

## Special Rules

No more than half the characters (rounded up) can start the scenario in the same room.

Tiles 12-B and 4-A are the Plane of Reason. All figures occupying them gain 1. Tiles 7-E and 6-B are the Plane of Emotion. All figures occupying them add +1 to all their attacks. No figure can teleport between planes. If at least one character is not occupying each plane at the end of each round, the scenario is lost.

All hexes **a** and **b** are convergence points present on both planes. Whenever any character occupies a convergence point, they simultaneously occupy the corresponding hex on the other plane and gain the bonuses of both planes. All characters can use convergence points in this way to move between planes. If any other figure occupies a convergence point, it has no effect except that the corresponding hex is treated as occupied for the purposes of movement.

Both doors **1** are locked.

## Section Links

The first time both pressure plates **c** are occupied by characters, read **87.2**.

## Map Layout



## Scenario Key

Earth Demon	
Flame Demon	
Rending Drake	
Savvas Lavaflow	
Sun Demon	
Cave Door	1
Dungeon Door	1
Metal Door	2
Pressure Plate	4
Trap	4
Bookshelf	3
Snow Rock	5
Treasure	1



## Loot

	x7
	x4
	x4
	x2
	x1
	x1
	x1