

Poison Needle:

On the face of this chest is a hand-sized hole. On the surface just over the hole reads, "To unlock, reach in and turn". When this is done, a poison needle will prick your hand (unless you can withdraw it quickly).

Roll a 15+ (using a D20) to avoid the prick of the poison needle. See the following if you fail:

Poison Duration: Permanent until cured of poison. Some effects are incurable, such as death.

Poison Effect: %Roll: Poison Effects:

01-30: Comatose slumber: You cannot be awakened, and must be carried.

31-35: Death: Become comatose, as if sleeping. This will last for 1-D6 travel turns and then you will die.

36-55: Phase: Phase poison makes you shift from half spirit, to half physical all the time. When you are hit, and when you strike another (even with a spell or enchantment), there will be a 50% chance of it passing through.

56-85: Physical Atrophy: Lose 1-D6 life-points per turn (melee or travel turn).

86-00: Rage: There will be a 25% chance per turn that you will turn on an allies for 1 turn, whether it be during battle or travel.

Poison Needle Chest Contents:

D20 roll needed to have Gold / # of gold coins found: 15+ / 1-D12 x6

D20 roll needed to have Silver / # of silver coins found: 14+ / 1-D12 x3

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