

Sand-Trap:

Within this pyramid-shaped room are four chests. Each chest must be opened. One of them is the trigger to set off a deadly Sand-Trap that will cause sand to flow down through a 8" hole that will open from the ceiling above.

If the last chest to open is the Sandtrap's trigger, the chamber will open, and all will be free to leave.

If the wrong chest is opened, a heavy dopwnpour of sand will fill the chamber in 1-D6 +12 turns.

As the sand begins to fill the chamber, a secret panel will slide open, revealing 1-D6 +12 switches. One switch can be pulled per turn. One of the switches will disable the trap and open another 8" hole on the floor at the chamber's center, allowing the sand to drain. Once drained, the chamber will open.

If the sand fills the chamber, all within will be drained (damaged) for 1-D12 +4 x12 life-points per turn until the correct switch is pulled. After the sand has completely filled the chamber, it will take a 15+ (on a D20) to manage to pull another switch. Each must roll the 15+ to pull a switch.

Special:

All survivors will earn 1-D12 x 1-D12 experience-points for escaping this trap, but only if it has been triggered.

There will be a 50% chance for 1-D4 random treasure items to be within each chest (the trapped chest will not have any itempps).