

Tarot Card		Seven of Goblets	
Alleyman’s Tarot Card:		The Eight of Tentacles (Page No. 100)	
No. & Name of Faction		64. Camari	
Expansion		Fifty Factions	
Timeframe			
Alignment		any	
Politics	Pacific	Category	Races
Enemies	Fishermens' Guild		
Seats	0 on Council	0 in Secret Conclave	
(n) = Influence	0 at Grasslander Gathering	0 in Congress of Dreams	
Characters	High Druid of the Dolphin Riders, Siren Queen, The Blackest Triton		
Location A	Temple of LLYWELLA, Alchemists' Island	Area A	Environs
Location B		Area B	
Resources	Dolphin Riders, Sirens of LLYWELLA, Black Tritons		
Circle	The Coral Ring of Mafast	Forest	The Inner Sea
Otherworld		Domain	
Random Event	A group of Tehmorian Fishermen have decided it is more profitable to hunt the Camari for Alchemical Materials and/or to sell them to fight in the Circus.		
Background	The merfolk of the Camari prefer to keep to themselves, with their nearest colonies to Tehmor being in the depths of the Bay of Mafast, well beyond the warm and shallow seas closer to the shores of the Grasslands. But they do still have some dealings with the City, mostly for trading purposes via the agency of their friends at the Temple of LLYWELLA on Alchemists’ Island. Alchemical items, Poisons and Dreaming drugs are the main commodities in which trade takes place, with some trading in specialist weapons and armour. The Navy also maintains friendly		

	<p>relations with the Camari, paying them to spy on rival fleets and sometimes intervening to protect them from attacks by hostile ships. The main enemy of the Camari is the Fishermen, who overfish the seas, attack their friends the Whales and Dolphins and sometimes trap younger, less experienced Camari in their nets. A few Evil Fishermen even hunt the Camari for sport or out of perceived grievances, but the Camari ensure such fools pay dearly for their crimes. Amongst the Cults within Camari society are the Druids of the Dolphin Riders, the Sirens of LLYWELLA (Paladinic mermaids who entrance men with their songs) and the Black Tritons (Thieves and Assassins, often half-breed outcasts from pure-bred Camari society, who can walk on land disguised as humans). Many Camari, including some members of these Cults, are powerful Dreamers who may swim in the Dreams of Tehmorians (if they should ever wish to do so).</p>
Notes	<p>SC: The Circle of The Coral Ring of Mafast is included for Role-Playing purposes only, and does not give VPs for controlling the associated Forest.</p>