

Tarot Card		Nine of Coins	
Alleyman’s Tarot Card:		The Seven of Pentacles (Page No. 85)	
No. & Name of Faction		48. Guild of Craftsmen	
Expansion		Base Game	
Timeframe		no Seat until 1000 / 1 Seat after 1000	
Alignment		N/L	
Politics	Mercantile	Category	Guilds
Enemies	Temples of Destruction / Waste, Armourers' Guild		
Seats	1 on Council	0 in Secret Conclave	
(n) = Influence	0 at Grasslander Gathering	0 in Congress of Dreams	
Characters	Guildmaster of Craftsmen of Tehmor		
Location A	Artisans', Jewellers' & Glassmakers' Quarters	Area A	Upper East Side
Location B		Area B	
Resources	Guards/Bouncers, craft goods		
Circle		Forest	
Otherworld		Domain	
Random Event	There has been a sudden flood of counterfeit and shoddy work sold on the streets.		
Background	The Guild of Craftsmen of Tehmor is the Guild of those who create and sell fine crafted goods, from jewellery and glassware to furniture to adventuring supplies (but excluding weapons, armour, Potions and Magic Items - although some sell the occasional ornamental weapon or Magic Item). Most operate from small shops in their eponymous Quarters. Many members are Dwarves, but the Elves have always declined to join the Guild, saying they merely trade in goods crafted in the Elven Lands. Tehmor is famed for the beauty and fine quality of its craftsmanship and the works of Guild members are an important export. Because of the value of their works, most Craftsmen employ guards or bouncers and pay their Protection to the Thieves' Guilds. The Guild		

	<p>establishes marks of quality and authenticity for Tehmor crafted goods, employs and hires out guards and bouncers, collectively negotiates Protection rates on behalf of members, provides banking and insurance services to members, and settles disputes over copying and the like. The Guild gained its Council Seat in the Year 1000, when the Armourers' Guild were stripped of it. The Craftsmen generally bear no ill-will towards the Armourers, but most Armourers still bear a grudge against the Craftsmen over the matter.</p>
Notes	<p>Crafting: May produce items of craftsmanship of relevance or use in relation to current Plots, but not Weapons or Armour. May produce one such Magic Item per Game Turn, one of which per Game may be an Artefact-level Magic Item. / Does not include the Armourers. / DD: Does not include the Glassmakers if Doorways to Dreams is being played. Does not control Magic Mirrors even if Doorways to Dreams is not being played. / No Council Seat before the Year 1000.</p>