

Tarot Card		Four of Coins	
Alleyman’s Tarot Card:		The 4 of Disks (b1) (Page No. 172)	
No. & Name of Faction		53. Dwarves	
Expansion		Base Game	
Timeframe			
Alignment		N/L	
Politics	Mercantile	Category	Races
Enemies	Elves, Goblins		
Seats	0 on Council	0 in Secret Conclave	
(n) = Influence	0 at Grasslander Gathering	0 in Congress of Dreams	
Characters	Ambassador of The King of All Dwarves to Tehmor		
Location A	Embassy of The Kingdom of The Dwarves, Dwarvish Quarter	Area A	Upper East Side
Location B		Area B	
Resources	Dwarvish Weapons and Armour		
Circle	Shining Cave of the Keragund	Forest	The Mountains of the Dwarves and Eastern Mountain Range
Otherworld		Domain	
Random Event	A weapon/armour/object of great value to the Dwarves has been stolen from Gabilkhazâd-Dûm and has been traced to Tehmor, where it is believed it is being fenced.		
Background	The Dwarvish Quarter of Temhor is on the steep side of Garrimoh Hill at the Eastern side of the Harbour entrance, with the Dwarvish Docks below. Dwarves may seem unlikely residents of a City of the plains, but they will go wherever there is money to be made from trade and craftsmanship. They have interests in the Silver Mines and in various businesses of the Guilds of Craftsmen and of Armourers. Dwarves prefer to do business direct with the suppliers of goods, rather than deal through		

	<p>Human middlemen, so their ships come to Tehmor for Poisons, Lotus and Spices from the Grasslands and Desert and for the high quality silver from the Mines. They sell high quality weapons, armour, jewellery and other works of craftsmanship. They do not sell mithril, but are always interested in buying it if the price is right. Hill Dwarves are the most common in Tehmor, but a few Mountain Dwarves and Gnomes are also to be found. They have burrowed into the hill behind their shops to create a network of interconnected cellars and passages, which they defend from the Rat Cult and Temple of SOROK. Tehmor is also a refuge for Exiled and Evil and/or Chaotic Dwarves, though these may be pursued by Bounty Hunters or Assassins from their homelands.</p>
Notes	<p>Crafting: May produce items of Dwarvish 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 The Shining Cave is included for Role-Playing purposes only, and does not give VPs for controlling the associated Forest.</p>