

Tarot Card		Six of Batons	
Alleyman’s Tarot Card:		The Five of Wands (Page No. 55)	
No. & Name of Faction		37. Iklaron	
Expansion		Base Game	
Timeframe			
Alignment		N/N	
Politics	Conservative	Category	Nations
Enemies	Vavistor		
Seats (n) = Influence	0 on Council	0 in Secret Conclave	
	0 at Grasslander Gathering	0 in Congress of Dreams	
Characters	Ambassador		
Location A	Embassy of the Free City of Iklaron, Citadel Plaza	Area A	Old Town
Location B		Area B	
Resources	Drugs		
Circle	Hall of Mirrors, Rose Palace, Iklaron (Lesser Circle)	Forest	The Great Desert
Otherworld		Domain	
Random Event	The Lotus Dealers of Iklaron have sent one of their Dreamwalkers to investigate the source of a substandard 'Grey Lotus' that is undercutting Guild Prices.		
Background	The Free City of Iklaron is ruled by a hereditary Pasha with a selected Council that operates in an advisory capacity passing Laws in his name and subject to his Prerogative. The hereditary succession is subject to periodic usurpation by other family members or coups by rival families, but history is rewritten by the victors to show a continual succession. The Council of Iklaron is composed of representatives of various Factions as in Tehmor and Vavistor, but these are appointed by favour of the Pasha.		

	<p>Often the Pasha rules as a benevolent dictator and successive Pashas have had a penchant for public works and rebuilding the City as a monument to their own splendour (pulling down inconvenient slums). As a result, Iklaron is the most splendid of the Southern Cities, with wide avenues lined with palms, great plazas filled with jacarandas and shaded parks filled with fountains and displaying statues of the current Pasha, his ancestors and favourites. Iklaron sees itself as the great City of the Desert and trades with the nomadic tribes and Oases of the Southern Desert. As the end point of the great South Road and a major port, it is the centre of trade between the Desert and the rest of the Overworld. It is particularly known for the trade in Spell Point Recovery pills, powders and draughts and is famed for its Lotus Dens, and so sometimes called the City of Dreamers. Its Guild of Lotus Dealers is particularly influential and the Guild's ruling Cabal is an alternative centre of power in the City. As the largest of the Southern Cities, Iklaron maintains the largest Navy. Its Army is smaller than the well-funded Vavistorian Army, but it has a large elite Camel Corps that mounts extensive patrols into the Desert to defend its trading interests. Unlike Vavistor, Iklaron has little interest in meddling in the affairs of the other Cities, but its Secret Service does carry out counter-espionage operations against the activities of Vavistor in particular, but also those of Tehmor. Iklaronian agents tend to be Assassins and/or Dreamwalkers and are well-protected against Poison.</p>
<b>Notes</b>	<p><b>SC:</b> The Hall of Mirrors is a Lesser Circle counting as 0.5 of a Location.  <b>/ FgF: Spies:</b> Once per Game Turn and at any time during that Turn you may specify that a Character of an Activated Faction not controlled by you which is involved in a Plot that has been played that Turn (or is continuing to be played into that Turn) is a secret agent of your Faction. The Faction may be controlled by a Player Allied with you or an Enemy of this Faction. The Character must be one specified in the Faction's Information Sheet (you are entitled to be told who those Characters are once you have specified your target Faction) or one who has previously been specified by its Player, and may previously have been specified to be an agent of another Faction (in which case they are now a double-agent). You must specify the Character is a secret agent of your Faction to the DM and all Players, but the other Factions will not be aware of this in-character unless the agent betrays him or herself. You now role-play the agent and earn VPs for doing so (in addition to any awarded to the Player of that Faction), and may continue to role-play the agent in subsequent Game Turns (where relevant to current Plots). The agent must be role-played consistently with how the Player who controls their Faction is role-playing current Plots, except to the extent it may further the purposes of your Faction. Double or triple agents may have their actions specified by the Players of all Factions of which they are agents, but the last Player to specify them as an agent of his or her Faction / a member of his or her Conspiracy has the final say as to their actions. Champions of ATAVAR may not be secret agents unless they have previously gone rogue or the Player of the Champions of ATAVAR targets this Faction and specifies an existing agent is in fact a Champion (in which case he or she now plays that agent).</p>

