domain	
Random Event	The Army attempts a Coup.		
Background	Tehmor maintains a small professional Army for the defence of the City and its environs, and to keep order within the City when Factional disputes escalate beyond the capability of the City Watch to maintain the peace. The Army is sometimes derided as being a training corps for the Mercenaries’ Guild, given how many veterans retire and join the Guild, but it has a cadre of loyal and experienced officers. Its routine duties consist of guarding the City Walls and cavalry patrols to protect caravans and farms from Bandits. Occasionally Tehmor goes to War, when the Army is augmented by Mercenaries (mostly returning veterans). But most disputes are resolved by a show of strength or small-scale skirmishing, as full-scale War is not in anyone’s commercial interests (except of course for the Armourers and Mercenaries). There is a fierce		

	<p>rivalry with the Navy, but ultimately both Services work together in defence of the City. The Army also maintains informal relations with the Temple of ZAKEL, as although the Army is a Lawful organisation it is aware the Temple maintains a large private army, which it is best to keep on the same side in the event of a fight.</p>
Notes	