

# Anarea *Forty Factions* Faction Information Sheet

Tarot Card		Ten of Coins	
Alleyman’s Tarot Card:		The Ten of Disks (Page No. 88)	
No. & Name of Faction		47. Merchants' Guild of Tehmor	
Expansion		Base Game	
Timeframe			
Alignment		N/L	
Politics	Mercantile	Category	Guilds
Enemies	Treasury		
Seats	1 on Council	0 in Secret Conclave	
(n) = Influence	(iii) Bear Totem at Grasslander Gathering	0 in Congress of Dreams	
Characters	Guildmaster of the Merchants and Traders of Tehmor		
Location A	Merchants' Hall, Mora Plaza	Area A	Lower East Side
Location B	Olive Groves	Area B	Environs
Resources	Caravans, Merchant Shipping, Warehouses, Secure Chambers		
Circle		Forest	
Otherworld		Domain	
Random Event	Bandits / Pirates are threatening caravans / shipping, and members have been making losses - Something Must Be Done.		
Background	The Merchants' Guild of Tehmor is the Guild of those who import, export and trade in any kind of goods. These are some of the richest and most powerful men (and women) in Tehmor. Many of them own their own caravans, shipping fleets and warehouses, but the mere provision of transport or storage services does not qualify one as a Merchant. Membership is restricted to major merchants, with an exemption from Guild membership for smaller and occasional traders. The Guild is financed by annual subscriptions from members and the occasional generous gift or legacy, which have financed the opulent Merchants' Hall that functions as a members' club with dining facilities and Secure		

	<p>Chambers for private meetings. The Guild negotiates collectively on behalf of its members in a range of matters, from representation on the Council to agreeing Protection rates with the Thieves' Guilds. It also provides arbitration services which enable trade disputes between members to be adjudicated by a panel of retired judges and other merchants. Guild Members own most of the olive groves outside Tehmor, so control the market in olives (a Tehmorian speciality). The Guild also has an exclusive contract with the Grasslander Bear Tribes of the Southern Plains to sell their artisan honey in the City and to export it across the Overworld.</p>
<b>Notes</b>	