

Anarea *Forty Factions* Faction Information Sheet

Tarot Card	King of Wands		
Alleyman's Tarot Card:	The Keeper of Swords (b3) (Page No. 209)		
No. & Name of Faction	101. Armourers' Guild		
Expansion	Forgotten Factions		
Timeframe	1 Seat until 1000 / no Seat after 1000		
Alignment	E/L		
Politics	Mercantile	Category	Guilds
Enemies	Temple of FIDAR, Guild of Craftsmen, Gnolls		
Seats	0 on Council	0 in Secret Conclave	
(n) = Influence	0 at Grasslander Gathering	0 in Congress of Dreams	
Characters	Guidmaster of Armourers		
Location A	Armourers' Guildhouse, Tehmor	Area A	Old Town
Location B		Area B	
Resources	Weapons, Armour		
Circle		Forest	
Otherworld		Domain	
Random Event	Someone has let loose some Rust Monsters in the Armourers' warehouses.		
Background	Although Tehmor lacks the natural resources for the production of weapons and armour, it has a long-held reputation as a producer and dealer in the materials of war. Its manufacturing and Demon Summoning skills and traditions, diverse populace (including Dwarves, Elves and Goblins), and trading links (including to the Underworld, the Dreamworlds and the Gnolls) have enabled it to build and maintain its status as an arms dealer. Magical, Cursed, mithril, silver, hardened, disembowelling, poisoned and oversized weapons and armour are all available to purchase in Tehmor, for those who can afford them, with no questions asked and despite the bans and edicts of the Valdrean Empire, Dwarf King, Good Temples and others. The Armourers' Guild of		

	<p>Tehmor held a Seat on the Council until the Civil War of the Year 1000, in which the Lawful and Good Factions fought the Evil and Chaotic Factions for control of the City following the Betrayal of SARAN. When it was discovered that the Armourers had encouraged the war in order to sell weapons to both sides, they were stripped of their Seat, which was awarded to the Guild of Craftsmen as part of the eventual peace settlement that aimed to promote commerce rather than conflict. The Armourers have borne a grudge against the Craftsmen ever since and have long sought the reinstatement of the Council Seat which they consider rightfully to be theirs. They continue to sell their wares to all comers, although from the Year 1001 a Guild Rule has provided that if the Council imposes a formal Ban on trading with an enemy of the City then the Armourers will respect that Ban (although even then some of the more unscrupulous Armourers may choose to interpret the Rule as requiring respect, but not observance).</p>
<p>Notes</p>	<p>Place a Location Pawn for the Armourers' Guildhouse anywhere in Tehmoria (Old Town). / Crafting: May produce Weapons or Armour of relevance or use in relation to current Plots. May produce one such Magic Weapon or Armour per Game Turn, one of which per Game may be an Artefact-level Magic Weapon or Armour. / Holds 1 Council Seat before the Year 1000.</p>