

HERO QUEST



The Mirror Maze
INSTRUCTION
BOOKLET

About this Quest

This Quest was designed to be played by an Elf and Wizard with full gear. Feel free to add or remove monsters to fit the number of players and their equipment. Just remember to add mirror counterparts. Just remember that this dungeon is primary about the puzzles, so don't go overboard with hordes of enemies! Too many will also make it difficult to manage the mirror counterparts.

If you have lots of figures you can paint some up to look like statues, or just use the unpainted to represent statues. A painted Goblin is a live enemy while an unpainted is a statue. Alternatively you can use fallen rock counters for statues. This will hide which monster-types are in the mirrored room.

The final Quest reward is access to new spells, but if your players already have these or if you think they shouldn't have them yet, just grant them the ability to cast one of their spells twice during their next Quest. Or whatever rocks your boat...

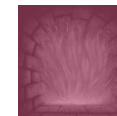
I forgot! And haven't got the room to add it in the quest notes... In the first two mirror-rooms the players can enter... If they enter the bottom room first and slay the Orcs without entering the top room with the statues, tell them that they find the remains of two broken statues. Very strange!

Spell Special Effect

One of the new spells has special effect which can be displayed on the board using a special counter. Details of the spell appear on the spell card while the general rules of effect are detailed below.

Magical Barrier

The Wall of Flame spell allows the caster to build a solid barrier which will appear on the board as a card piece standing on a plastic base. This barrier may be placed across two squares on the gameboard to form a solid impassable wall that will remain on the board until it is destroyed. The wall may resist an attack by rolling the number of defense dice shown on the spell card and counting the white shields scored. If the wall takes one Body point or more of damage, it is destroyed and the piece is removed from the board.



New Tiles and Quest Map Symbols

Iron Entrance/Exit Door

This iron door is placed on the edge of the gameboard. Heroes line up outside the iron door to begin the Quests. Heroes also end the Quest through this door.

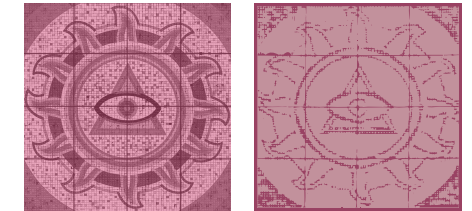


Coffins

The 4 coffins may be used as tombs. They may contain an undead creature and/or a treasure. They may also have traps on them.



Sun Eye Room



Stone Tablet

