

# Anarea *Forty Factions* Plot Information Sheet

<b>Tarot Card</b>	XVI The Lightning-Struck Tower
<b>Alleyman's Tarot Card:</b>	The Smoking Death (b3) (Page No. 215)
<b>No. &amp; Name of Plot:</b>	<b>38. Arson</b>
<b>Expansion</b>	Fifty Factions
<b>Description</b>	Someone is setting fires in Tehmor. A building (or vegetation) at a Location catches fire, and arson is suspected.
<b>Specify</b>	Specify the Location where the first fire occurs and the nature of the conflagration. The Location should preferably belong to an Activated Faction (which may be Activated by you). Also specify (secretly to the DM) who is the Arsonist. You play the Arsonist, who may belong to one of your Activated Factions (if that is in character). The Arsonist may set further fires, until caught. Locations which are sufficiently burned down to be unusable are lost to the controlling Faction. Factions which would plausibly have Fire Fighting operations may specify them, but the DM will determine who has insurance.
<b>Notes</b>	Tehmor is mostly built of stone, but the buildings contain many inflammable materials and many are too close together. Such fire regulations as exist are widely ignored. There is no City Fire Brigade, but many Factions have private Fire Fighting operations and some sell Fire Insurance, which allows the insured to call on their services. Fire Insurance is typically included in the Protection services offered by Thieves' Guilds – this usually only covers against members of that Guild burning down the insured premises, but they will protect against arson by rival Guilds.