

# Anarea *Forty Factions* Plot Information Sheet

<b>Tarot Card</b>	<b>XIII Death</b>
<b>Alleyman's Tarot Card:</b>	<b>Death (riding) (Page No. 22)</b>
<b>No. &amp; Name of Plot:</b>	<b>13. <i>A Funeral Procession</i></b>
<b>Expansion</b>	Base Game
<b>Description</b>	A Funeral Procession takes place to the Necropolis.
<b>Specify</b>	If a major Character died in role-playing the previous Game Turn, or the Election of a New Leader, Public Execution or A Lynching Plot resulted in the death or execution of a major Character in the previous Game Turn, that Character's Funeral Procession is now held. Otherwise, specify (i) the Activated Faction that has suffered the Death (which may be held by you), (ii) the person who has died (who should not be a Character specified on the Information Sheet of the Faction or previously defined by its Player, as this is not a way to assassinate other Players' Characters) and (iii) the Starting Temple (by God, or False God, and location - it need not be the High Temple).
<b>Notes</b>	By Tehmorian custom a Funeral Procession from the Starting Temple to the Necropolis for burial will always take place for anyone of importance, but some Factions will cremate the body at the Starting Temple first (rather than deliver it to the Temple of SOROK) and hold a Procession for the ashes (or a substitute). The Plot is triggered by the funeral. Funeral Processions in Tehmor are something of a public festival (but not an official public holiday), and can sometimes result in fights between Factions and even riots. Bodysnatching is not unknown. The Temple of SOROK, as custodian of the Necropolis, will always be involved if Activated. Other Activated Factions may become involved to show respect for the deceased or to celebrate their passing.