

# Anarea *Forty Factions* Faction Information Sheet

Tarot Card		Four of Swords	
Alleyman’s Tarot Card:		The Four of Swords (Page No. 68)	
No. & Name of Faction		11. Desert Nomads	
Expansion		Base Game	
Timeframe			
Alignment		any	
Politics	Militant	Category	Races
Enemies	Grasslanders, Derevo Family, Horses		
Seats  (n) = Influence	0 on Council	0 in Secret Conclave	
	0 at Grasslander Gathering	0 in Congress of Dreams	
Characters	Pasha of Quthar, Landlady of The Blue Oasis		
Location A	Desert Nomad Camps beyond East Gate	Area A	Environs
Location B	Camel Market & The Blue Oasis Tavern, Mazhak	Area B	Lower East Side
Resources	Camels		
Circle	Sacred Grove, Palmery of Quthar (Lesser Circle)	Forest	The Great Desert
Otherworld		Domain	
Random Event	A vendetta breaks out between Desert Tribes / Cults.		
Background	The nomadic people of the Desert come to Tehmor for trade. Here is where the Great Caravans travelling the South Road transship their loads from horse or ox-drawn wagons to camel trains for the final leg across the Desert to Vavistor and Iklaron, or vice-versa heading West and North across the Grasslands to Valdrea. There is therefore a big Camel Market just inside the East Gate, and Camel Races are held (unofficially) below the Eastern Wall, on which many bets are placed. Tehmor is the best place for the Desert Nomads to trade for the produce of more fertile lands.		

	<p>in exchange for spices, drugs, poisons and other Desert produce. The Nomads generally prefer not to stay in the City, coming in to trade but spending the nights in camps by the South Road beneath Prospect Hill, sheltered from the Sea (which they fear). They are made up of many varied Tribes, but all of them have a disdain for the soft City-dwellers. Their favourite drinking and smoking spot in the City itself is the Blue Oasis Tavern, which is a favoured meeting place for the merchants of the City to negotiate trades with the Desert tribes, but the serious drinking and drug-taking is done at semi-temporary bars and Lotus dens that pop up in the camps, where outsiders are definitely not welcome.</p>
<b>Notes</b>	<p><b>SC:</b> If the Sacred Circles Expansion is in play, this Faction represents the Desert Nomads currently in the Camps around Tehmor, other than any visitors from more specific Desert Nomad Factions that may be Activated. The Sacred Grove is a Lesser Circle counting as 0.5 of a Location.</p>