

Gauntlet:

When this chest is opened, a sudden barrage of arrows will be released from the many holes in the walls in this chamber, at all sides. For 1-D6 x2 turns, arrows will be released until the trap is spent of arrows.

Gauntlet stats:

Arrow damage:	1-D12 x4	See: "Venom Effect" in "Special" (below).
# of arrows to strike each person per turn:	2-D6	
Offense:	+5	
Special:	Venom Arrows:	There will a 25% chance that all arrows will be laced with venom. A 15+ must be rolled to avoid the poison effects each time you are wounded with a poison arrow.
	Venom Duration:	1-D6 x3 Travel Turns.
	Venom Effect:	<u>-5 on all rolls vs.:</u> <ol style="list-style-type: none">1. Defense.2. Defensive rolls to evade attacks.3. Offense.4. Resisting the effects of Magical spells and Enchantments.

Gauntlet Chest Contents:

D20 roll needed to have Gold / # of gold coins found: 15+ / 1-D12 x3

D20 roll needed to have Silver / # of silver coins found: 14+ / 1-D12 x6

D20 roll needed to have [Treasure](#) items / # of Treasure items found: 15+ / 1-D12 +3