

Anarea *Forty Factions* Plot Information Sheet

Tarot Card	VII The Chariot
Alleyman's Tarot Card:	The Lone and Level Sands (Page No. 122)
No. & Name of Plot:	29. <i>The Lone and Level Sands</i>
Expansion	Sacred Circles
Description	A Caravan is lost on the Desert road.
Specify	Specify the Caravan, its destination and cargo and its last known position (which should be on the Road between Tehmor and Iklaron or from Vavistor to Quthar, though it could have strayed). The Caravan should preferably belong to an Activated Faction (which should not be controlled by you) and/or the Caravan may be accompanied by travellers from an Activated Faction (which should not be controlled by you). You may specify some background details and/or clues and/or rumours (e.g. there was a Sandstorm in the area, Bandits are known to be operating in the area, Giant Scorpions have been seen in large numbers, a Sandworm had been sighted nearby, etc.). You should secretly specify to the DM what really happened to the Caravan (which will not be known to your Activated Factions, except for any that were involved in the loss). You may play any survivors of the Caravan who are encountered and who do not clearly belong to an Activated Faction.
Notes	This Plot may be played outside Tehmor. The complete loss of a Caravan is rare, but not unknown, and can be costly for the owner (insurance being prohibitively expensive). Although the main Road along the coast is relatively safe and Caravans routinely hire guards, there are a number of potential threats - especially from Sandstorms and Desert Madness.