

Anarea *Forty Factions* Faction Information Sheet

Tarot Card		Six of Goblets	
Alleyman’s Tarot Card:		The Publishing Goblin (b4) (Page No. 224)	
No. & Name of Faction		65. Goblins	
Expansion		Fifty Factions	
Timeframe			
Alignment		E/N	
Politics	Militant	Category	Races
Enemies	Dwarves, Elves		
Seats	0 on Council	0 in Secret Conclave	
(n) = Influence	0 at Grasslander Gathering	0 in Congress of Dreams	
Characters	Big Brother Skullcrusher, The Dirtiest Sneak, The Greyest Goblin		
Location A	Goblin Warrens, The Maze	Area A	Lower East Side
Location B	Scrap Market	Area B	Lower West Side
Resources	Skullcrusher Brothers, Dirty Sneaks, Grey Goblins		
Circle		Forest	
Otherworld		Domain	
Random Event	Race riots target the Goblins, ostensibly for stealing other People’s jobs, and the Goblins fight back.		
Background	A small community of Goblins lives in the warrens of The Maze. These are mostly Goblins and Kobolds, but a few Hobgoblin traders and Mercenaries are to be found. Many of them are exiles from the Goblin Cities of the Gakkil-Zelg, but some are Adventurers and Merchants. Goblins and Kobolds are often employed in menial jobs in the City, but they are crafty and use those positions to make some money on the side by spying, as most People tend to overlook Goblins, which makes them useful as spies. Goblins are protected by the law in Tehmor like other Peoples, although discrimination by the Guard means they largely have to look out for themselves. The Skullcrusher Brothers are the leading Hobgoblin Mercenary Company, known for being fearless in War and		

	<p>fearsome as Caravan Guards. The Dirty Sneaks are a Goblin and Kobold Thievish Crew (part of the Thieves' Guild of Tehmor), available to hire for difficult and dirty jobs – especially those requiring infiltration via the Sewers. The Grey Goblins are specialist scouts, useful for Wilderness Expeditions and Merchant Adventurer Caravans.</p>
Notes	<p>Sneaks: Once per Game Turn and at any time during that Turn you may specify (secretly to the DM) that an appropriate 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) employs a Goblin who is spying for you. The DM will rule whether the Faction is appropriate to be employing a Goblin and will inform you of any secrets of that Faction to which the Goblin is privy. The Goblin will continue to spy for you on subsequent Game Turns, but may not be so well placed for subsequent Plots by different Characters of that Faction. If the DM gets a low result on a success roll for a Goblin spy, he may be revealed to the Player of the Faction, or simply sacked in the ordinary course of Goblin employment.</p>