

Tarot Card	Five of Goblets		
Alleyman's Tarot Card:	The Masterless Knight (Page No. 104)		
No. & Name of Faction	66. Gnolls		
Expansion	Fifty Factions		
Timeframe			
Alignment	N/N		
Politics	Independent	Category	Races
Enemies	Armourers' Guild		
Seats	0 on Council	0 in Secret Conclave	
(n) = Influence	(iii) Eagle Totem at Grasslander Gathering	0 in Congress of Dreams	
Characters	Alhmodra Patriarch, Chief Factor of the Alhmodra Family, the Shadowy Gnoll		
Location A	Alhmodra Estate, Upper Barro	Area A	Upper West Side
Location B		Area B	
Resources	Caravans, Gnollish Goods		
Circle	Hublor Circle	Forest	The Great Desert
Otherworld		Domain	
Random Event	A disguised Gnoll is in town, trying to circumvent the Alhmodras' exclusive Agency.		
Background	The Gnolls are a proud and secretive People living in the hidden valley of Hublor, somewhere deep in the wilderness of the Far South West, with their main town being Cobrilli. It is extremely rare for Gnolls to venture outside Hublor, but they do have trading links with the outside world via the City of Tehmor. For many years the Merchant Adventurer Alhmodra Family have acted as the exclusive Agent of the Kingdom of the Gnolls in their dealings with the Merchants of Tehmor and beyond, generally saying that they are representing a client who wishes to remain anonymous. The Gnolls mostly trade gems (in which Hublor is rich, with		

	<p>the Depths of the Earth being more readily accessible nearer the Edge of the World), but also works of craftsmanship (especially Polearms) and rare spices and drugs. They buy Potions, Magic Items and various works of craftsmanship, spices and drugs which are not produced in Hublor. Trade in small, high value items is mostly by Teleport, but the Alhmodras run an annual Caravan to Hublor by a secret route through the Western foothills of the Lonely Mountains, closely guarded by the Eagle Tribes (who are friendly with the Gnollish Druids) and protected by a Pact. Various Factions in Tehmor are interested in the source of the Alhmodras' gem supply, so the Family invest resources in protecting it. There are also factions in the Kingdom of the Gnolls that occasionally try to circumvent their King's exclusive Agency with the Alhmodras and establish their own direct links with Tehmor.</p>
<p>Notes</p>	<p>Faction includes the Alhmodra Family (who are Humans). / Crafting: May produce items of Gnollish craftsmanship of relevance or use in relation to current Plots. May produce one such Magic Item per Game Turn, one of which per Game may be an Artefact-level Magic Item.</p>