

Anarea *Forty Factions* Faction Information Sheet

Tarot Card		Knave of Cups	
Alleyman’s Tarot Card:		The Page of Cups (Page No. 47)	
No. & Name of Faction		18. Thieves' Guild of Tehmor	
Expansion		Base Game	
Timeframe			
Alignment		E/N	
Politics	Liberal	Category	Thieves' Guilds
Enemies	Brotherhood of White Hand		
Seats	1 on Council	1 in Secret Conclave	
(n) = Influence	0 at Grasslander Gathering	0 in Congress of Dreams	
Characters	Elder Brother		
Location A	Thieves' Guildhouse, The Maze	Area A	Lower East Side
Location B		Area B	
Resources	Thievish Crews		
Circle		Forest	
Otherworld		Domain	
Random Event	The Black Glove is stolen from the Guildhouse.		
Background	The Thieves’ Guild of Tehmor is the oldest and largest Thieves’ Guild in the City. Its symbol is the Black Hand. It is the preferred Guild of Evil, Neutral and Chaotic Thieves, but welcomes all who pay their 10% cut. Its power base is the East Side of the City, with many members working out of the Eastern Slums and Maze. The Guild is active in Protection, Gambling, Loans, Prostitution, Drugs and all the other usual business operations of a Thieves’ Guild. It is aggressive in dealing with non-members operating in its territory and maintains an uneasy truce with the other major Thieves’ Guilds in the City, regulated through the Secret Conclave.		

<p>Notes</p>	<p>Thieves' Guild: At the beginning of the Cards Phase a Player with an Activated Thieves' Guild or holding a Thieves' Guild in hand may use or reveal it to steal a card at random from the hand of another Player of his or her choice. That Player may reveal a Thieves' Guild from hand (which has not been already played to steal a card this turn) to block this. Only one successful attempt to steal a card may be made by this Guild per game, but it may block any number of attempts to steal a card.</p>
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