

Anarea *Forty Factions* Plot Information Sheet

Tarot Card	XIII Temperance
Alleyman's Tarot Card:	Misery (Page No. 124)
No. & Name of Plot:	36. <i>Famine</i>
Expansion	Fifty Factions
Description	Tehmor is stricken by Famine.
Specify	This Plot should usually be played after a War or other significant outbreak of fighting (but may result from a failure of a harvest due to other causes). Specify (i) the event which caused the Famine and (ii) the nature of the Famine (e.g. which crops have failed or food stockpiles lost). SC: the Plot may be played outside Tehmor in an area on the SC Board where a War, significant fighting or other Famine-causing event has taken place (which you may specify as above).
Notes	KRAK walks the streets and cheesy snacks are in short supply. The harvest has failed, stockpiles have been destroyed and/or fishing grounds have failed. There is not enough food for the populace and the cost of imports has soared. KRAK, Harbinger of Famine, is one of the Demigods of the Ayekal - dread Furies Who follow in the path of ZAKEL, God of War. He wields DUSTEATER, Weapon of Famine, one of the four Weapons of War, which are Bound Demons that can operate independently of Their wielders, and are able to shapechange into the forms of various beings, and walk the earth at will. DUSTEATER in Weapon form typically appears as a Super Heavy Sword or Hammer.