

Anarea *Forty Factions* Faction Information Sheet

Tarot Card		Ten of Wands	
Alleyman’s Tarot Card:		The Ten of Swords (Page No. 74)	
No. & Name of Faction		105. Torturers' Guild	
Expansion		Forgotten Factions	
Timeframe			
Alignment		E/L	
Politics	Militant	Category	Guilds
Enemies	Temple of SHELDA		
Seats	0 on Council	0 in Secret Conclave	
(n) = Influence	0 at Grasslander Gathering	0 in Congress of Dreams	
Characters	Guildmaster of Torturers		
Location A	Temple of Pain, Mazhak	Area A	Lower East Side
Location B		Area B	
Resources	Torturers, Torture Chambers, Implememts of Torture		
Circle		Forest	
Otherworld	Ecstasy of Confession	Domain	Madness
Random Event	Somebody (possibly a rogue Torturer) has been abducting and flaying victims (e.g. prostitutes or Good Clerics) and leaving the bodies displayed in the street.		
Background	It might be thought that where Charmers are readily available for hire, there would be no need for Torturers. However Magic-Users can be expensive (especially for longer jobs), and many customers are traditionalists and prefer the honesty of pain and the confidentiality of the professional Torturer, or do not trust the Snake Cultists who control Charming in the City. The Torturers' Guild was first established when Torturers working for various Evil Temples (in particular that of HAERIM) objected to being asked to torture subjects excessively, for the pleasure of the customer and/or after they had given up all their secrets (not to mention not being paid properly for their services), and left to		

	<p>establish their own independent Guild. The skilled Torturer can work with the subject to bring them to a state of Madness known as the Ecstasy of Confession, where they will gladly reveal their secrets, after which they can be carefully brought back to Sanity or quickly disposed of without further unpleasantness (as the customer desires). Pain is a precision tool of the professional and not an end in itself. However, sometimes a particular procedure is required to send a message to third parties - flaying often being required for this purpose. The Guild operates in the shadows and does not openly advertise its services, relying instead on word of mouth and recommendations of members by satisfied customers. Members have confidential means of being contacted by prospective customers, such as drop boxes or leaving word with a particular Beggar or the keeper of a certain Inn, and they will then come to the customer. Members operate under aliases and always wear hoods to hide their faces. Customers often have their own dungeons and instruments of torture, but most Torturers prefer to use their own carefully maintained and sharpened tools. The Guild maintains cordial relations with the Boar Cult and the Temple of SOROK for the disposal of unwanted subjects. The cautious customer opts for the former (to minimise the risk of a Speak with Dead on the body) although the latter do not charge for the service (and may be preferred if the Temple of KOROS has an interest in what has happened to the subject).</p>
Notes	<p>Place a Location Pawn for the Temple of Pain anywhere in Mazhak (Lower East Side).</p>