

# Anarea *Forty Factions* Plot Information Sheet

<b>Tarot Card</b>	<b>I The Magician</b>
<b>Alleyman's Tarot Card:</b>	<b>The Relic (b3) (Page No. 210)</b>
<b>No. &amp; Name of Plot:</b>	<b>23. <i>The Artefact</i></b>
<b>Expansion</b>	Fifty Factions
<b>Description</b>	A powerful Magic Item has gone missing in Tehmor. The bearer of a powerful Magic Item visits Tehmor - so of course the Magic Item is stolen. A Reward is offered.
<b>Specify</b>	Specify the Artefact (Magic Item) that has disappeared and its former Bearer, who should preferably belong to an Activated Faction (which may be Activated by you). It need not be one of the Artefacts listed by scholars such as Csiero of Heaven or Nima the Heretic or another existing well-known Item. You may specify that someone has stolen it, or just that it has been lost (some Artefacts may lose themselves to seek a new Bearer), or even that its loss is a False Rumour. If the thief belongs to a Faction Activated by another Player, that Player is also told. The Player whose Activated Faction includes the Bearer specifies the Reward offered for the return of the Artefact. If the Bearer does not belong to an Activated Faction, you may play him or her and specify the Reward. You may not play the Bearer's Faction as if they know who has stolen the Artefact, although they may have in-character suspicions.
<b>Notes</b>	The Artefact may be an Artefact-level Magic Item previously produced by an Activated Faction using a Crafting power. Specifying it when playing this Plot automatically causes it to have disappeared, so the Faction that Crafted it does not get an opportunity to role-play preventing its disappearance.