○●○ Design: Marcel Cwertetschka-Mattasits; Writing: Isabella Cwertetschka-Mattasits

Scenario Goals

The scenario is complete when all four ⓐ have been activated. At the end of that round, read 🔖 130.2.

Introduction

You arrive at the outpost to find Voice-of-Eight has been busy rebuilding. They have reformed the missing parts of the walls with something that looks like ice, but with purple tints. As you stare into the material, which also comprises a dome above the array, you are convinced you can see the stars, despite it being midday.

The Aesthers continue to bustle about, most of them concerned with the array itself, but one of them sits at a table, bent over a thick, beautifully bound tome. Her translucent lips seem to be moving at an accelerated speed, silently forming the words she is reading.

"She is Nera," Voice-of-Eight says. "She studies the art of enhancement to aid in our pursuits. Though we are a merged mind, sharing all knowledge, our personalities are separate. Individuality is an important part of developing skill."

You turn and walk around the array, where you find sections of the floor raised to six door frames spaced equidistantly around the solid wall.

"This is where we will stabilize the dimensional rift energy to send you to the planes where we have localized the elemental cores. We can only sustain four of the six portals long enough for you to return with the cores, but that should suffice to reactivate the elemental array." With a whooshing sound, the portals open, and you feel the elemental energies flowing and intermingling with your world.

Special Rules

All six goal treasure tiles in the scenario represent elemental cores, each corresponding to the element of the door closest to it. When any elemental core is looted, place it on the looting character's mat. If they become exhausted, place the core in the hex they occupied. Whenever any character occupies any unactivated ⓐ at the end of their turn, they may spend one elemental core to activate that hex.

Whenever any door is opened, at the start of each round until its elemental core is spent, move the corresponding element to the strong column. When four doors have been opened, the remaining two become locked.

Section Links

When door 🔥 is opened, read 🔖 175.4.
When door ❄ is opened, read 🔖 47.5.
When door 🌀 is opened, read 🔖 144.4.
When door 🌿 is opened, read 🔖 68.2.
When door ☀ is opened, read 🔖 127.2.
When door ◉ is opened, read 🔖 162.4.

Map Layout
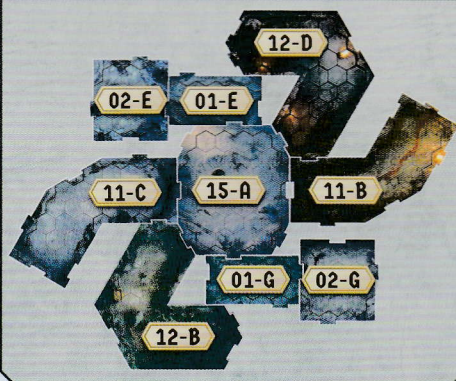
Scenario Key

Earth Demon	Trap ⑥
Flame Demon	Ice Spikes ⑥
Frost Demon	Lava ④
Night Demon	Ice ④
Sun Demon	Snowdrift ④
Wind Demon	Glowing Orb ①
Snow Door ⑥	Large Cave Rock ②
Large Snow Corridor ②	Large Snow Rock ③
Snow Corridor ②	Treasure ④

Loot

💰	x12
👢	x2
⚒	x2
🎒	x2
🌊	x1
🍂	x1
🔥	x1
🌑	x1
❄	x1
💨	x1