

Cool Things That Could Happen in the Hall of Judgment



- No matter which price is chosen, the hall's hundreds of portals remain entirely operative, which means that just about anything in the world could be literally within arm's reach.
- Heroes aren't the only ones who can open portals. Enemies could easily bring in reinforcements by opening a door or two.
- An enemy might leap into one portal in order to jump out of another one on the other side of the arena, behind the heroes. Stack several of these on top of each other for a *Scooby Doo*-style train of combatants running in and out a series of doors.
- It might even be possible to fire a gun into one open portal and out another one, to hit someone from an angle they don't expect.
- *Being John Malkovich*.
- Someone could get thrown in front of the Mirror of Retribution, causing his soul to be immediately judged and carried off to another Court of Hell for punishment.
- There are portals in the floor and ceiling, so someone could open a trapdoor under someone else's feet, or drop a heavy object on someone else from above.
- Heroes might dispose of their enemies by throwing them into dangerous portals and holding the door closed.
- Doors, portcullises, hatches, windows, or anything else of the sort can be ripped free and used as weapons, battering rams, projectiles, or what have you.
- Ovens and refrigerators have doors.
- A portal leading to an underwater chamber might begin to flood the Hall of Judgment.
- An enemy might take Qin Guang Wang hostage, threatening to kill him if the heroes don't surrender. (The threat being that if Qin Guang Wang is dead, he can't send the heroes home.) This may or may not be bullshit, and the Ruler of the First Court might or might not be playing along.

Written by **Darrin Bright**. Edited by **Jeff Tidball**.

Atlas Games • 885 Pierce Butler Route • St. Paul, MN 55113 • USA • info@atlas-games.com

Visit the official Atlas Games forums on the world wide web at www.atlas-games.com/forum

Glimpse of the Abyss is © 2007 Trident, Inc. d/b/a Atlas Games. *Feng Shui* is a trademark of Robin D. Laws, used under license. All rights reserved. The *Feng Shui* game mechanics derive from *Nexus: The Infinite City* by Jose Garcia, © Daedalus Entertainment Inc., and are used with permission. Reproduction of this work by any means without the written permission of the publisher, except short excerpts for the purpose of reviews, is expressly prohibited.