

Tarot Card		Five of Batons	
Alleyman’s Tarot Card:		The Six of Wands (Page No. 56)	
No. & Name of Faction		38. Vavistor	
Expansion		Base Game	
Timeframe			
Alignment		N/N	
Politics	Conservative	Category	Nations
Enemies	Iklaron		
Seats	0 on Council	0 in Secret Conclave	
(n) = Influence	0 at Grasslander Gathering	0 in Congress of Dreams	
Characters	Ambassador		
Location A	Embassy of the Free City of Vavistor, Citadel Plaza	Area A	Old Town
Location B		Area B	
Resources	Poisons		
Circle	The Shining Cave, Vavistor (Lesser Circle)	Forest	The Great Desert
Otherworld		Domain	
Random Event	The Poisoners' Guild of Vavistor have sent one of their Assassins to investigate the source of Poisons that are undercutting Guild Prices.		
Background	The Free City of Vavistor has a similar system of government to Tehmor, with a Council composed of representatives of various Factions electing an Overlord. However in Vavistor the Military have long had control, and retake it by coups if they lose it. The Overlord is usually a General or a retired General, the approved form of address being "General Pasha". Behind the scenes the Scorpion Cults (and in particular The Black and Red Scorpions) pull the strings. Vavistor ostensibly adheres to the same principles of free trade and tolerance of all beliefs as does Tehmor, bu		

	<p>the reality is that the Militant Evil Neutrals have stacked the Council in their favour by a ruthless mix of bribery and brute force. They allow Good Temples, Snake Cults and other rival Factions to exist in order to present Vavistor as open to trade with all, but keep them under a close watch and stamp down on them if they get ideas above their station. The Vavistorian Army and City Militia maintain order in the City and the Secret Service carries out espionage activities abroad, including in Tehmor (where it is based in the Vavistorian Embassy but has also infiltrated the local Scorpion Cults and other susceptible Factions). The Vavistorian Navy is theoretically an independent service, but is allied with the ruling Factions and also controlled by the Militant Evil Neutrals. Vavistorian Merchants deal in the usual full range of goods, but the City is most famed for its Poison Trade and is the leading source in the Overworld for higher-level Venoms (sourced from secret Oases in the Desert controlled by the Scorpion Cults and from sources in the Underworld). The Guild of Poison Dealers of Vavistor (colloquially known as the Poisoners' Guild) is one of the most powerful Factions in Vavistor and its ruling Cabal is perhaps the most influential body in the City. The Vavistorian Army, Marine Corps, Militia and Secret Service all use Blade Venoms as a matter of course and are protected from opponents' Venoms by Protections and Antidotes.</p>
<b>Notes</b>	<p><b>SC:</b> The Shining Cave is a Lesser Circle counting as 0.5 of a Location. / <b>FgF:</b> Spies: 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>