

# Anarea *Forty Factions* Plot Information Sheet

<b>Tarot Card</b>	<b>XII The Hanged Man</b>
<b>Alleyman's Tarot Card:</b>	<b>The Wild Hunt (Page No. 109)</b>
<b>No. &amp; Name of Plot:</b>	<b>56. The Wild Hunt</b>
<b>Expansion</b>	Forgotten Factions
<b>Description</b>	The Wild Hunt rides!
<b>Specify</b>	Howl like a hunting Hound and announce that The Wild Hunt rides! Secretly specify to the DM either (i) its Prey (who must have a Soul and not be a Character of a Faction Activated by you) and who has made the Pact with AMON to Hunt the Prey (the Pact must be made by a Character of one of your Activated Factions) or (ii) that The Wild Hunt rides abroad for the sheer thrill of the chase.
<b>Notes</b>	<p>The Wild Hunt is led by AMON, Demon of Hunting, Who rides a mighty Demon Horse and is accompanied by His Hunting Pack of Thirteen Demon Hounds. Other Major or Minor Demons may ride with Him and They may also employ Demon Familiars in the form of Falcons. The Wild Hunt can Windwalk and Planewalk, including through the Otherworlds, in pursuit of its Prey. The Grimoire of AMON is well-known amongst the Conclave of Binders of Tehmor, whose members may Summon AMON for clients and make Pacts for Him to hunt their enemies with His Wild Hunt. The Wild Hunt begins at Dusk and will hunt Its Prey until Dawn. If a successful kill is made, AMON takes the Immortal Soul of the Prey in addition to any cash price of the Pact. If the Prey evades capture until Dawn, The Wild Hunt will return to the maker of the Pact (the Binder's client) at Daybreak and take their Immortal Soul in payment instead. The Wild Hunt sometimes also rides abroad without a specific Prey, just to hunt Souls for sport. It is said that if you hear It coming, it is best to throw yourself to the ground face down and not look at It, and It may then overlook you as potential Prey. It rarely hunts in Cities unless in search of Prey who have gone to ground in one, but It does appear more often in Tehmor due to the popularity of the Pact there (and the willingness of its citizens to gamble with their Souls - or their failure to check the detailed terms of Pacts). The Wild Hunt sets out at Sunset, when a Falcon of AMON will deliver a formal written invitation to the Prey to participate (which may not be declined, and is best disposed of immediately by burning). You play The Wild Hunt, which then appears Windwalking at the edge of the Main Board of Tehmor, and the Falcon flies back to It, reports the last known location of the Prey and gives their scent to the Hounds. The Hunters and Hounds do not know the exact location of the Prey (as that would spoil the sport), but are expert</p>

	<p>trackers (and are not above asking, or threatening, passers-by for directions). The Prey is played by the Player who Activated their Faction. If The Wild Hunt has not taken the Prey by the time the first rays of the Sun shine from the top of Mt. Anar, control of It passes to the Player of the Prey, who is told the maker of the Pact, and It will return swiftly to the maker to claim their Soul. If they seek to evade capture, The Wild Hunt will go on the rampage amongst their Faction (taking as many Souls as It can) until they are surrendered to honour the Pact. If The Wild Hunt rides abroad for the sheer thrill of the chase It will simply pass once through Tehmor (<b>SC</b>: and across the SC side Board / <b>DD</b>: and across one Otherworld).</p>
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