

Anarea *Forty* *Factions* Plot Information Sheet

Tarot Card	XV The Devil
Alleyman's Tarot Card:	The Thing Among Reflections (Page No. 137)
No. & Name of Plot:	37. <i>The Thing Among Reflections</i>
Expansion	Doorways to Dreams
Description	Something emerges from a Magic Mirror.
Specify	Specify (i) the Magic Mirror (or other Doorway) from which the Thing emerges and (ii) the nature of the Thing (which must be a Monster or other malevolent Being). You play the Thing.
Notes	Rather than simply reflecting what is in front of them, Magic Mirrors show places elsewhere in the Overworld, Underworld or Otherworlds and can be used by Adepts to transport Beings and things to the places shown. Magic Mirrors are used to create Halls of Mirrors (such as in the entrance hall to the Council Chamber in Tehmor) and also Magic Items such as Mirrors of Life Trapping. Because they are Portals linked to a particular location or multiple locations, they may be influenced by the Otherworlds to which they are linked, and because they are usually two-way Portals, Things may emerge from them out of those Otherworlds. There are many Doorways to Dreams which constitute such Portals, not all of them in the form of Mirrors (e.g. Totem Poles or Standing Stones in a Sacred Circle).