

Chance:

As you enter this chamber, you see a man, dressed in a one piece, black and white checkered jump-suite. Upon his head, he wears black and white checkered hat, matching his jump-suit. The hat splits apart evenly into three sections, with a silver bell tinkling at each end.

As you enter, he rises from a three-legged stool and bows.

"Welcome, welcome," he cheerfully states. "Come, come, gather around. Play my game of chance. All you need to do is risk losing one of your personal items in hopes of gaining the opportunity to reach in and pull one reward out of this chest behind me." He turns and points to a rather large, iron chest set against the stone wall of the chamber.

"Here's how it works," he states enthusiastically, rubbing his hands together. "If you have an item you can part with, set it on the table before these **six coconuts** and try to guess under which half of the coconut lies the silver coin. No tricks now. You see, not even spells and enchantments can see through the sides of the shells to reveal where lies the silver coin." He laughs with glee, dances a jig and continues.

"After you have guessed, I will lift the coconut half. If the coin is revealed, you guessed right. You can then reach into the magical chest behind me and pull forth one item. Even I do not know what the item will be, but," he raises a finger in the air, "you may gain something valuable indeed!" A sobering demeanor washes over his face and he places both hands upon the table, thumbs caressing the shells of two coconuts.

"Now, I must tell you, I do not want any items from you that are non-magical. Those are mundane and pointless. You will never pull such atrocious items from my chest. Oh, I will accept 2 maximum value gems, to play. I will also accept 50 gold, or 500 silver pieces, per guess. That is acceptable to me." See, I am being fair," he grins enthusiastically.

"Each of you can risk losing as many times as you wish. If your guess is correct, I will blindfold you, lift the lid of the chest and allow you one grab. Once you have gotten something, the chest will be closed and the blindfold removed. The game can then be played again by the same person, or another can play. I will then shuffle the coconuts. The one who has played may continue the game, or yield to another – this is up to whoever is currently guessing. It will take me one minute to shuffle the coconuts." The juggler brightens up, briskly, eagerly rubbing both his hands together.

"Now, who wants a shot at fame and fortune!"

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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.

Special:

The Juggler may be attacked. If the Juggler is defeated, he will not die, but hand over his Jester's Chest as a reward (along with any item drops he may have). The Jester's Chest will have 1-D12 +7 charges. Each pull will expend one single charge. Once the charges are gone, the chest will vanish forever.

[illegible]