

Anarea *Forty Factions* Faction Information Sheet

Tarot Card		Nine of Goblets	
Alleyman’s Tarot Card:		Father Sleep (Page No. 106)	
No. & Name of Faction		62. Fishermens' Guild	
Expansion		Fifty Factions	
Timeframe			
Alignment		N/N	
Politics	Mercantile	Category	Guilds
Enemies	Camari, Cats of Tehmor		
Seats	0 on Council	0 in Secret Conclave	
(n) = Influence	(iii) Heron Totem at Grasslander Gathering	0 in Congress of Dreams	
Characters	Guildmaster of Fishermen		
Location A	Fish Market	Area A	Lower West Side
Location B		Area B	
Resources	Fishing Fleet, Fish		
Circle		Forest	
Otherworld		Domain	
Random Event	Fishing boats are mysteriously disappearing from a favourite fishing ground.		
Background	The people of Tehmor love fresh fish and seafood, which is an important part of the food supply to the City. The sheltered Harbour gives ready access to the Bay of Mafast and Southern Ocean and the warm and shallow seas beyond the shores of the Grasslands are teeming with potential catches. Tehmor has a sizeable fishing fleet to take advantage of these opportunities, with its skippers being Members of the Fishermens' Guild and crewmen being Associate Members. Many ships and their crews are well-armed, as clashes occur with rival ships out of Vavistor or Iklaron, with Pirates, with Elven ships (who object to what they see as over-fishing) and with the merfolk of the Camari, who sometimes get themselves caught in nets(doenig much damage) and		

	<p>particularly object to whaling vessels. The larger ships mount super-heavy Harpoon Crossbows (usually of Dwarvish manufacture), which are useful for whaling or for repelling attacks by rivals. Some of the more unscrupulous crews are said to initiate attacks on rival ships, or even to hunt the Camari, but the official position of the Guild is that these are false rumours spread to discredit them. Members sell their wares to traders in the Fish Market (who are also Associate Members of the Guild) or direct to the public from the quays or their own stalls in the Fish Market. Hungry Cats and Rats can be a problem, and skippers often keep Dogs to protect their catches, or have ships' Cats to keep down the Rats in exchange for surplus fish.</p>
Notes	<p>If The Dogs of Tehmor are Activated, the Player who has Activated them may play the Guild's dogs (but they will obey their masters). If The Cats of Tehmor are Activated, the Player who has Activated them may play the Guild's ships' cats.</p>