Golden Dreams
(Insight: Rumor has it there's a Bandit King's treasure stashed away in a room hidden among the deepest caverns. No one has been strong or stupid enough to venture deep enough with simply gold on their mind.)

There is no information about this quest.

When talking to a Nyx's operative: "The Bandit King has dabbled in magics to thoroughly hide his vast amounts of treasure. I know they tend to work with patterns."

When talking to Fortuna's Representative: "Hear everything."

When interacting with the blue glyph:
The hero that activated the glyph notices a series of water droplets that fall from the edge of the glyph when it begins to shine with a blue glow: "Drip drip drip."
When interacting with a glyph a second time:
"Drip Drip"
When interacting with a glyph a third time:
"Drip"
When interacting with a glyph a fourth time "Drip Drip Drip"

When interacting with the red glyph:
The glyph shines with a red heat and singes the nearest 3 heroes, giving them burning.
A second time:
The glyph shines with a red heat and singes the nearest 2 heroes, giving them burning.
A third time:
The glyph shines with a red heat and singles the nearest 1 hero, giving them burning.
A fourth time:
The glyph shines with a red heat and singes the nearest 3 heroes, giving them burning.

When interacting with the green glyph:
3 sprouts emerge from the glyph as it gives off a green glow.
When attacking the green glyph and dealing at least 1 damage:
2 sprouts remain on the glyph.
A second time:
1 sprout remains on the glyph.
A third time:
0 sprouts remain on the glyph.

When exactly 1 item is the current for every glyph:
Move each glyph to the center-most space in the altar room and stack them on that tile.

When interacting with this glyph:
Test might+3, cunning+3, knowledge+3, and willpower+3. Each test can be passed by a different player, and on a different turn, they just need to be each passed once.
The glyph activates and shines with an enormous black glow, all players adjacent to the glyph are teleported into the secret room.
The room is well-lit by torches, with mountains of gold, jewelry and other various treasures.

Every space is 1 search token and 25 gold. On every corner space, roll a d20 instead. If dCrit, get a relic of your choosing. This roll can not be rerolled via any ability, skill, trinket, or method in the game.

After 8 spaces have been interacted with:
The Bandit King emerges in the treasure room, hands full of additional spoils. He nearly drops it all as he spots the intruders.
"H-how did you get in here? This has never..." He trails off as he eyes his adversaries. He notes your team's significant power and sighs. "I can't fight you all at once, so it looks like whatever you've taken is yours to keep. Begone."

The same magic of the glyphs before pulls you from the room teleporting you back to the dungeon. The glyphs stop glowing, as if they were immediately drained of power. They crumble into dust.

Place your heroes adjacent to the former spot of the glyphs.

Your hero with the most cunning stat waves the rest of the group over. "Look what I found." The hero gloats excitedly, holding a set of dice etched with ancient religious symbols.

You've earned: **Fortuna's Dice**