

# Anarea *Forty Factions* Plot Information Sheet

<b>Tarot Card</b>	XVIII The Sun
<b>Alleyman's Tarot Card:</b>	Death (fire) (Page No. 18)
<b>No. &amp; Name of Plot:</b>	<b>41. Wildfires</b>
<b>Expansion</b>	Sacred Circles
<b>Description</b>	It has been very dry for some time, and Wildfires are now burning across an area of the Grasslands.
<b>Specify</b>	Specify the area of the Grasslands where the Wildfire occurs and the nature of the conflagration. The Wildfire should preferably be in the territory of an Activated Grasslander Tribe (which may be Activated by you). Also specify (secretly to the DM) how the fire occurred (e.g. in the wake of War or fighting) and (if not due to natural causes) who is the Arsonist. You play any Arsonist (other than FORTH or INFERNO), who may belong to one of your Activated Factions (if that is in character). This Plot may be role-played outside Tehmor.
<b>Notes</b>	FORTH, Harbinger of Fire, is one of the Demigods of the Ayekal - dread Furies Who follow in the path of ZAKEL, God of War. He wields INFERNO, Weapon of Fire, 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. INFERNO in Weapon form typically appears as a Super Heavy Flaming Sword or Spear. This Plot should usually be played after a War or other significant outbreak of fighting, but Wildfires may also be caused by lightning strikes or Chaos fall, and are part of the natural cycle. They may also be set by arsonists or rogue Fire Elementals. Wildfires can usually be dealt with by Control Weather Spells and similar Effects, but can spread quickly in dry conditions. The Arsonist may set further fires, until caught. Grasslander Tribe Locations are not lost to the controlling Faction, even if totally burned, but the Tribe will only gain Role-playing VPs by successfully dealing with the Wildfire.