

Rules:

It will take a roll of 20 (on a D20) twice in a row to keep an eye on the coconut with the silver coin under it (if a double 20 is rolled, you will know precisely under which coconut the silver coin lies).

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Only the one guessing may say under which coconut the silver coin lies, and that person must state they will play next before the guess is made (before the shuffle).

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Jester's Chest:

Roll on the following chart to see what the item pulled from the chest will be:

%Roll: Item pulled from the Jester's Chest:

01-15: Armor:	Roll up one random Armor, Barding, or Shield, ignoring all non-magical results.
16-25: Augmentation Crystal:	Roll up one random Augmentation Crystal.
26-35: Enchanted Item:	Roll up one random Enchanted Item.
36-40: Extra Life:	After receiving this blessing, if you should be slain, you will rise back to life on the beginning of the next turn (full health and luck restored). You can also pass this blessing of life on to an ally that has died. Extra Life can be gotten multiple times. Reagent: None.
41-45: Gold:	1-D12 x 1-D12.
46-50: Jester's Backpack:	This backpack will yield one random item from the treasure book each time a maximum value gem is placed inside it. The gem will vanish, replaced by a random item. Non-magical items can be rolled up for this. This backpack is black and white checkered. Each time a gem is placed in this backpack, roll a D6. If you roll a 1, the gem will vanish and a random encounter will come out and attack (this will not harm the Jester's Backpack (no matter the size of the encounter)).
51-55: Jester's Spell Scroll:	Once this spell is memorized, it will allow you to charm one single creature permanently to server you. A D20 must be rolled for the creature to resist the spell. Once cast, the spell will fade forever (whether the creature is charmed or not). Reagent: None. Value: There is no set value for this spell. This spell can be memorized multiple times.
56-65: Potion:	Roll up one random Potion.
66-75: Treasure Item:	Roll up one random Treasure Item, ignoring all non-magical results.
76-85: Scroll Spell:	Roll up one random Scroll Spell.
86-90: Silver:	1-D12 x 1-D12 x100.
91-00: Weapon:	Roll up one random Weapon, ignoring all non-magical results.

