

# Anarea *Forty Factions* Faction Information Sheet

Tarot Card		Eight of Goblets	
Alleyman's Tarot Card:		The King of Pentacles (b1) (Page No. 178)	
No. & Name of Faction		<b>63. <i>Farmers' Guild</i></b>	
Expansion		Fifty Factions	
Timeframe			
Alignment		N/N	
Politics	Mercantile	Category	Guilds
Enemies	Rat Cult, Temple of TERRIK		
Seats	0 on Council		0 in Secret Conclave
(n) = Influence	(iii) Buffalo Totem at Grasslander Gathering		0 in Congress of Dreams
Characters	Guildmaster of Farmers		
Location A	Fruit Market	Area A	Old Town
Location B	Farms	Area B	Environs
Resources	Livestock, Produce, Angry farmworkers with pitchforks		
Circle		Forest	
Otherworld		Domain	
Random Event	Someone is rustling livestock from the farms.		
Background	<p>As a large, populous city, Tehmor is reliant upon the produce of its surrounding farms as its main food source. A lot of fish is consumed and some high-value luxury foods are imported, but the staple bread, fruit and meat come from local farms. Grasslanders being a nomadic people, those who have settled around the City to farm are seen by the Tribes as not being "proper" Grasslanders, and some indeed are immigrants from elsewhere seeking a better life with more space to farm. To protect their interests, the Farmers around Tehmor established the Guild in the early years of the City. The Guild is dedicated to ensuring its members are free to set their own prices in the produce markets of Tehmor, dependent on supply and demand, but with an element of co-operation so they do not undercut each other too much. When the Council periodically attempts</p>		

	<p>to set prices or to regulate food supplies, the Farmers Guild responds by withholding supplies, stockpiling or destroying surpluses, and the Council invariably gives in as the population begin to starve. Most Farmers had their Faith in ORIL, and Her Death hit them hard. But with some Hope and a little Luck, the farms have mostly recovered from the Famine of Winter 2501-2. The Farmers are conscious they are exposed to bandits, raiders and the occasional Monster or other predator outside the City Walls, and Army patrols are infrequent and cover too large an area. Farmhouses therefore tend to be fortified and many Farmers have some Fighter training (and a few are retired veterans). A few are Druids, following a more natural way of farming (although many more orthodox Druids consider any farming to be unnatural). The Farmers farm some small olive groves, but most of the large, commercial groves are owned by members of the Merchants' Guild of Kuntax.</p>
<b>Notes</b>	