

Tarot Card		Four of Wands	
Alleyman’s Tarot Card:		The 4 of Wands (b3) (Page No. 211)	
No. & Name of Faction		111. Silkmakers' Guild (Spider Cults)	
Expansion		Forgotten Factions	
Timeframe			
Alignment		E/L	
Politics	Mercantile	Category	Guilds
Enemies	Bird Tribes/Cults		
Seats	0 on Council	1 in Secret Conclave	
(n) = Influence	0 at Grasslander Gathering	0 in Congress of Dreams	
Characters	Guildmistress of Silkmakers (Black Widow)		
Location A	Silkmakers' Guildhouse	Area A	Variable
Location B		Area B	
Resources	Silk, Giant Spiders, Venom, Black Widow Assassins		
Circle	The Webbed Grove	Forest	Taur-Galen
Otherworld	The Gossamer Realm	Domain	Dreams
Random Event	A Giant/Phase Spider(s) escape(s) from the Spider Caves.		
Background	Tehmor is famed for its fine quality silk clothing (brightly coloured, black or camouflaged, as the customer desires), ropes and trip and trap wires. The Silkmakers' Guild spins the silk, makes the items and assures their quality. All items are made from the finest quality spider-silk. The Guild is of course controlled by the Spider Cults, the main Cult operating in the City being the Black Widows. Some silk is sourced from the Spider Caves beneath the City, but to meet demand much is imported from the Spider Cults of the Ungwaith of Taur-Galen, the Grasslander Spider Tribes of the wooded foothills of the Lonely Mountains or further afield. Dyes are mostly purchased from the Associated Guilds of Tanners and Dyers (who produce the best quality dyes). The Black Widows also deal in Venoms and operate as Assassins and Thieves as well as weavers and		

	<p>purveyors of silk. Membership of the Guild and of the Black Widows is exclusively female, but they do employ some men where they are useful. The Elves also deal in silk clothing, ropes and wires in Tehmor, but those who sell more than the odd item are also members of the Silkmakers' Guild (and usually also members of the Elvish Spider Cults of the Ungwaith or Liantelië).</p>
Notes	<p>Place a Location Pawn for the Silkmakers' Guildhouse anywhere appropriate within the Walls of Tehmor. The Spider Caves are beneath it. Place a Pawn on any vacant Seat in the Secret Conclave, which may be moved to another vacant Seat (or just placed around the table) if the one taken is Activated. / Thieves' Guild: At the beginning of the Cards Phase a Player with an Activated Thieves' Guild or holding a Thieves' Guild in hand may use or reveal it to steal a card at random from the hand of another Player of his or her choice. That Player may reveal a Thieves' Guild from hand (which has not been already played in this way) to block this. Only one successful attempt to steal a card may be made by this Guild per game. / Crafting: May produce items of silk or other Spider Cult craftsmanship of relevance or use in relation to current Plots. May either one produce one such Magic Item per Game Turn or one such Artefact-level Magic Item per Game. / SC: Includes the Ungwaith of Taur-Galen and the Grasslander Spider Tribes. The Webbed Grove is a Variable Location - place a Location Pawn for it anywhere in Taur-Galen. The Webbed Grove is included for Role-Playing purposes only, and does not give VPs for controlling the associated Forest.</p>