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About This Content

The Broken Mirror is the 22nd expansion to the game that defined the MMORPG genre, EverQuest!

This expansion has level scaling raids, new zones to explore, and must-have in-game items!

A goddess wakes and gazes into a looking glass. The reflection of her true nature fractures and breaks. Even as the looking glass shatters and the world around her dissolves, Anashti Sul only looks deeper still into the fragments as they drift away. When her fractured mind glimpses her surroundings, she discovers that she is adrift in an unknown time and place where gods and goddesses maintain direct influence over Norrath. A hunger for power wells within her, having passed many an age with no power at all and an upstart sitting in her place. With a whole new realm before her, she resolves to rule again!

Anashti Sul's passage through a rift into this reality caused her to split into the two most dominant aspects of herself - life and decay. Fully aware of each aspect, she knows that both must command a plane of power lest she weaken entirely and crumble into the nothingness of The Void. And so she crafts a plot to infect the planes of Norrath with a war that threatens to collapse the balance of all life! Are you brave enough to face the might of a goddess who is ravenous to rule? Will you prevent the chaos she would unleash in all of Norrath?

THE BROKEN MIRROR EXPANSION FEATURES:

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- Level Scaling Raids – Instanced versions of Plane of Hate and Plane of Fear that scale for level 75-105 raids.

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- 7 Expansion Zones – 4 completely new zones and 3 revamped zones.
 - Illusion Key Ring – Access your illusions in one easy location!
 - New Quests, Heroic Adventures, Missions, and Additional Raids
 - New Spells and AAs

Title: EverQuest : The Broken Mirror
Genre: Free to Play, Massively Multiplayer, RPG
Developer:
Daybreak Game Company
Publisher:
Daybreak Game Company
Release Date: 18 Nov, 2015

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Minimum:

OS: Windows 7

Processor: Intel Pentium® 4 / AMD Athlon 64

Memory: 2 GB RAM

Graphics: NVIDIA Ti 4800 or ATI 9800

DirectX®: 9.0c

Hard Drive: 10 GB HD space

English







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If you don't own TDS yet, then this is worth buying, if you do I wouldn't really bother with getting TBM. You aren't missing anything but repetitive missions, and unoriginal revamped content.. Edit: I activated a second account and purchased this expansion through Steam for it. Even though this review shows 0 hours played it is actually hundreds of hours, as my thousands on the base game shows.

I think they did a good job for what budget they had. The hilariously ludicrous 'collector' prices are pretty much tokens of support for the game and cannot be taken seriously. I am not sure if the Steam version offers those.

The expansion does have one very unique feature I love quite a bit: a mirror mechanic for two of its zones that links them to allow you to port to the same location in the opposite zone. It is very much like The Legend of Zelda: A Link to the Past (or the newer A Link Between Worlds).

The honest truth is this game is old now. It is amazing it is still supported 17 years in. There are some design direction decisions I loathe, such as the many nerfs to fun abilities in September of 2015, however the effort shows and with whatever low resources the development team is given I can tell they try very hard.

Little by little old annoying bugs are being fixed, and sometimes there are changes I do like such as the much-needed boost to tanking knights got very recently. I am glad I did not buy through Steam at the expansion's launch because at that time I couldn't have recommended it. It launched in a very bugged state, even unfinished almost. I do not blame the developers for that. I doubt they would have launched in that state if it was their choice, but we'll never know the truth to that.

This style of MMORPG is something strange to me. I've been playing for over twelve years now. It is mostly my guild, for which I still play with some people from over a decade ago, that I play. I am also very attached to my bard however, which this Steam account is named after. The game is far better than it was a decade ago, and I will not wear nostalgia glasses for those times. It was just downright unhealthy. The game had to be a lifestyle to play frankly, and in many ways it still is. Over the years it has become far less tedious however, so while I'm not sure if I'd outright recommend any game that takes so much time to someone, for those that are into it this game may be showing its age but I do still enjoy it.

I hated to see a single negative review. When it comes down to it, I think the developers did the best they could with a very limited budget for The Broken Mirror.

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