

Tarot Card	Ten of Batons		
Alleyman's Tarot Card:	The Ten of Wands (Page No. 60)		
No. & Name of Faction	33. Alchemists' Guild of Tehmor		
Expansion	Base Game		
Timeframe			
Alignment	N/L		
Politics	Conservative	Category	Guilds
Enemies	Treasury		
Seats	1 on Council	0 in Secret Conclave	
(n) = Influence	0 at Grasslander Gathering	0 in Congress of Dreams	
Characters	Guildmaster of the Alchemists of Tehmor		
Location A	Alchemists' Island	Area A	Environs
Location B		Area B	
Resources	Potions, Golems		
Circle		Forest	
Otherworld		Domain	
Random Event	An unlicensed Alchemist's Shop calling itself "Delusions" appears in the Maze, purportedly selling non-standard Potions (DD : The Temple of RABBAT is not itself operating this shop, but may be a supplier).		
Background	The Alchemists' Guild of Tehmor has long been established on Alchemists' Island (the Eastern island guarding the entrance to the Harbour where the East Harbour Phare is situated), following a purely coincidental series of incidents many years ago when a number of Alchemists' Shops exploded and fires broke out in the City. The Guild blamed the Anarchists, but a Law was passed banning Alchemical production within the City, so the manufacture of Potions and other Alchemical products then moved to the Island. The leading Alchemists retain shops in the City, but as retail outlets only holding limited stock. This arrangement does have the advantage of additional security, and access to the Island is restricted to Alchemists, with visitors by		

	<p>appointment only. The Guild maintains a small force of Guards, supplemented by Golems and Familiars, to enforce this restriction. Tehmor is an excellent place for Alchemical production, with its Free Trade policies, good transport connections, favourable location for Materials (especially Poisons) and ready availability of Magic-Users willing to Cast Spells for money. These factors plus the concentration of Alchemists in one location have made the Alchemists' Guild of Tehmor one of the richest and most powerful in the Overworld, and they have an enviable reputation for quality - which they maintain by strict adherence to the Catalogue of GUSION, a Guild Seal of Authenticity for Potions and a strictly-regulated Apprenticeship programme. However, there are always rogue elements in the City (including certain Guild members) who experiment with non-standard Potions and other products. Poisons and Venoms are available from a number of other sources, especially in the Poison Market, at lower than Guild Prices (but without the Seal of Authenticity) and all sorts of Potions and other products can be purchased (at the buyer's risk) from hawkers along the Street of False Gods and in the Maze. Rumourmongers accuse the Guild of flooding the market with Potions of Delusion in this way to discredit their competitors, but the Guild vigorously deny this (and their most vocal critics tend to choke and die in unfortunate accidents).</p>
<p>Notes</p>	<p>Faction does not include Poison Merchants or Dream Dealers, although Alchemists may sell some of their products.</p>