

# MAGE TOWER GROUND LEVEL

The heroes fight glass spiders on the first floor of a ruined mage tower.

## Mage Tower Ground Level Groups

Group	Creatures
1	<b>Glass spider</b> (red)
2	<b>Glass spider</b> (orange)
3	<b>Glass spider</b> (yellow)
4	<b>Glass spider</b> (green; optional)
5	<b>Glass spider</b> (blue; optional)
6	<b>Glass spider</b> (indigo; optional)
7	<b>Glass spider</b> (violet; optional)

## SPIDER, ORBS, AND MIRRORS

The connections between the globes, spiders, and mirrors are detailed here:

- Each colored mirror corresponds to similar-colored globe (and spider when they transform): red, orange, yellow, green, blue, indigo, violet.
- When a spider is destroyed, the next orb in the sequence transforms into a spider that attacks the heroes.
- If a mirror is smashed when its companion globe is still in globe form, that globe cannot turn into a spider.
- Each mirror has 5 Stamina and is immune to poison and psychic damage.
- The globes are immune to all damage while in globe form. Once a globe becomes a spider, that mirror cannot be damaged.
- When the spider is defeated, the associated mirror shatters on its own. A creature within 1 square of a mirror that shatters this way takes 3 damage.

## LEARNING THE CONNECTION

Observing the interaction between the globes, spiders, and mirrors can provide information on they work. If the players don't figure it out on their own, a hero passing a moderate Reason test can gain knowledge:

- **≤11:** The hero learns nothing from this test.
- **12-16:** The hero learns the first two bullet points from Globes, Spiders, and Mirrors.
- **17+:** The hero learns all the bullet points from Globes, Spiders, and Mirrors, and all their power rolls against the spiders and mirrors have an edge.

## ENCOUNTER ADJUSTMENTS

If this encounter has three or four heroes, make the following adjustments:

- For four heroes, only the red and orange **glass spiders** appear at first.
- For three heroes, only the red and orange **glass spiders** appear at the start of the encounter. Each glass spider in the encounter has 40 Stamina.

## STARTING POSITIONS

There is no map to indicate starting positions in this encounter, since the heroes could be anywhere on the floor when they trigger the encounter. The spiders appear in any unoccupied space within 7 squares of the heroes when they're activated.

## TACTICS

The spiders move to harm creatures attempting to escape up the stairs or harm the mirrors in the room first, using Web to restrain their foes. The spiders use Trample or Burst of Glass when they have lots of Malice to spare, attempting to harm as many heroes as possible.

## ENDING THE ENCOUNTER

When the heroes have defeated the war spiders, either by defeating them or breaking the mirrors before they appear, they can freely search the room. Each hero gains 1 Victory for defeating the spiders.