

Trapped

As you stand in the cavern, you hear multiple slamming of what you perceive to be wood on wood, a few odd clicking sounds, and then total silence.

Game master:

One at a time, roll up 1-D8 +2 random traps.

Each trap must be disarmed.

Each trap will be set within, or upon, a large treasure chest (nowhere else).

Each trap will be random, and will be rolled for from the following list:

%Roll: Trap types:

01-15: Carnivorous Chest

16-30: Combination Crystals will be set on the surface of the chest (instead of a wall).

31-44: Encounter Roll up 1-D4 +1 encounters, which will attack in unison (as if they are allies).

45-58: Fools Gold Detect the illusion of this chest, or defeat the chest to succeed at this trap. No deaths can occur while battling this chest, or the trial is failed.

59-72: Gauntlet

73-86: Poisoned Needle

87-00: Screaming Chest

The cavern must be searched in order to begin this test. As the cavern is searched, 1-D8 +2 large treasure chests will be found hidden throughout the forest of stalactites and stalagmites. The first one to be found will have a scroll laying on the top of it. The scroll can be read by any race type, and will have the following instructions in flowing golden letters:

This is the first of a number of chests, each rigged with a trap.

Each trap is set to trigger if the lid is carelessly opened.

To claim a reward from the Old Hag, do not fail in disarming one trap.

If one of you fails to disarm a single trap, you all fail this trial.

If all the traps are successfully disarmed, a portal will open.

The portal will take you back to the presence of the Old Hag.

Succeed or fail, all chests must be opened in order for the portal to open.

Anything you find while attempting this is yours to keep.