

Anarea *Forty Factions* Plot Information Sheet

Tarot Card	XVII The Star
Alleyman's Tarot Card:	The Hole (Page No. 117)
No. & Name of Plot:	61. <i>Annihilation</i>
Expansion	Forgotten Factions
Description	A Location totally disappears.
Specify	Specify (i) the Location, Sacred Circle or Otherworld of an Activated Faction which disappears and (ii) what has caused it to disappear. Remove its Pawn.
Notes	Locations in Tehmor may be destroyed by an attack from another Faction or may simply disappear into an Otherworld which is extending its influence into the City (which may also be an attack by another Faction). SC: Sacred Circles may also be destroyed by an attack from another Faction or may disappear into the Dreams to which they are connected (again this can be an attack by another Faction). DD: Otherworlds never really disappear, as Dreams can always be reimagined, but their links to the Real World, via Halls of Mirrors, Sacred Circles or otherwise, can be severed and they may be forgotten. Role-playing the Plot will involve the struggle of the affected Faction to rebuild or re-establish its lost Location, Sacred Circle or Otherworld and the efforts of other Factions to prevent or assist with this. Other Factions may attempt to move into the void, but may not place their own Pawns in its place if they succeed. At the end of the Role-Playing Phase the DM will rule whether the Pawn may be replaced by the Faction which lost it or by the Pawn of another Faction.