

# THE JESTER'S WONDROUS CAVE

## DEAR GAME MASTER, THESE ARE THE RULES OF THE CAVE:

>One can't simply walk into the Jester's Cave. It's set a day after the world's end and in the space made from the dreams of the dead. What brings the party here is luck. Or fate. Depends on what they believe in.

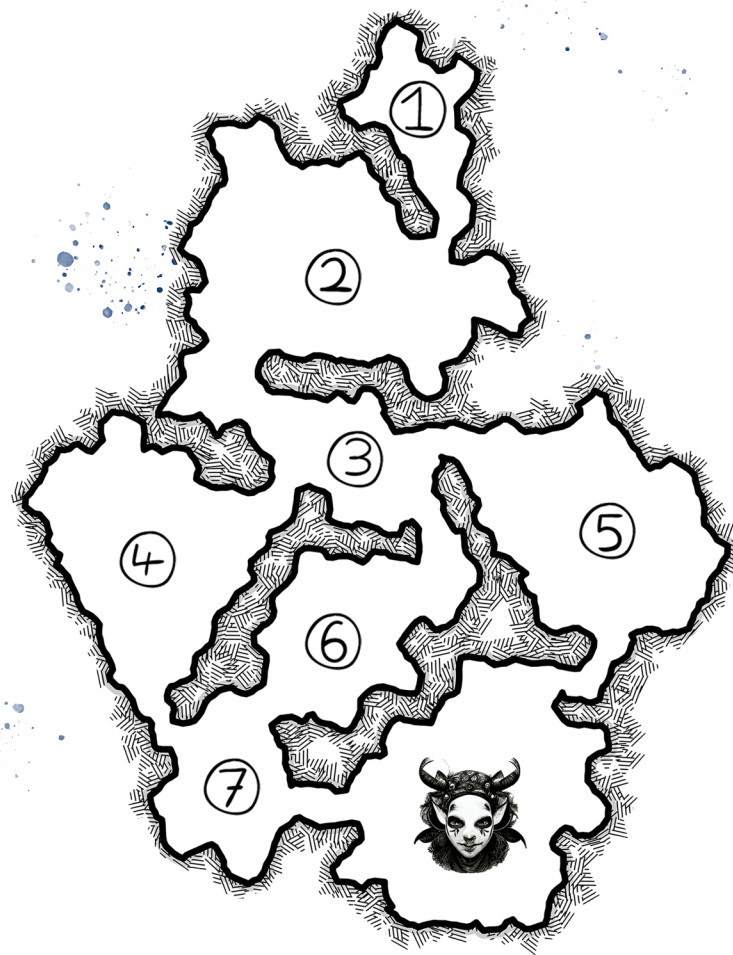
>The Cave exist out of time, space and reason. The logic is held only by whatever the party believes to be the core rules of the world, like gravity, thermodynamics and such. But it doesn't have to. Feel free to play around with basic concepts to create unexpected scenarios.

>The Cave will seems anachronistic. There will be people and objects that does not fit whatever the setting for your game is. Try not to go meta, instead use a descriptive language without breaking the feel of the original system. You know it's a gun, but for your medieval fantasy party it would be described, for example, as an L shaped metal piece, blasting small pieces of led with incredible speed.

>The Jester has no agenda. He is not a sentient being, rather a force of nature that drags different elements from different worlds into its own dimension. Its personification, however, will be perceived as a jester and will be conversational in whatever language player's characters are speaking in. Its attitude will be shaped by player character's choices. If they expect an evil trickster, they will find exactly that.

>The way to escape the Cave is to either fall asleep or be teleported randomly out of it (whenever GM feels like it's over).

>The true form of the Jester would obliterate perception of any living being.



① There is a dimmed light in the center of this grotto. It comes from a small bonfire. There are II World War soldiers sitting around it, full equipment on hand. They don't know how they get here. All they know is this everburning bonfire and immense feeling of hunger that cannot be satisfied. Soldiers are „reseting“ themselves every time they die, try to leave the grotto or 24h has passed, whichever comes first.

Roll d6 to see if they are:

- ☐ ☐ aggressive and will likely attack on a whim
- ☐ ☐ cautious and will hold you off
- ☐ ☐ friendly and relaxed

② A huge space filled with plants. Some are familiar, some have non-Euclidian shapes, some are difficult to describe using Earth and Earth-like languages. High humidity makes all the scents even more pronounced. The ceiling is lit by a myriad of stars, like a night sky.

Characters with skills in biology, chemistry or botany can identify (upon a successful roll or in principal) some useful ingredients for potions, weapons etc. Experimenting with plants they can't identify will trigger a change of the basic rules (example: successful rolls will become failures and other way around) for the rest of the game.

③ A complete darkness where there is no sound. There is a voice that each player's character will hear in their head. This voice will ask one question and will let them go if they all answer with the exact same phrase.

Hand out some paper to the players with the same question on each. Make them think that each of them have a different riddle but they all have to write down the same exact word to pass this test. Don't let them consult or see each other's paper. Make the riddle easy and with only one possible answer. You can use well know riddles or try this example: „What has a head and a tail, but no body?". It's a coin.

④ A man is running from the wall to wall, speaking in languages. He doesn't seem to be fully aware of what's going on. Golden magic is sparkling from his hands, scuffing up glyphs which are tearing up space in technicolor glitches. There are writings on the walls and full laboratory, a mix of alchemists lair and high-tech, corporation lab.

The man is in fact one of the soldiers. You can make multiple references to suggest this. There are seven sets of weapons in the first grotto but only six soldiers, he's got a military tattoo hidden being the robes etc. However, if the man is presented with any kind of equipment (dog tag, rifle, food ration or anything else) from his past, he will become conscious and will reveal that there is a spaceship hidden in the tunnels full of mushrooms that made him feel full.

⑤ Junked spaceship with some parts dismantled. The pilot cabin is closed, but empty. Upon opening (brute force or a particular skill) spores are shoot it the air (see below for the effect). Glowing mushrooms are found inside. When fed to the soldiers, they will finally die without reseting.

Roll d6 to see the effects of the spores:

- ☐ They will eat your flesh
- ☐ They will heal all wounds
- ☐ They will make you strong
- ☐ Nothing happens
- ☐ They will make you see
- ☐ They will befriend you

⑥ There is a scene with a single spotlight on it. In front of the scene sits Anette. She is looking for a new stand-up talent. She will reveal that a way to escape the Cave is to fall asleep, but only to a person that will make her laugh.

⑦ Black obelisk. Humming. Upon activation it will ~~kill~~ the desires, kill ~~the~~ nightmares. The key to activate ~~it~~ think and ~~down and reluctantly~~ disguise yourself as a pig.