

Anarea *Forty* *Factions* Plot Information Sheet

Tarot Card	XXI The World
Alleyman's Tarot Card:	Weird-Ass Mystical Shit (Page No. 126)
No. & Name of Plot:	43. Descent Into Madness
Expansion	Doorways to Dreams
Description	An Area descends into Madness.
Specify	Specify (i) the Area of Tehmor which is descending into Madness and (ii) the cause of the increase in Madness Level. Do not adjust the Madness Indicator. The DM will do so at the end of the Role-playing Phase, depending on the outcome of the Plot.
Notes	Madness is a state of mind, but if a sufficient number of people in an Area go Mad, that Area will physically enter the Realm of Madness. Conversely if an Area enters the Realm of Madness, or descends further into Madness, its residents will tend to go Mad(der) with it. Tehmor has always been a mad city, but it will take a significant event to tip it into the physical Realm of Madness or cause it to descend further into the Realm. YHWRC and/or His Demons of Madness (Who are False Gods in Tehmor) will usually be behind a descent into Madness, but other Factions may instigate Their involvement even if Their Temples have not been Activated. Example causes of a descent into Madness are mass delusions or horrific events affecting sufficient residents or the opening of a Doorway into the Realm of Madness in order to break down boundaries.