

Anarea *Forty Factions* Plot Information Sheet

Tarot Card	VIII The Hermit
Alleyman's Tarot Card:	The Traitor (Page No. 135)
No. & Name of Plot:	53. The Traitor
Expansion	Forgotten Factions
Description	A member of a Faction is secretly working for another Faction.
Specify	Specify that a Character of an Activated Faction not controlled by you is secretly an agent of a specified Faction controlled by you (the " Traitor "). The Faction may be controlled by a Player Allied with you or be an Enemy of the specified Faction controlled by you. The Traitor must be a Character specified in the Faction's Information Sheet (you are entitled to be told who those Characters are once you have specified your target Faction) or one who has previously been specified by its Player, and may previously have been specified to be an agent of another Faction (in which case they are now a double-agent). You must specify the Traitor is an agent of yours and of which Faction to the DM and all Players, but the other Factions will not be aware of this in-character unless the Traitor betrays him or herself.
Notes	You role-play the Traitor and earn VPs for doing so (in addition to any awarded to the Player of that Faction), and may (if they survive) continue to role-play the Traitor in subsequent Game Turns (where relevant to current Plots). The Traitor must be role-played consistently with how the Player who controls their Faction is role-playing current Plots, except to the extent it may further the ends of your Faction. The Traitor may not be specified as a double or triple agent of another Faction in the Game Turn that this Plot is Played (but may be in subsequent Game Turns). Double or triple agents may have their actions specified by the Players of all Factions of which they are an agent, but the last Player to specify them as an agent of his or her Faction has the final say as to their actions. Champions of ATAVAR may become Traitors if this is plausibly specified. Note that this Plot is best played in response to other Plots.