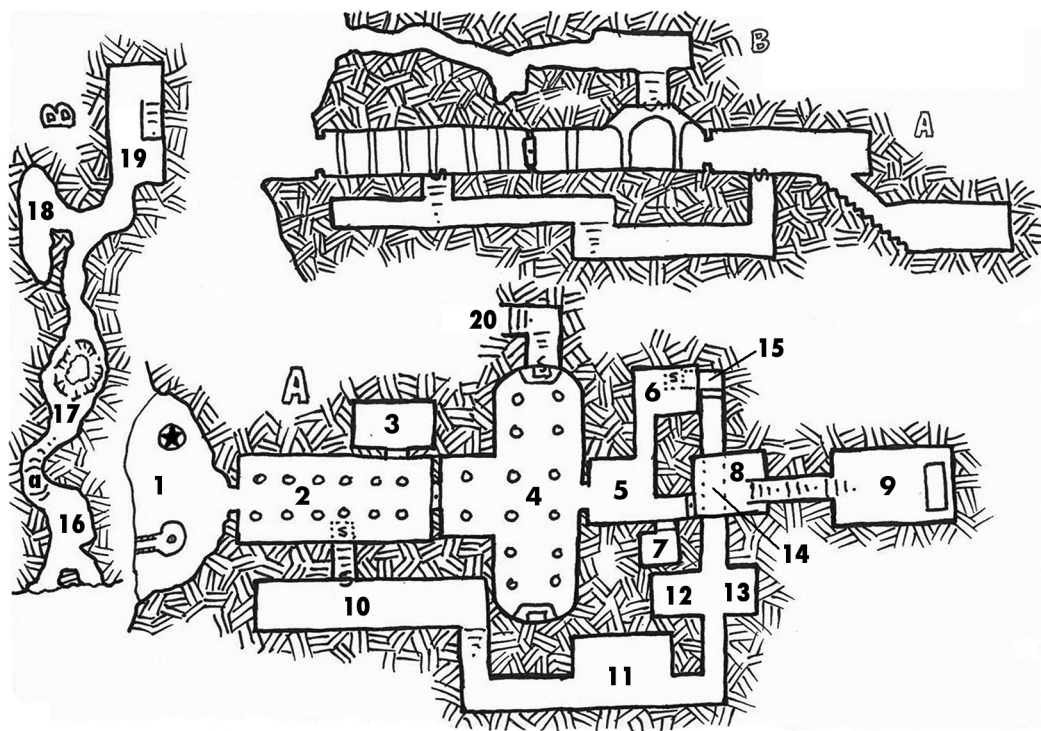


The Tomb of Nesta the Mischievous



ROOM KEY

1. Life-sized bronze statue of Nesta, looking smug. A pouch with 2 agates (25gp) & a bloodstone (50gp) hidden in a spout of the dry fountain.
2. 30'×70'. Columns carved with scenes of hijinks, trickery, and derring-do. Pressing a carving of a door on a nearby column reveals the secret stairs.
3. 30'×20'. Lever in middle of floor triggers waist-high **scything blade trap**.
4. West door counterweighted to swing shut and relock after 5 minutes. Ceiling of N-S hall is vaulted to 20' and cobwebbed. Shrines to local gods at either end. Secret door to north swings out to left, opened by pulling firmly on shrine, counterweighted to swing shut.
5. 20'×20'. Carved wooden bench against north wall. East door is locked.
6. 20'×20'. **Orc tomb raiders (7)**. Urns (8) half-full of "liquid" (1-3 water, 4 oil, 5 acid, 6 baby gelatinous cube) with 10gp and a turquoise (25gp) at the bottom of each. Three urns also have one of: silver watch & chain (broken; 500gp), glass bead necklace on copper wire (30gp), bronze half-mask (130gp). Trap door hidden under false flagstone.
7. 15'×15'. **Skeleton caretakers (2)**, armed with brooms (damage as staves).
8. 20'×20'. Wall-to-wall covered **pit trap** drops to corridor floor 30' below.
9. Tomb. 30'×40'. Sealed sarcophagus (30 minutes to smash open with proper tools), unoccupied. Contains 2,000ep, pearl (100gp), onyx (50gp), eye topaz (500gp), carnelian (75gp), zircon (75gp), star ruby (750gp).
10. 10' ceiling, 20'×70'. Walls of stacked alcoves. Shiny red stones protrude from mass of **green slime** covering walls, floor, and ceiling of west end (45 cracked glass beads; 5sp each).
11. 10'×30', 10' ceiling. **Skeleton caretakers (5)** sit posed around a table as if playing cards. Cards are ordinary (or at DM's discretion, a deck of many things). Walls of stacked alcoves with rows of skulls facing toward table.
12. Shattered pottery shards cover the floor.
13. A shrine to an obscure god.
14. 10' ceiling. Chest, lid open, visible from open pit above. Contains 22,000cp enchanted to look like gold—any coin removed is obviously copper. Skeletal remains of tomb robber lies near chest; belt pouch holds 3 cut agates (25gp ea.), quartz (50gp), carved bone eating knife (34gp), fine-wrought silver snuff box (empty; 400gp). Silver amulet lies inside rib cage (600gp).
15. 10'×20'. Rungs in north wall lead 20' up to trap door (visible this side). Each rung appears to have hinges and the entire floor under the ladder is clearly a pressure plate. Door has elaborate-looking locks within a needle-toothed gargoyle mouth, both sides. There is no trap here.
16. Skeleton clutching a bag encrusted with mineral deposits partly protrudes from right wall. Chipping away mineral deposits takes 20 minutes. Bag contains angular bronze bead necklace (180gp), gold circlet (800gp), regal orichalcum rod (3,000gp).
 - a. **Fire beetles (2)** on landing.
17. Natural, steep-walled 10' pit. **Giant centipedes (4)**.
18. **Kobold exiles (5)** moving into new lair. Hidden under loose stones in far corner: 5 large sacks of 5,000cp each; one sack with pair of silver goblets (400gp ea.), bronze idol (120gp); small pouch with 2 turquoises (50gp ea.) & a smoky quartz (25gp).
19. Smooth stone walls. Stair to #20.
20. Bottom landing at secret door is 10'×10' and occupied by **petrified lizardmen (5)** crouched before door, guarding rear, etc. Touching prominent brass knob on door (right side) casts *flesh to stone* (odd activations) or *stone to flesh* (even activations) on landing. Door actually opens by pushing out left side farthest from knob.

Nesta's tomb is a treasure trove but its rooms may drive tomb robbers to fits of paranoia.

WANDERING "MONSTERS"

1. Ghostly, amused laughter.
2. 1d3 skeleton caretakers armed with brooms (damage as staves).
3. A gold piece attached to the floor with *sovereign glue*.*
4. A completely innocent puddle of water, 5' diameter.*
5. Vermin: 1-2 swarm of normal rats, 3-4 1d4 giant centipedes, 5-6 1d4 fire beetles
6. Intruders. DM's Choice or roll on an appropriate NPC or wandering monster table.

*Non-repeating result.

GENERAL

Passages are at least 10' wide & ceilings are 15' high except as noted. Close-fitting stone brick. Skeleton caretakers reform each morning.