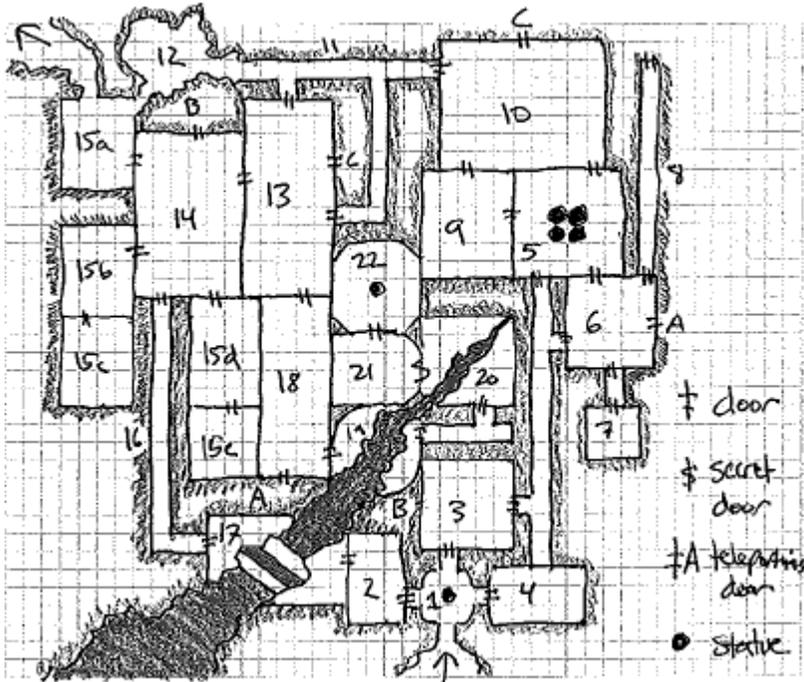


# The Illusionist's Tomb

by Tom Livak



## Background

Gimble Boddynock was a gnome illusionist who greatly enjoyed practical jokes. When his time came, he built this tomb of hazards and tricks to prevent anyone unworthy from finding his greatest treasures. Since that time a tribe of kobolds have moved in, learning how to avoid the traps and hence having an easily defensible base for raiding operations. An ogre mage has also recently moved in, who has been searching for Gimble's actual tomb and treasures there in, but is as of yet unsuccessful.

## Rumors (1d6)

- 1 Gimble's famous staff of illusions rests in his tomb
- 2 Gimble never died, the tomb is his greatest practical joke
- 3 A band of kobolds bandits have taken residence in the tomb
- 4 You can't believe anything you see in Gimble's tomb
- 5 Gimble is actually a *polymorphed* gold dragon, the tomb is the entrance to his lair
- 6 Gimble's traps won't hurt anyone who is absolutely silent

## Wandering Monsters (1d8)

- |     |                        |   |                  |
|-----|------------------------|---|------------------|
| 1   | 1 kobold               | 6 | ogre mage from 9 |
| 2-3 | 1d3 kobolds            | 7 | 1d3 dire rats    |
| 4   | 1d4 kobolds, +1 leader | 8 | 1d2 gray ooze    |
| 5   | gelatinous cube        |   |                  |

- Foyer:** There is a statue of Gimble Boddynock here, which will magically say: "Welcome, brave souls, to the final resting place of the greatest gnome to have ever cast a spell, the glorious Gimble Boddynock! If you keep your eyes and wits about you, you might find great treasure, but more likely, you'll find your doom!"
- Illusion Foes:** After entering the room, five *fire elementals* appear. Two are summoned, the other three are illusions. They will convincingly continue to miss their opponents, but will disappear when hit.
- Arrow Traps:** There are several tiles that are uneven in this room. They look like obvious pressure plates, but are not; there are several well hidden pressure plates that activate arrow traps in the walls.
- Magic Missile Treasure:** There is a heaping pile of illusionary treasure in the middle of the room. For every round a character is in the room, a *magic missile* will fly from the wall, striking them.
- Dragon Statues:** Four stone dragon statues adorn the room, each facing a corner of the room. Walking in front of the statues triggers a magical dragon breath, similar to a *fireball* but conical in shape. Two of the statues are broken, but the dragon breath still works.
- Golem:** There is a *stone golem* here who will attack anyone who has a weapon drawn or says a word with the letter 'e' in it.
- Mimic:** There is a large treasure chest in this room, which is actually a *mimic*.
- Boulder Hallway:** Upon entering this hallway, a huge boulder will appear at the far door and roll down towards the PCs. It magically vanishes if it hits the near doorway. The far doorway is fake.
- Ogre Mage's Lair:** An *ogre mage* has taken residence in this room. Among his possessions are 4,000 gp, a *potion of flying* and a *potion of polymorph Self*.
- Spike Room:** There are several grates in the floor, with sharp spike tips poking through. Stepping on the grates has no effect. Between the grates are *invisible, silenced* whirling axes traps.
- Lightning Hall:** This hall is filled with swirling lightning, which deals 1d6 damage each round.
- Otyugh Lair:** The kobolds throw their trash here, and there is an *otyugh* living amongst the refuse.
- Mirror Room:** Every surface of this room is covered in mirrors, which are magically reinforced and impossible to break. It's very easy to get turned around here, roll randomly to see which exit the players actually leave through. There is a %50 chance that 1d4 *imps* will be summoned on entering. They can somehow avoid the mirrors; the players have a 1 in 4 chance of hitting a mirror instead of an *imp*.
- Whirling Blades Room:** This room is filled with large, noisy machines that are continually swinging a large number axes, swords and the like. A gnome-sized or smaller creature can find a path to simply walk through.
- Kobold Rooms:** The kobolds live in these rooms. The noise from 14 means they won't be able to hear fighting from one room to the next, but attacked kobolds will try and run to other rooms for reinforcements.
- 15a. Guard Room:** There is a small tunnel the kobolds have made that exits to the surface, and there's always 1d3 *kobolds* standing guard here.
- 15b. Common Space:** There are several tables and chairs here; this is where the *kobolds* eat and spend most of their time. 2d4 *kobolds*.
- 15c. Living Area:** This is where most of the kobolds sleep. 2d4 *kobolds*, %50 chance for each to be sleeping.
- 15d. Leaders' Room:** The leaders of the kobold tribe live in this slightly nicer room. 1d4 *kobolds*, and 1d3 leader *kobolds*.
- 15e. Storage:** The kobolds store their food and the spoils of their raids here. There's 300 gp in coins, and 3,000 gp in trade goods (spices, cloth, etc).
- Fire Hall:** This hall is filled with illusionary fire.
- Bridges:** There is a bridge across the chasm, which is an illusion. Next to that is an invisible, but solid bridge.
- Reverse Gravity Room:** There are several furnishings in this room, including a table and chairs, which are all bolted to the floor. There is a permanent *reverse gravity* spell in effect.
- Chasm Room:** There is a large chasm, 20 ft across, running through this room.
- Broken Trap Room:** A large chasm runs through this room, and the ceiling has also partially collapsed. Several incredibly large axes blades and mechanisms lie in ruin; they appear from a very large and nasty trap that was destroyed when the ceiling collapsed.
- Animated room:** This is an opulently decorated room, with several upholstered chairs, a fine table, and a piano. There are all *animated* and will attack the party.
- Tomb:** There is an overly large statue of Gimble Boddynock; he is buried beneath it. There's 8,000 gp in treasures, a *staff of illusion*, a *hat of disguise* and spellbooks containing all illusion spells up to 4th level.