

Anarea *Forty* *Factions* Plot Information Sheet

Tarot Card	VIII The Hermit
Alleyman's Tarot Card:	IX The Hermit (Page No. 12)
No. & Name of Plot:	9. <i>The Fugitive</i>
Expansion	Base Game
Description	A fugitive is (or is rumoured to be) hiding in exile in Tehmor.
Specify	Specify (i) an Activated Faction (which may not be held by you) from whom the Fugitive is hiding, (ii) the name, description and alleged crime of the Fugitive and (iii) secretly to the DM, the current location in Tehmor of the Fugitive (or whether it is a false Rumour).
Notes	You play the Fugitive. Tehmor is a favoured hiding place of exiles and fugitives from justice elsewhere in the Overworld, due to its tolerance of different beliefs, multiplicity of different Factions and mazes of streets and catacombs. The Faction from whom the Fugitive is hiding may offer (at the discretion of the Player holding it) an appropriate Reward for his or her capture, dead or alive, and can be expected to send its agents into the City to hunt the Fugitive. Other Factions may wish to claim the Reward, or to assist the Fugitive evade capture (maybe for a price). FgF: If the Bounty Hunter Plot is played in the same Game Turn, the Bounty Hunter may seek the Fugitive.