

# Mystery Chest:

Roll on the following chart to know what can be pulled from the Mystery Chest:

## %Roll: Mystery types:

01-10: Amulet:

### %Roll: Amulet types:

01-25: Dead Turning

26-50: Image

51-75: Star

76-00: Undead Turning

11-20: Boots: %Roll: Boot types:

01-25: Evaders

26-50: Lavawalker

51-75: Levitation

76-00: Shadowman

21-30: Card: %Roll: Card types:

01-25: Lost Ally

26-50: Lost Companion

51-75: Lost Mount

76-00: Lost Soul

31-40: Crown/Tiara: %Roll: Crown / Tiara types:

01-25: Morrid's Death`Crown / Morrid's Veiled `Tiara

26-50: of Mercy

51-75: Socketed

76-00: Spell

41-50: Crystal Ball: %Roll: Crystal Ball types:

01-25: Elemental

26-50: Foreseer's

51-75: Scryer

76-00: Spellmaster's

51-70: Journal of Carthian Spinesetter. **Once this journal has been found, it cannot be found again (keep track of it).**

71-80: Potion: %Roll: Potion types:

01-25: Level Augmentation

26-50: Life

51-75: Mass Healing

76-00: Spirit

81-90: Ring: %Roll: Ring types:

01-25: Crusaders

26-50: Dragonborn

51-75: Fairyblood

76-00: Submersion

91-00: Wand: %Roll: Wand types:

01-25: Dragon

26-50: Phenomenon Portal

51-75: Secret Chamber

76-00: Trap-Finding