

## Anarea *Forty Factions* Plot Information Sheet

<b>Tarot Card</b>	<b>X The Wheel of Fortune</b>
<b>Alleyman's Tarot Card:</b>	<b>The Letter (Page No. 119)</b>
<b>No. &amp; Name of Plot:</b>	<b>54. The Letter</b>
<b>Expansion</b>	Forgotten Factions
<b>Description</b>	An anonymous message reveals shocking news.
<b>Specify</b>	Specify (i) the Character who has received the Letter (the " <b>Recipient</b> ") and their Faction (which may not be controlled by you, although the Recipient may secretly be an agent of yours), (ii) the contents of the Letter, (iii) how it is delivered and (iv) who has written it (who must be a Character or agent of a Faction of yours. The Recipient 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. The Letter must be anonymous, but may be signed with a pseudonym.
<b>Notes</b>	The poison pen letter is an established stratagem in the ongoing conflict between Factions in Tehmor. They are usually delivered by urchins paid by an intermediary. They invariably purport to make shocking revelations and may be entirely untrue, but the best contain an element of truth. They can be protected by a Pact with BERITH, Demon of Lies (Who is said readily to agree to such Pacts on favourable terms), so may seem especially plausible. A variant of this stratagem is to deliver a copy of the letter to a Rumourmonger (perhaps with some changes). The Letter may not reveal a secret agent of another Faction who is only known to be such by the Players metaly, but may otherwise allege someone is a traitor. A Player may subsequently specify that the alleged traitor is in fact an agent of their Faction by playing an appropriate power of a Faction or Plot.