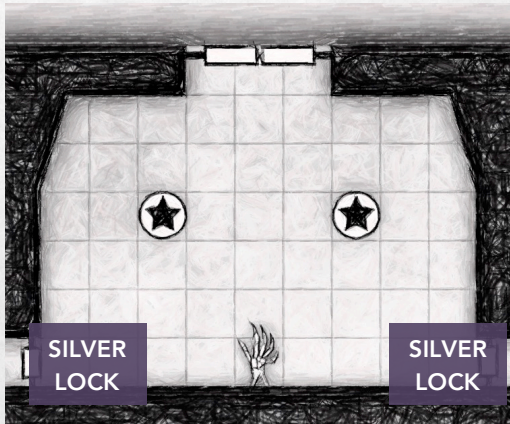# 21. ANNIHILATOR

If the crusaders are unlucky, they'll enter the Fortress here. If they're very unlucky, their fate will be a quick trip into a conjured *sphere of annihilation*.

SILVER LOCK   SILVER LOCK

FEATURES OF THE ROOM

- The walls of this dark chamber are decorated with mosaics of devil's faces cast in jade.
- Two statues of masked, hooded mages face each other near the center of the chamber.
- A great iron plate on the southern wall features a looming embossing of Death himself, his arm extended into the room.

EXPLORATION

Mosaic Devil's Faces

- The faces are the approximate size of a large book.
- Sound is hushed and light is dimmed when a crusader draws near the faces. An impenetrable darkness fills their open mouths.
- ❖ **Reaching into the mouth of one of the faces** forces the crusader to Defy Danger with INT:

10+	The crusader dispels the darkness within the devil's mouth and retrieves a *silver key*.
7-9	The crusader grips a *silver key*, but is sucked tightly against the wall and held in the path of a new danger.
6-	The crusader's arm is annihilated, and a void wraith is summoned that wields any items held by or worn on the crusader's annihilated arm.

6-   In addition, the *sphere of annihilation* trap is triggered (see "Escaping Annihilation" on the next page).

Masked Mage Statues

- The arms of the statues have been severed (see **Handout 5**).
- Though the cutoffs of the arms are clean, they are slightly concave.
- A tiny *sphere of annihilation*, nearly invisible, floats between the statues. A crusader might wander through it and take 1d10+2 damage ignoring armor.
- ❖ **Failing a move or checking the lock on another door** triggers the trap (see "Escaping Annihilation" below).

Iron Plate

- Death's iron hand reaches into the room, palm up, as if beckoning or reaching for someone's hand.
- Two other plates flanking the image of Death depict ranks of legendary crusaders marching into the Black Gates of Death's Kingdom.
- ❖ **When the first crusader takes a close look at the plates**, ask her to describe her favorite character played in a fantasy RPG. They are one of the legendary crusaders depicted.
- ❖ When the trap is triggered, the legendary crusader described glows. **Touching the image** conveys a useful boon for this room appropriate for that legendary crusader. This effect functions once per game.

ESCAPING ANNIHILATION

The great skull entrances slam shut when the trap is triggered. Anyone lingering in the door must Defy Danger with DEX (7+) to dive safely into the chamber.

If they fail, they are chomped in half.

The *sphere of annihilation* begins to grow at an incredible rate. A creature reduced to 0 HP by the sphere dies instantly, having no chance at a Last Breath.

A crusader placing a wand or other magical implement in Death's iron hand channels a spell through the implement, igniting the sphere and detonating it, dealing 1d10+2 damage ignoring armor to all in the chamber but ending the threat.

OTHER DUNGEON MOVES

- Fire enervating rays from the mosaic devil's faces.
- Grow tendrils from the sentient *sphere of annihilation* to draw in crusaders.
- Choke a crusader with the hand of death should it not receive a magical implement.

Void Wraith

Solitary, Stealthy, Planar, Elite (makes 2 hard moves at once)

At the end of time, the shadows cast by the last setting sun were granted sentience by a dying pharaoh-goddess. Like autumn leaves she scattered the wraiths back in time, the undead charged with spreading the sorrow she felt before the world sank into the Void.

Instinct To eradicate living matter.

Loot The void wraith wields and wears any equipment stolen from annihilated crusaders. It also wears a *silver key* around its neck.

HP 12   **Armor** 4
Damage d10 (stolen weapon)
Special ethereal

- Bring to bear weapons, armor, or magic items stolen from annihilated crusaders
- Inhabit one of the masked mage statues
- Draw power from a nearby *sphere of annihilation*
- Terrify the crusaders with a vision of the end of time