

Anarea *Forty Factions* Plot Information Sheet

Tarot Card	VII The Chariot
Alleyman's Tarot Card:	Fear (Page No. 116)
No. & Name of Plot:	51. <i>Fear</i>
Expansion	Forgotten Factions
Description	Fear takes hold in Tehmor.
Specify	Specify (i) the cause of the outbreak of Fear (which may be in response to recent events, Plots just played, or just a Rumour you specify) and (ii) where it first takes hold and the Area of the City or Environs in which that is. Place a Location Pawn in your colour at that Location for the Temple of PHOBIA. / DD : increase the Level of Madness in the Area affected by 1 and move it 1 space to the right (towards the Domain of Despair if not already there).
Notes	<p>Fear can take hold and spread quickly in a crowded and fractious city like Tehmor, fuelled by Rumour, lies or even sometimes by the truth. PHOBIA, Demon of Fear, aspires to join the principal Demons of Madness and become a Goddess in Madness. She seeks to do so by spreading Fear, and by intimidating the Fearful into worshipping Her because they Fear the alternatives more (which is of course Madness). If Her Dread Temple manifests, it strikes Fear into the minds of all who see or pass by it (and fail their saving throws) and from it emerge Her Servants, through Whom PHOBIA looks into what most frightens the Fearful and magnifies it, causing them to spread the Fear to others. Those of the Fearful who best spread the Fear become Her Fearmongers - Prophets of Terror possessed by Her Madness. You play the Fearmongers of PHOBIA and Her Minor Demon Servants Who emerge from Her Temple (Who take the forms of Bugbears, but appear as whatever most frightens those who observe Them). / DD: as you increase and spread the Fear, the DM may spread the Madness to other Areas and/or increase it further into the Domain of Despair and/or may reduce its spread as other Factions successfully counter it. / The Location Pawn for the Temple of PHOBIA remains in place until the end of the Game Turn (and is counted for Area Control VPs) unless the Fear is successfully countered in the Role-Playing Phase (or in DD unless the Area is reduced to Level of Madness 0 or moved into the Domain of Delirium). Fear can evaporate as quickly as it can spread, and the Location Pawn is always removed at the end of the Game Turn (DD: reduce the Level of Madness by 1 on removal of the Temple).</p>

