

# Anarea *Forty Factions* Faction Information Sheet

Tarot Card		Ace of Goblets	
Alleyman’s Tarot Card:		The Three of Books (Page No. 95)	
No. & Name of Faction		70. <i>Library of Tehmor</i>	
Expansion		Fifty Factions	
Timeframe			
Alignment		N/L	
Politics	Independent	Category	Executive
Enemies	none		
Seats	0 on Council	0 in Secret Conclave	
(n) = Influence	0 at Grasslander Gathering	0 in Congress of Dreams	
Characters	Head Librarian, Chief Scribe, the Library Cat		
Location A	Library of Tehmor, Citadel	Area A	Old Town
Location B		Area B	
Resources	Librarians, Scribes, Bookworms		
Circle		Forest	
Otherworld	The Library of Dreams	Domain	Dreams
Random Event	A book is stolen from the Library, which several collectors in Tehmor are known to have been conspiring to obtain.		
Background	The Library of Tehmor is one of the oldest Libraries in the Overworld. Its present building within the Citadel compound dates from the rebuilding of the Citadel in stone for the Year 500, but its collection can be traced back to books contributed by the Founding Families and others in the Years 100 to 200 around the time the town was first established. Knowledge and learning have always been important to Tehmorians, which the Founding Families were keen to encourage. The City's openness to different ideas and beliefs has meant that books have never been banned or restricted, and its political stability has resulted in the Library never having been sacked or burned. As a result, although its		

	<p>collection is by no means the most extensive in the World, it has a well-deserved reputation for holding copies of some of the rarest and most arcane books and for granting access to them without question to genuine scholars and Sages. Some say a longstanding Pact with BORRO has also protected the Library and contributed to its success. The rare books have been targets for Book Thieves, but the Library Cat (a Familiar from BORRO) usually deals with these. The Library extends over five floors, with a central glass-ceilinged Reading Room surrounded by galleries on each upper floor leading to rooms classified by subject. It also has two basement levels for storage of rarely-consulted books. Mirrors in the Sub-Basement Hall lead to the Dream Annex, which is itself part of the Library of Dreams and holds copies of books dreamed of by Tehmorian, but never written or which differ in certain details from their editions in the Waking World. Bookworms from the Library of Dreams dwell in the Annex and function as its Librarians. The Library of Tehmor has Branches on Binders' Island and Alchemists' Island, where its respective collections of Demon Grimoires and Potion Recipes are held, and which can also be accessed direct from the Sub-Basement Mirrors. Some Sacred texts are on semi-permanent loan to the various High Temples, on condition they allow access to scholars. Additions to the Library are acquired by gift or inheritance from Sages and scholars, by purchase and trade, and occasionally (and secretly) by theft. Scribes are employed to copy books for preservation (e.g. before loan to the Temple of TERRIK) or for trade. The Brotherhood of the White Hand have the contract to recover loaned books and collect unpaid fines for the Library, which is not above using Book Thieves itself - usually to target other libraries or collectors that have sought to use such methods against it.</p>
<b>Notes</b>	<p><b>Books:</b> May produce books of relevance or use in relation to current Plots. May produce one Artefact-level book per Game.</p>