

Anarea *Forty Factions* Plot Information Sheet

Tarot Card	I The Magician
Alleyman's Tarot Card:	I The Magician (Page No. 3)
No. & Name of Plot:	1. <i>The Inquisitor</i>
Expansion	Base Game
Description	An Inquisitor is sent to investigate a Faction.
Specify	Specify (i) the Activated Faction to be investigated (which must not be held by you), (ii) the allegations against them that are being investigated and (iii) the sender of the Inquisitor and the status of the Inquisitor.
Notes	It is an issue for a number of Factions that they have to make compromises to their Creeds to co-exist in Tehmor. For example the Temple of the Sun Diamond in Valdran might send a Paladin to investigate allegations that the High Temple of SARAN in Tehmor has been fraternising with Chaotics. Other Factions may also face problems with their superiors or business partners - for example Thieves' Guilds may be investigated by foreign Guilds for not accounting to them for their percentage of takings by their members when in town. You play the Inquisitor, who will typically be a powerful Magic-User with abilities enabling him to seek out the Truth. Note that "Truth" is a flexible concept for Chaotic Factions, and Evil Factions may be pursuing another agenda entirely.