

Tarot Card		Seven of Coins	
Alleyman’s Tarot Card:		The 10 of Cups (b2) (Page No. 190)	
No. & Name of Faction		50. Guild of Caravanserai	
Expansion		Base Game	
Timeframe			
Alignment		N/L	
Politics	Mercantile	Category	Guilds
Enemies	Guild of Seamen		
Seats  (n) = Influence	1 on Council	0 in Secret Conclave	
	0 at Grasslander Gathering	0 in Congress of Dreams	
Characters	Guildmaster of The Caravanserai of Tehmor		
Location A	Caravanserai Plaza East	Area A	Lower East Side
Location B	Caravanserai Plaza West	Area B	Lower West Side
Resources	Inns, Bouncers, Beer		
Circle		Forest	
Otherworld		Domain	
Random Event	There has been an outbreak of thefts of horses / camels from the Inns around the West / East Plaza.		
Background	The Caravanserai are the great Inns for Caravans of Tehmor. They provide stables and livery for horses, oxen or camels, secure warehousing for wagons and goods and drink, food and accommodation for crews. They also function as meeting places for Caravans and others to do business and are trusted by foreigners as safe places to stay. There are Caravanserai all along the South Road within the City, but most of the largest are clustered around Caravanserai Plaza West (specialising in horses and oxen) and Caravanserai Plaza East (specialising in camels). Those by the bridges are favoured for negotiating exchanges of goods between Caravans and ships, but the Caravanserai do not serve the Docks		

	<p>as such. The Guild represents the collective interests of members, setting guideline rates, acting as a broker for livestock exchanges, agreeing Protection rates with the Thieves' Guilds and representing members' interests on the Council. Caravanserais staff, from stable boys to barmaids to bouncers, also have their own sub-Guilds, with the bouncers' Guild of Doormen being the best-organised. Many Caravanserais brew their own beer, some do so collectively, and most also serve the beers of the City Brewery, along with a range of other local and foreign wines and spirits. The Caravanserais are all independently owned, with some owners having establishments by both the West and East Plazas and a few being owned by members of other Factions.</p>
<b>Notes</b>	<p><b>SC:</b> May specify Caravanserais at appropriate points along the South Road West or East of Tehmor in the area a Plot is being roleplayed. Caravanserais are situated up to 100 miles apart, usually where there is a water source, and are fortified against Bandits.</p>