

Color Combination:

As you enter this chamber, at the center of the chamber, you see three crystals on a wide, flat pedestal of black marble.

Inscription on the side of the pedestal read:

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Touch the colors in the correct sequence to open the smaller chamber and receive your reward.

Each time one touches the crystals in the wrong color combination, he or she will take 1-D12 x 1-D12 damage to Life-points (not armor-points, scale-points, shielding, etc.).

You can discontinue at any time you wish, but you will not be able to open the smaller chamber beyond. You must continue on without the reward.

Enchanted, Magical, and Natural healing is impossible while attempting this task.

Good luck!

Roll on the following chart to know the color combination each time it is attempted (it will change):

D6 Roll: Color combination:

- 1: Red, Blue, Yellow
- 2: Red, Yellow, Blue
- 3: Blue, Yellow, Red
- 4: Blue, Red, Yellow
- 5: Yellow, Red, Blue
- 6: Yellow, Blue, Red

Reward Chamber:

If the color combination is touched in the correct order, a secret stone panel will slide open, revealing 1-D6 +3 treasure items.

Roll each randomly.