

Anarea *Forty Factions* Plot Information Sheet

Tarot Card	XVI The Lightning-Struck Tower
Alleyman's Tarot Card:	XVI The House of God (Page No. 29)
No. & Name of Plot:	16. Disaster Strikes!
Expansion	Base Game
Description	A Faction suffers a disaster, natural or man-made.
Specify	Specify (i) an Activated Faction or a Location held by an Activated Faction which suffers the Disaster and (ii) the nature of the Disaster. You may play the Plot on your own Activated Faction.
Notes	The Plot is triggered by the occurrence of the Disaster, but the DM may roll for its success and announce the outcome. Unlikely Disasters are less likely to succeed (e.g. a Temple being struck by lightning may be missed and a nearby building hit instead or the Temple may not be totally destroyed). Destruction of a Location (or part of it) may not result in its loss to a Faction, but may give others the opportunity to move in. / SC: The Plot may be played on a Sacred Circle, but will only affect the physical manifestation of the Circle and the Controlling Faction will not necessarily lose it for purposes of determining Control of the Forest. / DD: The Plot may not target Otherworlds.