



## VALLEY OF WATER

*The land at the centre of the realm crumbles and sinks into the ocean, taking the Crown of Command with it! It must be retrieved!*

No character may enter the Portal of Power for the remainder of the game.

In order to enter the Inner Region, a character with a Dream must move to the City of Ry'Lai, Shipwreck or Great Old One space. Instead of encountering that space as written, they may choose to encounter it as if it were the Portal of Power and, if successful, move to the Plain of Peril as normal. The rules for Oxygen and ejecting still apply while in the Inner Region.

If a character were to ever leave the Inner Region for any reason, move them to any space on the fourth row of the Deep Sea Region.

