

# THE MIRRORS

Risk level: 🦴 🦴 🦴 🦴 🦴 🦴

*"There is a hall deep underground, they call it the Mirror Vault. The walls are covered in ancient glass, and those who enter see not themselves, but something darker staring back.*

*I have seen it once... my own reflection stepped out of the mirror and tried to kill me.*

*Adventurers, you must descend, face the mirrors, and shatter the Primordial one before the Reflections walk freely in our world.*

*But remember – each mirror shows your face... and your death".*



Draw a Map card and place Room tiles (face down) for the Guard Posts and the Treasure Room. Each of these Rooms is covered with Mirrors. The Heroes must shatter the Mirrors in all 4 Rooms, then exit the Dungeon through the Entrance carrying the Mirrors fragments (the 4 sets).

**Special Rules:** Guard Posts are initially empty. The first time a Hero enters a Guard Post or the Treasure Room, they must draw an Item card and check its number:

1-45: A Mirror Reflection of that Hero spawns (same stats as the Hero, but with half HP).

46+: The Mirrors remain dormant.

Only the Hero's true self can kill their own Reflection. Other Heroes may assist with buffs or healing, but cannot directly attack the Reflection. Reflections mimic the Hero's actions. If the Hero moves away, the Reflection follows. The Room Mirrors is unbreakable until the Reflection is destroyed. Other Creatures will ignore the Reflections.

Traitor's Goal must claim the pieces from at least two Mirror sets and exit the Dungeon.