

Tarot Card		Queen of Coins	
Alleyman’s Tarot Card:		The Queen of Pentacles (Page No. 91)	
No. & Name of Faction		44. Kuntax	
Expansion		Base Game	
Timeframe			
Alignment		N/L	
Politics	Mercantile	Category	Nations
Enemies	Kyr		
Seats (n) = Influence	0 on Council	0 in Secret Conclave	
	0 at Grasslander Gathering	0 in Congress of Dreams	
Characters	Representative of the Merchants' Guild of Kuntax		
Location A	Merchants' Guildhouse of Kuntax, Merriva Park	Area A	Lower West Side
Location B		Area B	
Resources	Kuntacian Navy, Kuntacian Thieves' Guilds		
Circle	The Old Olive Grove	Forest	Kuntax
Otherworld		Domain	
Random Event	The Hungry Rats, a Kuntacian Thieves' Guild, is moving in on the protection rackets in the Tehmorian Docks.		
Background	Unlike Tehmor, which is a City of many Factions mostly interested in and benefitting from trade, Kuntax is an island and city of Merchants and so is wholly dedicated to trade. Tehmor is a major trading partner of Kuntax, which as an island state mostly trades by sea (although some Kuntacian Merchants have interests in the Caravans too). Kuntacian interests in Tehmor are therefore restricted to doing business and facilitating free trade. The Merchants' Guildhouse of Kuntax, which sits in a prime location in Merriva Park with views over the Docks to the sea, is as much a private members' club for visiting Kuntacian Merchants as it is an Embassy for the Kuntacian State. It provides Secure Chambers in		

	<p>which to do business safe from prying eyes and ears. The Representative (ambassador) has a small diplomatic staff for lobbies and attending functions, and also employs local agents when tasks need to be performed on a deniable basis. The Guildhouse has a reputation for paying well, but its trust is not to be broken. Kuntacians consider a Merchant's word is his bond, and take a very dim view indeed of contract breakers. Kuntax maintains a small Navy to protect its Merchant Fleet, but most Merchant Vessels are well-armed and protected in their own right. The Kuntacian Thieves' Guilds usually maintain cordial reciprocal arrangements with the local Thieves' Guilds (especially the Dock Rats) in the general spirit of co-operation for the good of business.</p>
Notes	<p>SC: The Circle of The Old Olive Grove is included for Role-Playing purposes only, and does not give VPs for controlling the associated Forest.</p>