

Anarea *Forty Factions* Faction Information Sheet

Tarot Card		Knight of Pentacles	
Alleyman’s Tarot Card:		The Five of Mirrors (Page No. 97)	
No. & Name of Faction		87. Guild of Glassmakers	
Expansion		Doorways to Dreams	
Timeframe			
Alignment		N/L	
Politics	Mercantile	Category	Guilds
Enemies	Temples of LOFIR/WAGREN, TERRIK		
Seats	0 on Council	0 in Secret Conclave	
(n) = Influence	0 at Grasslander Gathering	0 in Congress of Dreams	
Characters	Guildmaster of the Glassmakers, Master of Mirrors		
Location A	The Glasshouse, Glassmakers' Quarter	Area A	Upper East Side
Location B		Area B	
Resources	Magic Mirrors, Familiars		
Circle		Forest	
Otherworld		Domain	
Random Event	An apprentice drops a Mirror of Life Trapping and d100 random Monsters escape into Tehmor.		
Background	The Guild of Glassmakers are the producers of Tehmor glassware, which is amongst the finest ornamental and practical glassware made in the Overworld. They are famed for their coloured glass, made with coloured sands and minerals found out in the Desert and Wastelands South and East of Tehmor, and crafted in a variety of traditional designs. Lesser known (except amongst the true cognoscenti) is that a select few Guild Members are also amongst the few producers anywhere in the Overworld or Underworld of Magic Mirrors, which show places in the Otherworlds and can be used by Adepts to transport Beings and things there. Magic Mirrors are used to create Halls of Mirrors (such as in the entrance hall to the Council Chamber in Tehmor) and also items such as Mirrors of		

	<p>Life Trapping. The process for creating Magic Mirrors is a Guild Secret, but is rumoured to involve Binding and Dreaming, as well (of course) as the finest quality glass (such as is produced in Tehmor). The workshops of the Mirror Masters are well-guarded by Demon Familiars and other surprises, and tales of supposedly successful thefts related by Thieves' Guilds after a few drinks normally involve blind (or blindfolded) Thieves. It is also said that the Mirrors are stored inside themselves in Dreams (although how that is possible is not explained). Needless to say, such items are rare and command high prices, which makes them highly desirable for the very rich.</p>
Notes	<p>Crafting: May produce items of glassware or mirrors of relevance or use in relation to current Plots. May produce one such Magic Item or Mirror per Game Turn, one of which per Game may be an Artefact-level Magic Item or Hall of Mirrors.</p>