Dungeon of the Mirror Wizard

A faint smell of death emanates from the old dungeon rumored to belong to the Mirror Wizard.

Pyry Qvick

1. A room filled with broken pieces of furniture. There is a small mirror on the floor. Locked door blocks your way. If one looks into the doors big keyhole they can reflecting surface inside.

There is a big key hanging on the wall. If the key is taken out, a small crack on the wall emits a faint beam of light in a straigth line.

Trying to open the door with key causes venomous spiders to erupt from the keyhole. The door must be opened by reflectin the beam to the door's keyhole. Or perhaps strong hands can break the door.

2. A glass gargoyle stands tall at the center of the room. It stays still. Shelves full of utensils and rotten vegetables cover two walls. On the wall facing the gargoyle hangs a mirror on the wall. A keen eye can see tiny cracks running through the mirrors surface.

If you look at the gargoyles reflection in the mirror it attacks with fury. If the gargoyle is injured badly it jumps to the mirrors image to heal itself. By breaking the mirror, gargoyle comes out of the mirror, but covered in sharp glass shards.

If one breaks the mirror before looking at the gargoyles reflection they can resume safely.

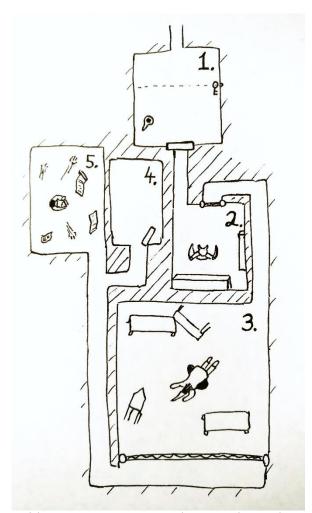
3. Large dining room with huge mirror covering the wall. A dead wizards lies on the ground. One can see other travellers flickering in the mirror, but themselves with ease.

If one touches their reflection, that reflections comes to life as mindles evil version of the adventurer. It steps through the mirror and starts attacking.

Adventurers must walk through the mirror eyes closed.

- **4.** An empty room filled with a faint smell of gold.
- **5.** The room is filled with torn scrolls. A robber is skimming through them with bloody hands. Before her death the wizard cursed the robber to be haunted by disturbing illusions. Beside his basic attacks, the robber will use illusory spells from the scrolls.

Few scrolls might be intact after the fight. From the robber you can find a small mirror frame. If that frame is brought to the empty room, it reveals gold on the floor that can be picked up through the frame.



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