

Tarot Card		Knight of Cups	
Alleyman’s Tarot Card:		The Knight of Cups (Page No. 48)	
No. & Name of Faction		17. Guild of Seamen	
Expansion		Base Game	
Timeframe			
Alignment		N/N	
Politics	Liberal	Category	Guilds
Enemies	Rats, Guild of Caravanseraï		
Seats	1 on Council	0 in Secret Conclave	
(n) = Influence	0 at Grasslander Gathering	0 in Congress of Dreams	
Characters	Guildmaster of Seamen of Tehmor		
Location A	Western Docks	Area A	Lower West Side
Location B	Eastern Docks & The Master Mariner Tavern, Shipwrights' Quarter	Area B	Lower East Side
Resources	Angry / Drunken Mobs		
Circle		Forest	
Otherworld		Domain	
Random Event	The Dockworkers go on strike, grounding crews and causing dissent.		
Background	The Guild of Seamen represents the crews of the Naval, merchant and fishing fleets of Tehmor. It is associated with the Dockworkers' and Shipbuilders' Guilds, but independent of them. The Guild sets minimum wage rates and supplies whole crews or individual crewmembers to the ships, mostly to those operated by merchants. Naval crews are recruited (or press-ganged) and fishing crews are largely family businesses, but all are required to be members of the Guild. The Guild operates across the Docks of Tehmor, but the best place to hire crew is The Master Mariner Tavern. Crews can be a drunken and rowdy bunch when on shore, and are liable to join in when a riotous mob gathers.		

<b>Notes</b>	This Faction represents the crews of ships, not the shipowners, so does not include the ships (unless a crew mutinies).
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