

Screaming Chest:

When this chest is opened, a piercing scream will issue forth from the chest, attracting 1-D4 random tomb encounters. The only way to stop the chest from screaming and attracting unwanted attention is to silence it by magic before opening it.

The following is stored within this chest:

25% chance to find 1-D4 +1 random [treasure](#) items.

25% chance to find 1-D12 x5 Gold.

25% chance to find 1-D12 x12 Silver.

25% chance to find 1 [Augmentation Crystal](#).

Note:

If the Screaming Chest does not have any treasure items, gold, silver or an Augmentation Crystal, there will be 1-D4 +1 unique items found instead. Roll on the following chart to see what these unique items will be and how they are used:

%Roll: Unique items: Explanation:

01-20: Evenstar:	Use the Evenstar to create a shield about you and your allies, warding off all arrow attacks for 1-D6 x2 +2 melee turns.
21-40: Golden Cheese:	Show this cheese to the Fools Gold and Carnivorous Chest to make it stop attacking. This enchanted cheese will cause the chest to spit out all its contents in trade for the cheese. Once used, this item is consumed.
41-60: Lull Harp:	Set this harp up and strum your fingers gently across the strings and it will begin playing. While it is playing, the Grasping Tentacles will cease in their aggression, just long enough for you to make off with the contents of the valuables within the Grasping Tentacles Chest. Once used, this item is consumed.
61-80: Metal Glove:	Used to open the Poison Needle Chest the safest possible way. By putting on the Metal Glove, you will only have to roll a 2+ to evade the Poison Needle Chest trap. Once used, this item is consumed.
81-00: Silence Potion:	The next time this chest is found, drink a dose of this potion to sooth the Screaming Chest (it will not scream). Once used, this item is consumed.