

Anarea *Forty Factions* Faction Information Sheet

Tarot Card		Three of Coins	
Alleyman's Tarot Card:		The Queen of Swords (Page No. 77)	
No. & Name of Faction		54. Conclave of Binders	
Expansion		Base Game	
Timeframe			
Alignment		any	
Politics	Mercantile	Category	Guilds
Enemies	Valdrear Empire, Treasury		
Seats	1 on Council	0 in Secret Conclave	
(n) = Influence	0 at Grasslander Gathering	0 in Congress of Dreams	
Characters	Grand Master of The Conclave		
Location A	Binders' Island	Area A	Environs
Location B		Area B	
Resources	Demon Summonings, Pacts, Secure Chambers		
Circle		Forest	
Otherworld		Domain	
Random Event	A Summoning goes badly wrong and a Minor Demon is Loosed.		
Background	The Conclave of Binders is the Guild of Demon Summoners of Tehmor. They are based on Binders' Island for privacy and security (and just in case a Demon should get Loose), but there is no law restricting Binding to the Island and many Binders maintain small shops in the City, in some of which minor Summonings may be performed. The Conclave sets guideline rates for Summonings, maintains a Library of Grimoires, settles disputes between members, represents their interests on the Council and makes Pacts for the benefit of all members. Secure Chambers are available to hire (with higher prices for greater levels of security). The Conclave is particularly concerned to maintain the good reputation for service, integrity and competitive rates of Tehmorian Binders, which attracts customers from across the Overworld (including many from Valdrea). Binders' Island is situated at the Harbour entrance and is the		

	<p>site of the West Harbour Phare, maintained by the Guild. Only Binders, customers and invited guests are permitted to set foot on the Island, which is guarded by Demons (some in human form). There is a ferry service from the City which stops at the Island and there is also a discreet dock in a cave beneath the Phare for private visits by overseas customers. Teleports for permitted visits are allowed to the Central Plaza of the Island, which is shaded by Plane trees for Transports, protected by Pacts and prowled by large Hounds.</p>
Notes	