

Tarot Card		Ten of Goblets	
Alleyman’s Tarot Card:		The Ten of Eyes (Page No. 102)	
No. & Name of Faction		61. Guild of Dream Dealers	
Expansion		Fifty Factions	
Timeframe			
Alignment		N/C	
Politics	Mercantile	Category	Guilds
Enemies	none		
Seats	0 on Council	0 in Secret Conclave	
(n) = Influence	(iii) Raven Totem at Grasslander Gathering	1 in Congress of Dreams	
Characters	Master of Dreams		
Location A	Dream Market	Area A	Upper East Side
Location B		Area B	
Resources	Drugs		
Circle		Forest	
Otherworld		Domain	
Random Event	A new drug known as "[Specify Colour] Lotus" is flooding the market, which is highly potent, dangerously addictive, has unfortunate side-effects and (worse) is not supplied by the Guild.		
Background	The Guild of Dream Dealers is the Guild of manufacturers and traders in drugs, and particularly hallucinatory drugs that help the customer to recover Spell Points, to enter the Dreamworlds or simply to have a recreational experience. Black Lotus is the most well-known, and is produced from Black Poppy fields further out in the Grasslands, well beyond the fringe of farms around Tehmor, which are guarded by Mercenaries in the pay of the Guild. But there are many others, and positioned as it is at the border of the Grasslands and Desert and with regular ships trading with the Jungle Ports, Tehmor is the perfect location for the production of drugs, with access to a wide range of exotic plants		

	<p>and fungi. Tehmor's biggest rival in the drug trade is its fellow Free City of Iklaron, which is particularly famed for dealing in Dreams. Vavistor is also a major producer, though more famed for Poisons. However, despite the competition, there is much trade in drugs between the three Cities, with several of their leading merchants having shops in the other Cities. Because their wares are high value, easily transportable and desired by the rich and powerful, Dream Dealers are often targeted by Thieves. Impoverished and desperate addicts are also a security risk. Most shops therefore employ Mercenary guards and have Protection contracts with their local Thieves' Guild (for the usual percentages plus discounts on their wares). The larger merchants work with the mysterious Thieves of Chaos, who are also able to offer Protection from Dream attacks. Caravans to the Poppy Fields are also vulnerable to attack, and so are heavily guarded. But it is said that the Caravans are mostly decoys, with most traffic being direct via Dreams. In any case, those who do cross the Guild are liable to end up lost in Dreams or Madness.</p>
Notes	<p>Crafting: May produce drugs of relevance or use in relation to current Plots. May produce one such drug with exceptional effects per Game (but not as an immediate antidote to the drug in the Random Event).</p>