

Tarot Card		Four of Cups	
Alleyman’s Tarot Card:		The 4 of Cups (Page No. 40)	
No. & Name of Faction		25. <i>Elves</i>	
Expansion		Base Game	
Timeframe			
Alignment		any	
Politics	Liberal	Category	Races
Enemies	Dwarves, Goblins		
Seats (n) = Influence	0 on Council	0 in Secret Conclave	
	(iii) Deer Totem at Grasslander Gathering	0 in Congress of Dreams	
Characters	Elvish Ambassador		
Location A	Elvish Enclave, around West Phare	Area A	Upper West Side
Location B	Arboretum	Area B	Upper West Side
Resources	Elvish Weapons, Swan Ships, Druids of the Arboretum		
Circle	Cor-Galen	Forest	Taur-Galen
Otherworld		Domain	
Random Event	A jewelled object of great value to the High Elves has been stolen from Minduinath and has been traced to Tehmor, where it is believed it is being fenced.		
Background	There has been an Elvish Enclave in Tehmor since the earliest days. The Elvish Kingdoms do not maintain formal embassies, but Elves and Half-Elves constitute a small portion of the population of the City and mostly dwell on or around the hill on which the West Phare stands, with its Temple of RAYLIT. Their numbers are swelled by visiting Elves, whether traders, seafarers, travellers, adventurers, mercenaries or fugitives. Most are Sindarin, but there are also a few Calaquendi amongst them, and some even claim to be Dark Elves from the Underworld. They include worshippers of Evil Gods, who are not always welcome in the		

	<p>Elven Lands. The Elvish Docks are around a slight bay between the West Phare and the Karana Estate, and a number of fine Swan Ships can be seen at dock there, but are closely guarded. An Arboretum is maintained by Elvish Druids on the Sun-facing slopes of Upper Cahloh above Merriva Park. This functions as a Transport point for Druids of all Races (by Plants, Trees or Mists), and many Elves enter and leave the City this way. It has been recognised as a Teleport Gateway for Tehmor by the Valdrean Empire since 2504, and a clearing at the edge of the Arboretum near the KOROS Temple is used for Teleports. The squirrels of the Arboretum keep a close eye on comings and goings, and are rumoured to report to the Druids.</p>
Notes	<p>Crafting: May produce items of Elvish craftsmanship of relevance or use in relation to current Plots. May produce one such Magic Item per Game Turn, one of which per Game may be an Artefact-level Magic Item. / SC: The Circle of Cor-Galen is included for Role-Playing purposes only, and does not give VPs for controlling the associated Forest.</p>