

## Anarea *Forty* *Factions* Plot Information Sheet

<b>Tarot Card</b>	<b>III The Empress</b>
<b>Alleyman's Tarot Card:</b>	<b>The Empress (b1) (Page No. 182)</b>
<b>No. &amp; Name of Plot:</b>	<b>47. The Child</b>
<b>Expansion</b>	Forgotten Factions
<b>Description</b>	A Faction has taken in an Orphan / Foundling / Changeling.
<b>Specify</b>	Specify (i) the nature of the Child, (ii) how they were taken in, (iii) which Faction took them in (which may not be Activated by you or one of your Allies) and (iv) any Faction that left them (which may be Activated by you or an Ally). The Player of the Faction that left them (or you if none was specified or that Faction is not Activated) play the Child, upon their coming of age or first changing.
<b>Notes</b>	Bringing up a child in Tehmor can be hard, especially in the poorer areas. Babies are often left outside the houses of the better-off, even by loving mothers, and many babies are unwanted. Others may have been orphaned. Such foundlings are not always rejected. They may have been left outside the house of a couple who have been unable to have children, or who are in need of an heir. Temples and Guilds also generally welcome new blood, who can be trained from an early age in their Creed or Trade. However, some unscrupulous Factions take advantage of this trade in children to introduce Changelings: cuckoos in the nest who will become agents of the Faction which left them. Elves, Dwarves or Goblins may leave half-breeds. Lycanthropic Cults may infect the child with the Were-virus. Malevolent and wealthy Factions may use Charming or Demon Pacts to create a Changeling.