

Tarot Card		Knave of Batons	
Alleyman’s Tarot Card:		The Page of Wands (Page No. 61)	
No. & Name of Faction		32. Brotherhood of the White Hand	
Expansion		Base Game	
Timeframe			
Alignment		N/L	
Politics	Conservative	Category	Thieves' Guilds
Enemies	Thieves' Guild of Tehmor		
Seats	1 on Council	1 in Secret Conclave	
(n) = Influence	0 at Grasslander Gathering	0 in Congress of Dreams	
Characters	Magister of The White Hand		
Location A	Chapterhouse of The White Hand, Lower Barro	Area A	Lower West Side
Location B		Area B	
Resources	Thievish Crews		
Circle		Forest	
Otherworld		Domain	
Random Event	The White Hand is stolen from the Guildhouse.		
Background	The Brotherhood of The White Hand is the oldest and largest Thieves' Guild in the City. Its symbol is the White Hand. It is the preferred Guild of Good, Neutral and Lawful Thieves, but welcomes all who pay their 10% cut. Its power base is the West Side of the City, with many members working out of the Western Slums and Red Light District. The Guild is active in Prostitution, Gambling, Protection, Loans, Spell Point Recovery Pills and Powders and all the other usual business operations of a Thieves' Guild. It is active in dealing with non-members operating in its territory and maintains an uneasy truce with the other major Thieves' Guilds in the City, regulated through the Secret Conclave.		

Notes	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 to steal a card this turn) to block this. Only one successful attempt to steal a card may be made by this Guild per game, but it may block any number of attempts to steal a card.
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