

# Anarea *Forty* *Factions* Plot Information Sheet

<b>Tarot Card</b>	XVIII The Sun
<b>Alleyman's Tarot Card:</b>	The White / Black Candle (Page No. 108)
<b>No. &amp; Name of Plot:</b>	<b>63. <i>Shifting Allegiances</i></b>
<b>Expansion</b>	Forgotten Factions
<b>Description</b>	Enemies become Friends / Friends become Enemies
<b>Specify</b>	Specify any one Activated Faction or Faction held in hand by you or one of your Allies. The owner tells you that Faction's Enemies. Specify that a listed Enemy Faction is no longer an Enemy of that Faction or that any one other Activated Faction or Faction held in hand by you or one of your Allies (which was not an Enemy of that Faction) is now an Enemy of that Faction. Also specify how this has come about.
<b>Notes</b>	The change can only be made in respect of one Faction (e.g. if a Faction's Enemies are "Evils", the change must be to "Evils except the Temple of [specified Evil God]"). Where two Factions are mutual Enemies, the change applies to both of them. A Faction held in hand which could not have been Activated during the Activation Phase may now be Activated in the Plots Phase if the change in its Enemies permits this. The events that have brought about the change in Enemies are role-played and the Player who has Activated the specified Faction may continue to role-play it until the end of the Role-playing Phase (even if it is now an Enemy of another Faction they have Activated). If role-playing results in the change of Enemies becoming permanent, that Player must discard the Faction or its Enemy at the end of the Phase to comply with the rule against having Enemy Factions Activated.