

# Anarea *Forty* *Factions* Plot Information Sheet

<b>Tarot Card</b>	XVII The Star
<b>Alleyman's Tarot Card:</b>	XVII The Star (b1) (Page No. 169)
<b>No. &amp; Name of Plot:</b>	<b>39. Chaos Emerges</b>
<b>Expansion</b>	Doorways to Dreams
<b>Description</b>	Chaos spills out of a Sacred Circle or Magic Mirror.
<b>Specify</b>	Specify (i) the Magic Mirror (or other Doorway) from which the Chaos emerges and (ii) the nature of the Chaos or Dream (which must not be a Monster or other malevolent Being, although it may take the form of one). You play the Chaos.
<b>Notes</b>	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, Chaos or Dreams from those Otherworlds may emerge out of them. 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).