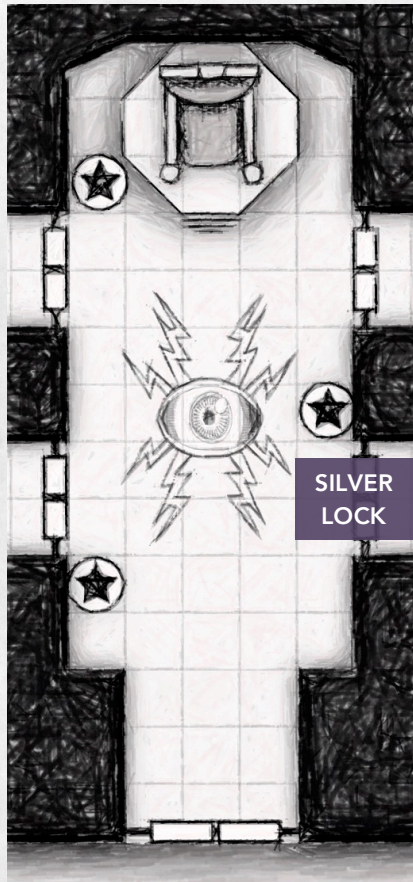


## 8. GOLDEN VESTIBULE

A deadly trap in the form of an opening eye threatens to stop the quest before it begins, unless the crusaders are clever enough to anticipate it.



### FEATURES OF THE ROOM

- Golden statues of humanoids stand in the chamber, their backs to the entrance to the Fortress (**Handout 2**).
- A great seal is set into the floor – an open eye surrounded by lightning.
- A magnificent, gilded throne is set against the north wall. A shimmering skeletal figure sits atop it.
- A massive closed eye, adorned with sculpted golden snakes, is embossed in the wall above the throne.

### EXPLORATION

#### Golden Statues

- There are three golden statues: a **dwarf paladin**, a **halfling thief**, and a **human bard**.
- The statue of the dwarf paladin holds an ornate horn in one hand and an unfurled scroll in another.
- Each statue contains that crusader's trapped spirit. The *chime of liberation* can be used to release one spirit from their gilded prison (see next page).
- ❖ **The crusaders can make a single etching of the scroll held by the dwarf.** Doing so creates a *scroll of divine protection*.

- ❖ **The crusaders can break off any part of one of the statues.** However, doing so generates considerable noise and could attract attention. In this way the crusaders can retrieve the *amplifying great-horn*, though it won't work until its transformation to gold has been reversed.



#### Head-to-Head Mode

*Announce to all groups playing*

When the crusaders break the *amplifying great-horn* free from the dwarf statue, announce, "THE GREAT HORN HAS BEEN CLAIMED!"

#### Great Seal

- The eye surrounded by lightning is the sigil of the Ur-Mage.
- If within arm's reach of the seal, a crusader can feel electricity in the air.
- The pupil of the eye is a circular hole 2 inches in diameter and 1 foot deep.
- ❖ **Crossing the Great Seal from any direction** opens the closed eye and triggers a trap (see "Closed Eye," next page).



### ↩ Great Seal (Continued)

- ❖ **Stabbing the eye's pupil disables the trap.** However, unless the crusader used a nonconductive object (like a wooden staff), she is shocked by an arcane bolt – **Defy Danger with DEX (7+)** or take **3d8 damage** and become forever vulnerable to magic.

### Closed Eye

- A small mechanism on the closed eye is designed to open the golden eyelid.
- The snakes radiating out from the eye seem to wriggle occasionally in the dim light of the chamber.
- ❖ **When triggered by a crusader crossing the Great Seal,** the eye opens and all crusaders in the chamber not explicitly avoiding the closed eye's gaze must **Defy Danger with CHA:**

**10+** The crusader resists being transmuted into a gold statue.

**7-9** One of the crusader's limbs or one important item they're carrying crumbles to gold dust.

**6-** The crusader is permanently transformed into a gold statue.

### Gilded Throne

- Sprawled on the throne is a crumbling skeleton of residuum dust.
- ❖ **Touching the skeleton** causes it to dissolve into a pile of residuum dust.
- ❖ **Rubbing the residuum into a weapon** makes it magical, granting a permanent **+2 bonus to damage**.
- Hidden hinges are set into the back of the throne's seat.
- ❖ **Opening the seat** reveals a hidden compartment, containing a *bone chess piece*: a knight, painted black. There is also a *scroll* bearing a single word, "PORTALIS," a *chime of liberation* with 1 charge, and a *silver key*.
- ❖ **When a crusader sits on the throne,** a voice in his mind demands that he share a vision of something secret or forbidden that the eye has never seen. If you find it worthy, the eye grants the crusader a vision of another chamber in the fortress – he receives a new, random rumor (share its reliability or unreliability). If you find it inadequate, he must **Defy Danger with INT (7+)** or be reduced to a residuum skeleton.

### When the crusaders find the *chime of liberation*,

inform them that they can play it to free one trapped spirit: the dwarf paladin, the halfling thief, or the human bard. Each crusader gains a boon depending on which spirit they release:

- **Dwarf Paladin:** +2 to their next Hack and Slash roll
- **Halfling Thief:** +2 to their next Discern Realities roll
- **Human Bard:** +2 to their next Spout Lore roll

## OTHER DUNGEON MOVES

- Fire a bolt of arc lightning from the Great Seal.
- Utter a curse from the mouth of the residuum skeleton.
- When the crusaders determine that the statues were once alive, reveal that one of the petrified figures is a friend, family member, or rival of one or more of the crusaders.