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easily.*



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*Alas, the chest  
is empty.*

Contents

**THE CHEST IS  
LOCKED!**

*(If you can't open locks, you must  
leave the chest behind on the tile  
where you found it for some one  
else to find.)*

**Contents**

When this chest is unlocked,  
draw a new Chest Card and  
follow its instructions, adding  
 to that card's contents.

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*The chest  
contains two  
more chests!*



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draw a new Chest Card and  
follow its instructions, adding  
 to that card's contents.

## TRAP!

A mailed fist springs out of the chest, aiming for your face. The fist has

✂ Chest Level x 4

and makes an **ATTACK** upon you, as if you were in a battle.

### Contents



## TRAP!

*A strange mist seeps out of the chest. You feel your lifeforce ebbing away as it envelops you.*

Lose half your ♥.

### Contents



## TRAP!

Pungent gas billows out from the chest. You stagger around haphazardly as you are now drunk.

*(While drunk, you move randomly for your first and fourth actions each turn. Your ♠ is effectively equal to 1, and you suffer -4 penalties to both ✂ and ♥. Taking damage sobers you up.)*

### Contents



### The chest

*contains a pit! You fall through to the level below.*

*(If you can fly or climb pits, you may choose not to fall through.)*

## TRAP!

If you are not wearing gloves, you prick your finger on a poison needle.

Lose 1 ✂ and 1 ♥. If the chest's level is 3 or greater, lose an additional 1 ✂ and 1 ♥.

### Contents



## TRAP!

*The chest erupts in a fiery explosion!*

Roll Xd8 where X is the chest's level, then take that much damage. X random scrolls also burn in the blast.

### Contents



### The chest is stuck.

If your ✂ is 6 or greater you can force it open. Otherwise you must leave it behind on the tile for a stronger player to loot.

### Contents



*As you examine it, a mouth on the side of the chest reads one of your scrolls.*

Choose one of your scrolls at random, then follow its instructions as if you had just read it.

Draw another Chest Card.

*A plaque written in Early Modern English warns that you will die if you open this chest.*

You may choose to leave the chest alone, but if you do open it, roll ♠ with target 6 + Chest Level. If you fail, you die.

### Contents



## TRAP!

*An alarm sounds as you open the chest!*

Draw a Monster Card for your current floor. It appears and surprises you.

### Contents



## TRAP!

You are squirted with deadly acid!

If you are holding a shield, discard it. If you do not have a shield but are wearing body armour, discard your body armour.

If you have neither a shield nor body armour equipped, take Xd8 damage, where X is the chest's level.

### Contents



*As you fumble with the chest, a sly thief steals from your pack!*

Discard the item (♠) with the least value among those items you do not have equipped.

Draw another Chest Card.

*The chest sprouts wings and tries to fly away!*

Roll ♠ with target 6 + Chest Level. If you succeed, you catch it, tackle it to the ground, and force it open. Otherwise the chest gets away.


### Contents



Shuffle the Chest Deck and draw a new card.

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*What you took to be a chest is but a sculpture of a chest, and cannot be opened.*

		<b>TRAP!</b> An alarm sounds as you open the chest!  Draw a Monster Card for your current floor. It appears and surprises you.	
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If you are not wearing gloves, you prick your finger on a poison needle.

Lose 1 , 1 , and take X damage, where X is the chest's level.

Contents



The chest erupts in a fiery explosion!

Roll Xd8 where X is the chest's level, then take that much damage. X random scrolls also burn in the blast.

Contents



*The chest is  
stuck.*

If your is 6 or greater you can force it open. Otherwise you must leave it behind on the tile for a stronger player to loot.

Contents



A spear of ice launches out of the chest. The spear has

Chest Level x 4

and makes an **ATTACK** upon you, as if you were in a battle.

Contents



TRAP!

You are engulfed in a rancid miasma!

Take damage equal to this chest's level, and gain *disease*.  
*(While diseased, you cannot regain lost ♥.)*

Contents



*You are squirted with  
deadly acid!*

If you are holding a shield, discard it. If you do not have a shield but are wearing body armour, discard your body armour.

If you have neither a shield nor body armour equipped, take Xd8 damage, where X is the chest's level.

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