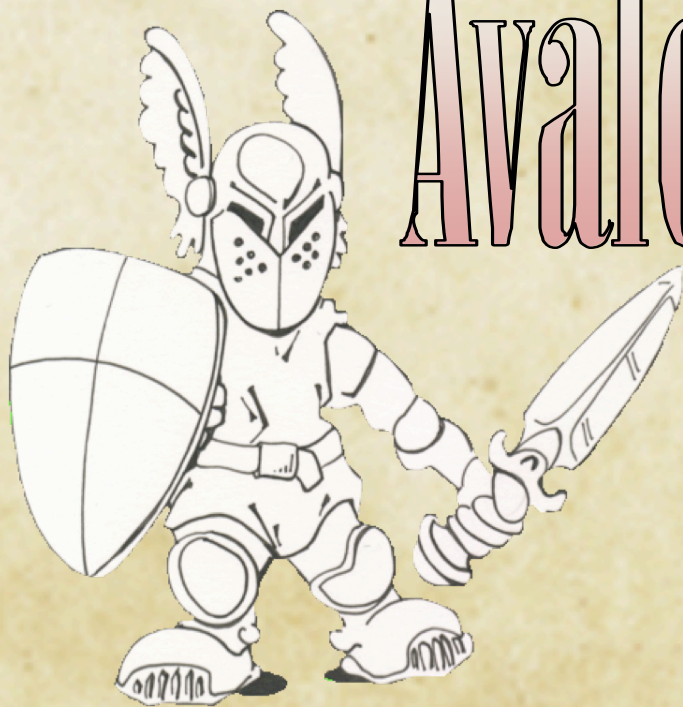


Avalon Encounters



Biting Chest

By

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The biting chest is a nasty little surprise you can place in any dungeon inhabited by intelligent creatures.

The biting chest appears to be a normal metal chest. Some have locks, but the lock is never better than average quality. The inside of the chest is lined with cushions or cloth to disguise the fact that the bottom and back of the chest are about twice as thick as normal. It requires a DC 25 Perception check to notice the anomaly.

The bottom of chest is a pressure plate. The trap is armed when more than 3 lbs. of goods are placed in the chest. When the weight in the chest drops below 2 lbs., the trap goes off. Powerful springs in the hollow back of the chest are connected to the lid through the hinges. When the trap is sprung, they expand and slam down the lid of the chest doing 1d6 points of damage and trapping the victims hands in the chest. The victim is allowed a DC 20 will save to get his hands out in time. This assumes the character drops the item stored in the chest. If the character tries to keep a hold of the prize, increase the DC by the weight (in pounds) of the item.

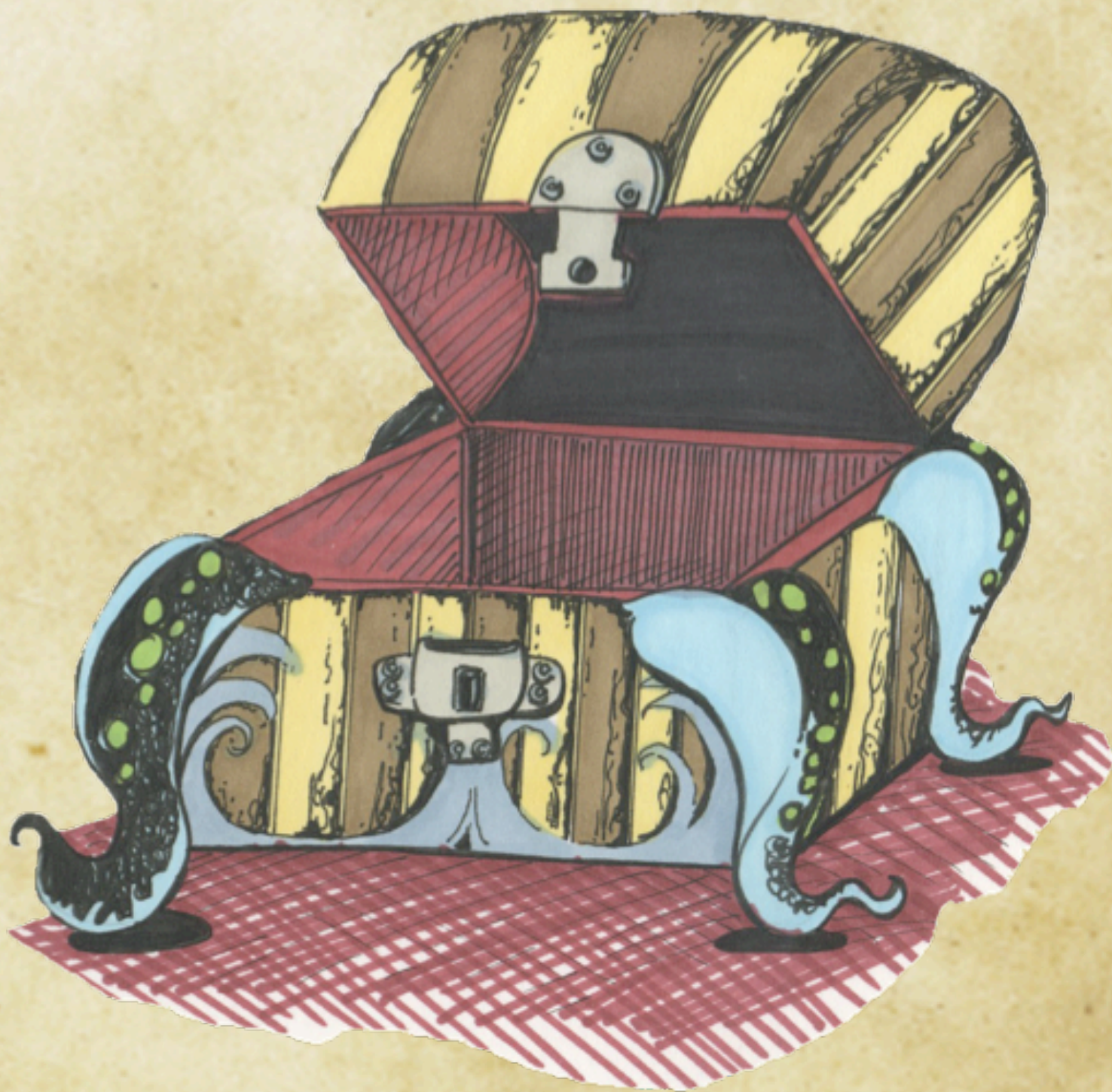
More than the damage inflicted, the true danger of the biting chest is that it traps the thief for the owner of the chest to deal with at his

leisure. Because of its metal construction the chest weighs 50 lbs. Because the thief's hands are trapped, it is impossible to perform skill checks, or even simple task, requiring the hands, such as opening doors, climbing ropes or casting spells with somatic components.

Once the lid has slammed down, it can not be opened again until the trap has been reset. It takes a DC 22 Strength check to hold the lid open long enough for the victim to get his hands out. And the victim can not make this check, because his hands are trapped. The victim can make an Escape Artist check (DC 25) to wiggle his hands out, but each failed check inflicts an additional point of damage. These DCs assume the victim has been smart enough to drop the item. Add the weight of the item (in pounds) if he still hasn't let go.

Because of the nature of the trigger mechanism, biting chests are almost always used to store single heavy items, such as weapons or magical rods. A very heavy item, such a gold bar is even better, because it assures the would-be-thief will reach in with both hands.

There are several ways to deal with the biting chest. Before the trap is sprung, the trigger can be defeated simply by piling stones or other debris in



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