

## The Jester's Tomb By Dan Roy, aka Bogie



The king considered Dunham to be his best advisor. When the king died, the Jester ruled the kingdom as Steward for several years until the king's grandson could take his place as rightful ruler. Several years later, Dunham died and was laid to rest in a crypt he had designed himself. Always the jester at heart, he built many tricks and puzzles to protect his final resting place, and his treasure. As well prepared Adventurers you have learned several clues before entering: Dunham always insisted on being paid in Silver and he felt that The King was a little to vain. He used to say: "Follow the rainbow to the golden Oak"

You were told to: "Go up, right, down, left, but, can you finish as one?"

**1: Entry Hall.** The third person who passes through the arch is teleported naked to Room 2 and all their stuff goes to 4A. That adventurer is paralyzed for 1 Turn.

**2: Impish Room** The southeastern part of the room is where the paralyzed adventurer is. At the north end of the room is a gold table. On the table sits an Imp. The imp turns to them and says "None shall pass lest ye make me laugh" One of the players must tell the DM a good joke for the party to proceed. If anyone attacks or tries to pass the imp, it will turn into a Demon - DM's choice. **2A & 2B** Monsters that the Imp can release against the party.

**3: Mirrored Treasure Room** At one end of this room is an empty treasure chest with the lid open. At the other is a statue holding a large mirror. Anyone looking in the mirror will not see themselves, but will instead see the treasure chest which is now full of treasures. As they watch, an old man starts taking the treasure. It will take him 4 rounds to empty the chest at which point he leaves. If the mirror is pivoted face down all remaining treasure will pour out on the floor.

**4: Lever Room** An odd shaped room has a table with 4 levers. The other door is magically locked. The levers must all be turned into the correct position, simultaneously, to open the door. Correct settings are the NW lever points north, the NE lever east, the SE lever south, and SW lever to the west, and they all have to be turned in unison. When this is not done correctly one of the secret doors to A, B or C will open, releasing whatever monster is in that room. **A:** 3 Skeleton Warriors, **B:** 3 Flesh Golems, **C:** The gear of the player affected by the entry arch.

**5: Statue room** In this room is a dais with a life size statue of Dunham. In his right hand is a staff and his left hand is held out with the palm up. A deep voice says, "Proper tribute is due". If a silver coin is placed in the hand, it will close. The coin has been replaced by a silver key. The key will unlock the door to room 10. If any other object is placed in the hand a Vrock Demon is summoned into the room. A new demon is summoned for each incorrect object.

**6: Summoning Circle of Light** On the floor is engraved a circle of silver runes. The room is dark. When any light hits the runes they will start to glow One round later it will summon 1d4 Will-o-Wisps that will attack anyone in the room. While it is dark, glowing runes on the wall spell out "The Jester's Scepter is a key ingredient"

**7: The Rainbow and the Oak** In this room is a 7 x 7 grid of tiles. On the border by the purple tile is a small but easily seen rainbow and on the border by the red tile is an oak tree.

Essentially, you must follow the rainbow to the oak tree. When someone steps on the purple tile all the others will drop down about 16 inches. If the person steps onto each of the colors of the rainbow in the correct order ( purple, dark blue, light blue, green, yellow, orange, red ) then all

remaining tiles will do the same leaving a winding rainbow staircase which will end at a heavy stone door. If any incorrect tile is stepped on the floor locks where it is. There is one fancy brown tile that will reset the floor allowing a second chance to get it right. Since the stone door opens towards the stairs it cannot be opened unless the stairs are done perfectly. Inside the hidden chamber is a chest full of coins and a 14 inch long scepter with a jester's head on one end and an irregular shape on the opposite end.

**8: Here Kitty, Kitty** Sitting on a treasure chest is a house cat. It will ignore anyone who just passes by but it will defend the chest against anyone who tries to approach it. It is actually a Guardian Daemon. It is a 1 HD Cat with a nasty attitude. If killed it reappears on the chest as a 2 HD Bobcat, if that is killed it reappears as a 3 HD cheetah, then a 4 HD Panther, a 5 HD Lion, then a 6 HD SaberTooth. If that is killed it reappears as the Cat, then Bobcat and finally the 9th life is the Cheetah. When all 9 lives are killed it is finally gone. In the chest are several potions and a couple minor magic items. **8A:** If the Party did not find the gear in 4C then the DM might choose to place it in here, or there could be a Flame Strike trap here.

**9: The Final Countdown.** This room has a large lever. As soon as anyone approaches within 5 ft of the lever the door is replaced by a solid wall. They hear a loud voice start counting down from 12, ( the DM should actually count out loud, it is scarier ). If the lever is pulled the countdown stops. After a minute it starts again, one digit less each time. The trick is that when the count hits 0 the wall slides open. If the lever is pulled 3 times the floor opens dropping anyone not standing on the 5x5 ft section with the lever 15 ft into a pit with 3 mummies.

**28: Vanity Room** A 30' round room that has 4 pillars running from floor to ceiling. Inspecting the pillars will reveal that they rotate and that each one has a mirror built into it on the backside. If all 4 pillars are rotated so they face the center of the room and someone stands in the center point, a 6" diam post will rise up out of the floor to a height of 3'. It has no markings on it but there is an odd shaped hole in the top of the post. If the Jester's scepter is inserted into the odd hole and turned counterclockwise, the dais will descend 15' down to a tunnel that leads to a set of stairs. The stairs climb up into room 11 - the Jester's Tomb. But if anything else is inserted in the hole or if the scepter is turned clockwise, dozens of blades will drive up from the floor into anyone standing on the platform. At the same time an undead beholder will be summoned into the room

**29: The Real Jester's Tomb** There are no traps or tricks here, just the Jester's body laid to rest with his treasures. If the DM needs one last encounter then Fire Elementals could rise up out of the braziers, or the Jester could be a powerful undead creature like a Lich

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