

## Poltergeist (see, "Special" before doing each chamber)

At the far end of this massive cavern is an archway, etched with symbols and runes. This archway must be passed through. Upon passing through it, you find yourself in a chamber. This chamber begins to shift. As it does, it splits into 1-D8 +3 additional chambers. These chambers must be passed through. You must successfully reach the end chamber. Once you have defeated, or overcome, the last chamber, the trial will be finished. A shimmering gate will open up. Step through the gate to finish this trial.

Note: There will be 1-D4 +1 encounters per chamber. Each encounter will be rolled for from a different region. It is possible to roll up multiple encounters, all from the Mountain Wilderland. Each encounter is completely random. All encounters will work together to defeat you (they will be allies). Roll up each encounter from the following chart:

### %Roll: Random Wilderland:

01-25: Forest

26-50: Grassland

51-75: Mountain

76-00: Volcanic

Note: It is possible to roll an encounter from a dungeon, labyrinth, or Tomb. This is strictly based on the roll of the dice when rolling within each Wilderland setting.

**Special:** Each time a chamber is entered, the game master will secretly roll a D20 for each player. A 1 will indicate a player will be possessed by a Poltergeist and join forces with the enemies encountered. Possessed allies cannot be slain by their own allies, but will fall unconscious with 1 life-point remaining until the encounter is over. If the multiple encounters are defeated, the Poltergeist will retreat to the next chamber to await their arrival and try again. Allies turned traitor will not remember what happened.

If you can manage to successfully travel through the 1-D8 +3 Poltergeist chambers without being defeated, and without having to be brought back to life, you will exit this trial to stand before the Old Hag and receive your reward. All treasure you find as you pass through these chambers will be yours to keep.