

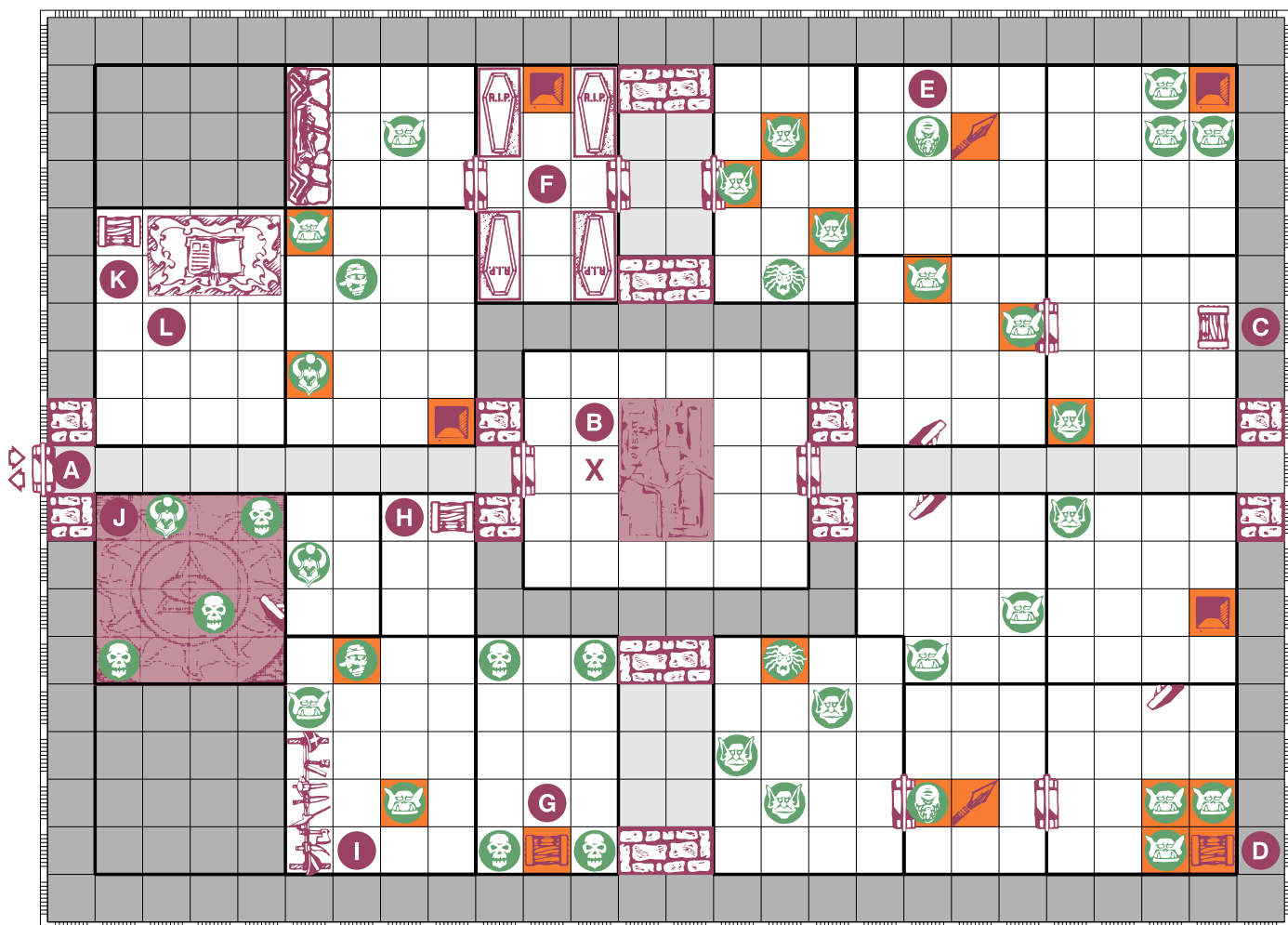
HeroQuest™

The Mirror Maze

Q U E S T



B O O K



Single Quest

The Mirror Maze

While the Heroes are resting by the campfire a traveler suddenly appears and politely asks permission to warm himself by the fire for a while. He seems harmless and the Heroes agree. He has travelled far and wide and entertains with his amazing tales of dreadful monsters and amazing treasures.

