

# Anarea *Forty* *Factions* *Faction* *Information* *Sheet*

Tarot Card		Ten of Swords	
Alleyman’s Tarot Card:		The Ace of Swords (Page No. 65)	
No. & Name of Faction		5. Mercenaries' Guild	
Expansion		Base Game	
Timeframe			
Alignment		N/N	
Politics	Militant	Category	Guilds
Enemies	Temple of FIDAR		
Seats	1 on Council	0 in Secret Conclave	
(n) = Influence	(iii) Lizard Totem at Grasslander Gathering	0 in Congress of Dreams	
Characters	Guildmaster of The Mercenaries of Tehmor		
Location A	Mercenaries' Guildhouse, Mora Plaza	Area A	Lower East Side
Location B		Area B	
Resources	Mercenary Companies		
Circle		Forest	
Otherworld		Domain	
Random Event	Caravans stop hiring due to competition from another Guild (e.g. in Vavistor or Iklaron). SC/DD: the competition may come from a Faction outside Tehmor.		
Background	The Mercenaries’ Guild is an association of experienced Fighters (some of whom have other Adventurer abilities) who hire themselves out to act as Caravan guards, to augment the Army or Navy at times of War, or just to help a Faction settle a score, or guard it against its enemies. A large number of the Mercenaries are ex-Army of Tehmor, but there are also many members from elsewhere who have come to Tehmor because it is a good place to find someone who will pay you to get Fighter experience. Many Mercenaries form small companies, who may be hired as a unit, as		

	<p>well as undertaking solo work. The Mercenary Market takes place at Dawn every day in Mora Plaza, but Mercenaries can often be hired at other times in the Plaza, at the Guildhouse, or in the taverns around the Plaza. It is illegal to hire yourself out as an Adventurer in Tehmor unless you join the Mercenaries' Guild and pay them their 10% cut, except if you are a member of a Thieves' Guild and the job includes Thievery. Magic-Users who wish to gain experience as caravan guards other than as scouts are therefore required to join the Mercenaries' Guild.</p>
<b>Notes</b>	