

Encounter type: The Jester

Encountered: 1

Attacks per turn: 2

Attack types / Damage per successful attack: 2 Rank-5 Jester Dagger / 1-D12 x12 +5 Trickster: When struck by this dagger, the one struck must roll a 10+ (on a D20), or be confused for 1-D4 turns. When confused, the victim of this enchantment will attack a random creature (The Jester included in the random roll).

D20 roll needed to have Gold / # of gold coins found: 1+ / 5,000

D20 roll needed to have Silver / # of silver coins: 1+ / 50,000

D20 roll needed to have [Treasure](#) / # of treasure items found: 1+ / 1-D12 +7

Defense: 23. The Jester will have a +7 to all defensive rolls to evade attacks.

Experience: 1,500

Life-points: 4,500

Offense: +9

Region: Volcanic Wilderland Tomb of Unrest.

Special: Damage-Reduction: 7 vs. all forms of damage taken.

Enchantment and Spell-Resistance: +9 vs. all forms of magic cast against him and damage taken from spells.

Immunities: Communication-based spells.

Jester Dagger (in the hands of any but the Jester):

Attacks per turn: 2

Damage: 1-D12 x2 +5

Note: In the hands of any but The Jester, this weapon must cause a maximum damage strike upon a foe in order to proc Trickster.