After a few bottles of wine his voice changes to a whisper... He pulls an old map from his pocket. It leads the way to the Mirror Maze! A strange magical crypt which holds great power to those who dare to brave its dangers!

NOTES:

This dungeon is split across the middle down the long corridor. This is the "mirror-line". The top and bottom parts are mirrored versions of each other. Each monster and furniture has counterpart on the other side of the mirror-line. All monsters have a statue counterpart, marked by orange. These statues cannot be harmed or moved in any way. But if the monster counterpart moves the statue moves accordingly. Remember up is down, but left and right is the same. If the monster is killed the statue is removed.

A short while into the Quest, the Heroes find magic rings that allow them to jump back and forth between the two mirror parts. Using this power does not count as an action. It is however not allowed to move, use the ring and use your remaining movement. If a player is in the top right corner and uses the ring he will end up in the bottom right corner – just like there was a mirror right through the middle.

If a player tries to use "Pass Through Rock" in this Quest, as soon as he enters a wall, tell him that he receives a magical shock and loses 1 Body Point. This ends his turn immediately. The walls are magical and can NEVER be breached by any skill or equipment!

A When the first Hero enters the dungeon read the following:

"You sense strong magic at play here though you can't quite put your finger on what exactly is going on. The walls seem to hum faintly and tiny magical sparks appear when you touch them!"

B Use the stone tablet from Kellar's Keep to create a stone altar in the middle of the room. If a Hero examines the tablet read the following according to his Mind Points:

1-2 Mp: This stone slab is riddled with doodles and mumble jumble.

3 Mp: The tablet seems to explain something about mirrors and dimensions?

4+ Mp: Strange... This ancient tablet seems to explain that this dungeon is composed of two mirrored dimensions!?

C This chest is filled with rings! But when the Hero reaches down they all seem ethereal except one! Make it obvious that the other Heroes can also grab a ring from the chest!

Wandering Monster in this Quest: None

NOTES continued:

- "The Wizard senses strange magic surrounding this chest! Perhaps they should all try reaching into it?"*
- Once all Heroes have grabbed a ring tell them that they can use the power of the ring once per turn and it does not count as an action. Do not tell them how it works! Just move the players through the mirror-line each time they use the ring. Once they discover how the rings work, let them move the figures themselves.
- D** If a player opens this chest without searching it for traps he loses 1 Body Point! He finds 50 gold coins.
- E** This Fimir can cast Firestorm once. Otherwise it acts like a normal Fimir.
- F** Once the first Hero enters this room read the following:
- "You seem to have entered an ancient crypt! These sarcophaguses seem in remarkably good shape! Seems like they have never been visited by grave robbers..."*
- A player can open one sarcophagus per turn. Roll a combat die to determine what he finds:
- Skull: 50 gold coins.
 - White shield: 100 gold coins.
 - Black shield: A Potion of Healing that can restore 4 lost Body Points.
- For each sarcophagus the Heroes open a Skeleton is created in the mirror-room. Do not place these until the room has been discovered.
- G** If a player opens this chest without searching it for traps he loses 1 Body Point! He finds 50 gold coins.
- H** This chest contains 25 gold coins.
- I** If a player examines this weapon rack he finds a Magical Throwing Dagger.

- J** Once a Hero enters this room read the following:

"The magical ring on your finger sends a painful bolt of pain up through your arm. In a mental flash it is revealed to you that the shadowy figure in the room is the Wizard who once created this maze to protect his magical secrets. Having spent his life warping through the dimensions his soul has been shattered and he is now just an empty being of madness."

The Soulless Wizard has the following stats:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
10	4	8	6	6

He can cast the High Mage Spells. In addition he also negates the power of the magical rings on this side of the mirror-line. Heroes can enter and fight him, but they can't escape! Once he is slain the rings work again. Read the following:

"With a terrible scream the Wizard shatters into thousand pieces of broken mirror! May he finally rest in peace..."

- K** This chest contains 100 gold coins.
- L** If the Elf or Wizard examines this altar they discover lore of ancient magic. They gain access to the new Hero spells from the expansions. After getting access he is teleported to the X in the middle room.