

## Anarea *Forty Factions* Plot Information Sheet

<b>Tarot Card</b>	II The High Priestess
<b>Alleyman's Tarot Card:</b>	II The High Priestess (b2) (Page No. 191)
<b>No. &amp; Name of Plot:</b>	<b>2. Election of a New Leader</b>
<b>Expansion</b>	Base Game
<b>Description</b>	A Temple or other Faction has to choose a new High Priest(ess) or Leader when the incumbent dies or is deposed.
<b>Specify</b>	Specify (i) the Activated Faction (which must not be held by you) which has lost its Leader and needs to choose a new one and (ii) at least two Candidates for the new Leader.
<b>Notes</b>	The Leader is usually the leading Character specified for the Faction, and may have died, been ousted (sometimes the same thing) or resigned or retired. Different Factions have different ways of choosing their new Leaders. For Temples it will normally be one of their most powerful Clerics, chosen by their peers in a manner appropriate to the Creed (e.g. election by secret ballot for FIDAR or single combat for ZAKEL). For Families it will be by inheritance, but can still be contested if the line of succession is unclear, the heir is a minor or assassination by the heir is suspected. For Guilds their Council usually decides whom to appoint. Any of these methods can lead to conflict, and other Factions may have their preferred candidates that they wish to support. You play one Candidate selected by the DM (preferably the challenger to the Faction's preferred Candidate).